

**UNIVERSITY OF NOTRE DAME
INTRAMURAL SPORTS
INTERHALL WOMENS LACROSSE RULES**

INTRAMURAL POLICIES AND PROCEDURES

A. ELIGIBILITY:

Full-time Notre Dame undergraduate students are permitted to participate for the hall in which he/she resides.

B. LOCATION:

All games will be played at Loftus.

C. FORFEITS/RESCHEDULES:

If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call the Intramural Intern 631-3536 before 3:00pm the day of the game or 12:00pm on the day of game for weekend events and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 2-0 win for your opponent.

D. SCHEDULE:

All schedules are posted online and it is the captain's responsibility to check for updates/changes.

E. INCLEMENT WEATHER

No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called.

F. ROSTER ADDITIONS:

Players may be added to the roster at any point during the regular season. They must register on imleagues by 3pm the day of the game and must have a roster addition form signed by the rector at the game. Players may not be added during playoffs.

G. INSURANCE WAIVERS:

Waivers are filled out at time of registration on imleagues.

H. CHECK-IN:

It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity may result in suspension from future intramural activity.

I. SPORTSMANSHIP:

Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff. Lacrosse- A personal unsportsmanlike conduct foul will result in a 1 to 3 minutes suspension from play. The Referee will determine the severity of the foul.

J. ALCOHOL, TOBACCO & DRUGS:

Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.

SPORT RULES

Situations not specifically covered or implied by these rules shall be governed by current National Federation Rules and Interpretations. Certain intramural modifications follow:

A. TIMING

1. GAME TIME IS FORFEIT TIME!
2. There will be two twenty-minute running halves and a five-minute halftime.
3. The clock will stop in the last two-minutes of each half for all whistles.
4. Each team is allowed 1 (one minute) time out per half
5. Regular season games may end in a tie.
6. Playoffs only: A four-minute sudden death overtime period will be played in the case of a tie. Each team is allowed one time out in the duration of overtime. There will be a one-minute intermission between periods.
7. Mercy Rule: The clock will not stop if a team is up by 10 or more goals in that half.

B. PLAYERS:

1. A team is made up of 7 players but may start with fewer. A minimum of 5 players is needed to start a game.
2. Substitutions are on the fly with one player entering the field from the table area after the player he is replacing has left the field by the table area.

C. EQUIPMENT

1. All players must wear protective goggles and mouthpieces.
2. The goalkeeper must wear protective goalkeeper equipment.

D. FOULS

1. **Major:** rough or reckless checking, slashing, holding a stick around the face or throat of an opponent, hooking an opponent's stick, blocking, setting picks, detaining or tripping an opponent or charging or backing into an opponent and shooting dangerously.
 - i. **Penalty:** Free position awarded to player fouled. All other players must be 4 meters away.
 - ii. If committed within the 8-meter arc the free position awarded at the spot of the foul.
2. **Minor:** guarding a ground ball with a players foot or stick, checking or attacking an opponent's stick when the opponents is trying to gain possession of the ball, touching the ball by the hand, throwing a stick, drawing illegally, playing without a stick, deliberately causing the ball to go out of bounds.
 - i. **Penalty:** Free position awarded to player fouled. All other players must be 4 meters away.
 - ii. If committed within the 12-meter fan, the player fouled takes the nearest spot with her defender 4 meters away. This is an indirect free position and the player may not take a shot until another player has played the ball.

E. OTHER

1. Any team that accumulates 3 unsportsmanlike in a game will forfeit the game