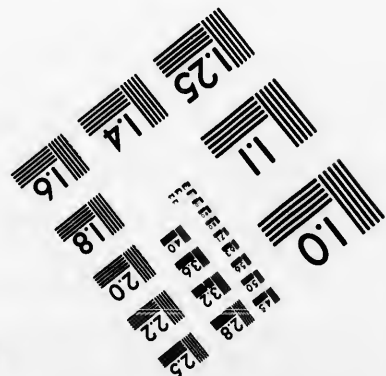
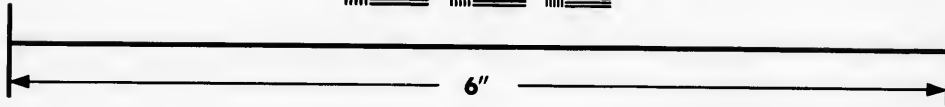
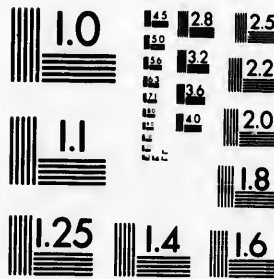


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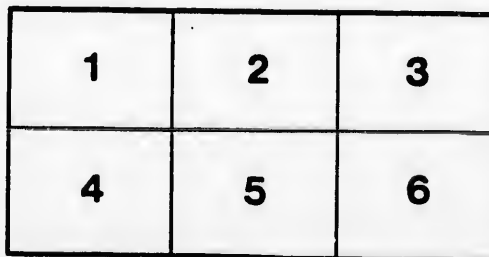
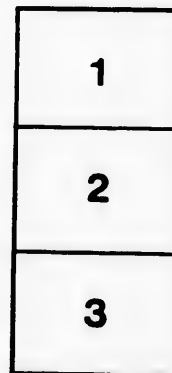
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**RULES OF LACROSSE**

**As Played by Clubs under the National  
Association.**

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**COMPLETE.**

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1879

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# RULES OF LACROSSE.

When such men as Dr. Beers and Mr. McNaught have written interesting and exhaustive volumes on the national game of Canada, it would be presumptuous in such a collection of athletic books as this to deal with the subject. Every lad in Canada knows sufficient of the mode of playing the game and has such abundant opportunities of seeing it played to perfection that all that is here necessary to give is the rules under which it is played.

## LAWS OF LACROSSE.

REVISED AND ADOPTED AT THE REORGANIZATION OF THE NATIONAL LACROSSE ASSOCIATION OF CANADA, TORONTO, 4th MAY, 1876, AND AMENDED AT MONTREAL, AUGUST 3rd, 1877, TORONTO, JUNE 7th, 1878, MONTREAL JUNE 6th, 1879.

### RULE I.—THE CROSSE.

SEC. 1. The crosse may be of any length to suit the player; woven with cat-gut, which must not be bagged. ('Cat-gut' is intended to mean raw-hide, gut, or clock-strings; not cord or soft leather). The netting must be flat when the ball is not on it. In its widest part the crosse shall not exceed one foot. A string must be brought through a hole at the side of the tip of the turn, to prevent the point of the stick catching an opponent's crosse. A leading string resting upon the top of the stick may be used, but must not be fastened, so as to form a pocket, lower down the stick than the end of the length strings. The length strings must be woven to within two inches of their termination, so that the ball cannot catch in the meshes.

SEC. 2. No kind of metal, either in wire or sheet, nor screws or nails, to stretch strings, shall be allowed upon the crosse. Splices must be made either with string or gut.

SEC. 3. Players may change their crosse during a match.

### RULE II.—THE BALL.

The ball must be India rubber sponge, not less than eight, nor more than nine inches in circumference. In matches it must be furnished by the challenged party.

### RULE III.—THE GOALS.

The goals must be at least 125 yards from each other, and in any position agreeable to the captains of both sides. The top of the flag-poles must be six feet above the ground including any top ornament, and six feet apart. In matches they must be furnished by the challenged party.

### RULE IV.—THE GOAL CREASE.

No attacking player must be within six feet of either of the flag-poles, unless the ball has passed over-point's position on the field.

### RULE V.—UMPIRES.

SEC. 1. There must be two Umpires at each goal who shall be disinterested parties, they shall stand behind the flags when the ball is near or nearing the goal. In the event of 'game' being called, they shall decide whether or not the ball has fairly passed through the goal; and if there be a difference of opinion between them, it shall be settled as provided for by Rule vi. They must not be members of either club engaged in a match; nor shall they be changed during a match without the consent of both captains. They must see that the regulations are adhered to respecting the goal. They must know before the commencement of a match the number of games to be played.

SEC. 2. No Umpire shall, either directly or indirectly, be interested in any bet upon the result of the match. No person shall be allowed to speak to the Umpires, or in any way distract their attention, when the ball is near or nearing the goal.

SEC. 3. When 'foul' has been called, by either captain, the Referee or any Umpire shall cry 'time,' after which the ball must not be touched by either party, nor must the players move from the position in which



they happen to be at the moment until the Referee has called 'play.' If a player should be in possession of the ball when 'time' is called, he must drop it on the ground. If the ball enters goal after 'time' has been called, it will not count. The jurisdiction of Umpires shall not extend beyond the day of their appointment.

#### RULE VI.—REFEREE.

SEC. 1. The Referee shall be selected by the Captains; and, in the case of 'Championship' matches, must be appointed at least one day before the match. No person shall be chosen to fill the position who is not thoroughly acquainted with the game, and in every way competent to act. In the event of the Field Captains failing to agree upon a Referee the day previous to a match, it shall be the duty of the President of the National Lacrosse Association, or, in his absence, the Vice-President, upon being duly notified, to appoint a Referee, to act during the match, such Referee, however, not to be one of the number proposed by either of the competing Clubs.

SEC. 2. Before the match begins, he shall draw the players up in lines, and see that the regulations respecting the ball, crosses, spiked soles, &c., are complied with. Disputed points, whereupon the Umpires or Captains disagree, shall be left to his decision. He shall have the power to suspend at any time during the match any player infringing these laws, the game to go on during such suspension. In disputed games which are left to his decision, he shall take the evidence of the players particularly interested, the respective opinions of the differing Umpires and, if necessary, the opinions and proposals of the Captains in cases where the discontinuance of the game is threatened. He shall immediately call 'time,' when 'foul' has been called by either Captain.

SEC. 3. The jurisdiction of the Referee shall not extend beyond the day for which he is appointed, and he shall not decide in any matter involving the continuance of a match beyond the day on which it is played. The Referee must be on the ground at the commencement of and during the match. At the commencement of each game, and after 'fouls,' 'disputed games' and 'balls out of bounds,' he shall see that the ball is properly faced, and when both sides are ready shall call 'play.' He shall not express an opinion until he has taken the evidence on both sides. After taking the evidence, his decision in all cases must be final. Any side rejecting his decision by

refusing to continue the match, shall be declared the losers.

SEC. 4. When game is claimed and disallowed, the Referee shall order the ball to be faced for from where it is picked up, but in no case must it be closer to the goals than ten (10) yards in any direction.

#### RULE VII.—CAPTAINS.

Captains to superintend the play shall be appointed by each side previous to the commencement of a match. They shall be members of the club by whom they are appointed and no other. They may or may not be players in a match; if not, they shall not carry a crosse, nor shall they be dressed in Lacrosse uniform. They shall select Umpires and Referee, and toss for choice of goals, and they alone shall be entitled to call 'foul' during a match. They shall report any infringement of the laws during a match to the Referee.

#### RULE VIII.—NAMES OF PLAYERS.

The players on each side shall be designated as follows: 'Goal-keeper,' who defends the goal; 'Point,' first man out from goal; 'Cover-point,' in front of point; 'Centre,' who faces; 'Home,' nearest opponent's goal; others shall be termed Fielders.

#### THE GAME

#### RULE IX.—MISCELLANEOUS.

SEC. 1. Twelve players shall constitute a full field. They must be regular members in good standing of the Club they represent and of no other, for at least thirty days before becoming eligible to play in a match for their Club. No member shall be allowed to change Clubs more than once during the season, except in 'bona fide' change of residence.

SEC. 2. The game must be started by the Referee facing the ball in the centre of the field between a player of each side; the ball shall be laid upon the ground between the sticks of the players facing, and when both sides are ready the Referee shall call Play. The players facing shall have their left side toward the goal they are attacking.

SEC. 3. A match shall be decided by the winning of three games out of five, unless otherwise agreed upon.

SEC. 4. Captains shall arrange, previous to a match, whether it is to be played out in one day, postponed at a stated hour in the event of rain, darkness, &c., or to be considered a draw under certain circumstances;

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SEC. 5. If postponed and resumed where left off, there shall be no change of players on either side.

SEC. 6. Either side may claim at least five minutes rest, and not more than ten, between each game.

SEC. 7. No Indian shall play in a match for a white club unless previously agreed upon.

SEC. 8. After each game players must change goals.

SEC. 9. No change of players must be made after a match has commenced, except for reasons of accident or injury during the game.

SEC. 10. Should any player be injured during a match and compelled to leave the field, the opposite side shall drop a man to equalize the teams.

SEC. 11. When a match has been agreed upon, and one side is deficient in the number of players, their opponents may either limit their own numbers to equalize the sides, or compel the other side to fill up the complement.

**RULE X.—SPIKED SOLES.**

No player must wear spiked soles or boots, and any player attempting to evade this law, shall be immediately ruled out of the match.

**RULE XI.—TOUCHING BALL WITH THE HAND.**

The ball must not be touched with the hand, save in cases of Rules xii. and xiii.

**RULE XII.—GOAL-KEEPER.**

The Goal-keeper, while defending goal within the goal-crease, may pat away with his hand, or block the ball in any manner with his crosse or body.

**RULE XIII.—BALL IN AN INACCESSIBLE PLACE.**

Should the ball lodge in any place inaccessible to the crosse, it may be taken out with the hand; and the party picking it up must 'face' with the nearest opponent.

**RULE XIV.—BALL OUT OF BOUNDS.**

Balls thrown out of bounds must be 'faced' for at the nearest spot within the bounds; and all the players shall remain in their places until the ball is faced. The Referee shall see that this is properly done, and when

both sides are ready shall call play. The 'bounds' must be distinctly settled by the Captains before the commencement of the match.

**RULE XV.—THROWING THE CROSSE.**

No player shall throw his crosse at a player or at the ball under any circumstances.

**RULE XVI.—ACCIDENTAL GAME.**

Should the ball be accidentally put through a goal by one of the players defending it, it is game for the side attacking that goal. Should it be put through a goal by any one not actually a player it shall not count.

**RULE XVII.—BALL CATCHING IN NETTING.**

Should the ball catch in the netting, the crosse must immediately be struck on the ground to dislodge it.

**RULE XVIII.—ROUGH PLAY, &c.**

No player shall grasp an opponent's stick with his hands, hold with his arms, or between his legs; nor shall any player hold his opponent's crosse with his crosse in any way to keep him from the ball until another player reaches it. No player, with his crosse or otherwise, shall hold, deliberately strike, or trip another, nor push with the hand; nor must any player jump at to shoulder an opponent from behind while running for or before reaching the ball; nor wrestle with the leg entwined so as to throw an opponent.

**RULE XIX.—THREATENING TO STRIKE.**

Any player deliberately striking another, or raising his hand to strike, shall be immediately ruled out of the match.

**RULE XX.—DELIBERATE CHARGING.**

No player shall charge into another after he has thrown the ball.

**RULE XXI.—CROSSE CHECK.**

The check commonly known as the 'square' or 'crosse' check, which consists of one player charging into another with both hands on the crosse, so as to make the stick meet the body of his opponent, is strictly forbidden.

**RULE XXII.—INTERFERING.**

No player shall interfere in any way with

another who is in pursuit of an opponent in possession of the ball.

#### RULE XXIII.—FOUL PLAY.

SEC. 1. Any player considering himself purposely injured during play, must report to his Captain, who must report to the Referee, who shall warn the player complained of.

SEC. 2. In the event of persistent fouling, after being cautioned by the Referee, the latter may declare the match lost by the side thus offending, or may remove the offending player or players, and compel the side to finish the match short-handed.

#### RULE XXIV.—INTERRUPTED MATCHES.

In the event of a match being interrupted by darkness or any other cause considered right by the Umpires, and one side having won two games—the other none—the side having won the two games shall be declared winners of the match. Should one side have won two games, and the other one, the match shall be considered drawn. This does not apply where special arrangements have been made by the Captains, as in Rule ix., Sec. 3.

#### RULE XXV.—CLAIMING GAMES.

When 'game' is claimed by the side attacking a goal, the Referee or either Umpire shall immediately call 'time,' and then proceed to give their decision. Until their decision has been given no game can be taken. The players shall keep their places, nor shall they leave them (unless the game be decided as won) until the game has again been started by the Referee.

#### RULE XXVI.—SETTLEMENT OF DISPUTES.

In the settlement of any dispute, whether by the Umpires or Referee, it must be distinctly understood that the Captain, with one player to be selected by them, have the right to speak on behalf of their respective clubs; and any proposition or facts that any player may wish brought before the Referee must come through the Captains or the player selected by them.

#### RULE XXVII.—FLAG POLE DOWN.

In the event of a flag pole being knocked down during a match, and the ball put through what would be the goal if the flag-poles were standing, it shall count game for the attacking side.

#### RULE XXVIII.—CHALLENGES.

SEC. 1. All challenges must be sent by post, registered, addressed to the Secretary of the Club intended to be challenged.

SEC. 2. Any club, receiving a challenge from another club, shall, within one week after its receipt, notify the challenging club of the time and place at which they are prepared to play. The place named shall be at either of their places of residences, or some intermediate place; and the time mentioned shall be within three weeks from the reception of the challenge.

SEC. 3. On the day selected, if one Club only put in an appearance, it shall be entitled to claim a victory by default. If its opponents refuse to fulfil their engagement, or do not appear upon the ground at the specified time, the club complying with the terms agreed upon shall be declared the winners of the match.

SEC. 4. If at the time of the reception of a challenge a club has on hand any other regular challenge undisposed of, the time for its acceptance shall be extended within a period not exceeding six weeks; and if it should have more than one regular challenge undisposed of, then within a period not exceeding an additional three weeks for every such challenge. Challenges shall not lapse with the end of the season, but shall continue in force until played off. Challenges so carried over shall date from the 10th May of the new season into which they have been carried.

SEC. 5. A club must accept challenges in the order of their reception. Challenges can not be sent earlier than the 10th of May nor later than the 9th of October, inclusive, and no match shall be played earlier than the 24th of May, unless mutually agreed upon. The season shall be from the 24th of May to the 31st October inclusive.

#### RULE XXIX.—CHAMPIONSHIP RULE.

PREAMBLE.—In order to create a greater interest in our national game, the National Lacrosse Association of Canada invite all clubs to compete for the Championship, for which purpose the Association offer a senior championship pennant, the winning clubs to hold the same under the annexed rules, and also subject to the rules of the game. The holders of these pennants to be recognized as the Senior and Junior Champions of Canada.

SEC. 1. The Club holding the "Championship" cannot be compelled to play any club competing therefor, more than twice in any one year, and an intervening space of two months must elapse between such matches.

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When a challenge is within one week of the challenging club, they are presumed to be at the place, or some other time mentioned in the receipt.

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SEC. 2. In the event of the holders losing the "Championship," their Secretary shall, within one week furnish to the Secretary of the winning club, copies, certified by their President, of all challenges for the "Championship" at the time undisposed of, and at the same time give up the champion pennant to the winning Club.

SEC. 3. The club winning the "Championship" shall take up these undisposed challenges, and treat them as their own, in accordance with and subject to Rule xxviii, (Challenges).

SEC. 4. Should the Champion Club be challenged by a club belonging to another city or part of the Dominion, half of the net proceeds received from such match shall go towards defraying travelling and hotel expenses only of the visiting team and its captain.

SEC. 5. Should half the net proceeds amount to more than the actual expenses of the visiting team, they shall receive their expenses only—the balance belonging to the Champion Club.

SEC. 6. A statement, signed by the President and Secretary of the Champion Club, given to the competing club, shall be evidence of the amount of net proceeds taken at such match.

SEC. 7. Any club holding either of the Championships, shall furnish security for the sum of \$200, to the satisfaction of the President

and Sec. Treasurer of this Association, that the Champion Pennant will be given up to the winning club upon the adjudication of the game by the Referee, or, as provided by Sec. 2 of this Rule.

SEC. 8. Upon the Pennant being surrendered to the winning club, the President and Secretary-Treasurer of this Association shall return or cancel the security given by the losing club.

SEC. 9. No club shall be entitled to hold both Championships, or play for the Senior Championship while holding the Junior Championship.

SEC. 10. City clubs competing for the Junior Championship, shall not have upon their team any players over 21 years of age. Other than city or Indian clubs, shall be allowed to have players of any age upon their teams.

SEC. 11. Indian Clubs shall be allowed to compete for these Championships, under the Rules of this Association; but in that case they will be debarred from the privilege of playing for money, given them in Article xi. of the Constitution.

RULE XXX.—AMENDMENTS.

Any amendment or alteration proposed to be made in any part of these laws, shall be made only at the Annual Conventions of the National Association, and by a three-fourths vote of the members present.

THE END.



