

# WPFGE ABRIDGED RULES – FIELD LACROSSE - Page 1

## GUIDING BODIES

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## EVENTS

- TEAM: UNISEX, Open
- Roster limit of 20 players, with one non playing coach/manager.
- Unlimited substitutions permitted throughout match.

## SCHEDULING

Each game will consist of four – 15 minutes quarters, with a 10 minute halftime. In the event of a tie after regulation play, one 4 minute overtime will be played. In the event a tie remains after overtime, 4 minute Sudden Death overtimes will be played until there is a winner (first goal to score wins).

## BRACKETING

A Round Robin (Group Play) shall be established. The teams that finish first or second in each group advance to a Single Elimination Finals Tournament. Depending on the number of teams entered in this event the number of teams that advance to the Finals Tournament may change.

If the total number of teams in a division is less than 8, a single group Round Robin tournament shall be used exclusively to determine medal winners. If Group Play is used exclusively to determine medals, the coin toss will not be used. Co-winners will be declared for teams still tied after the first 3 tie-breakers. (See “Scoring”.)

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### GENERAL SPORT RULES for Field Lacrosse

Player Check-in Procedures: Each player must check-in at the Field Lacrosse Check In table prior to each game his/her team plays, and show a Participant Pass.

There is free substitution during the game. (Players substituted off the field may be substituted back on the field.)

**The Crosse** - The crosse shall be of an overall length of EITHER 40 inches (101.6 centimeters) to 42 inches (106.68 centimeters) (short crosse) OR 52 inches (132.08 centimeters) to 72 inches (182.88 centimeters) (long crosse).

A team may have no more than four long crosses, excluding the crosse of the designated goalkeeper, on the field of play, excluding the penalty box and excluding the bench area, at any one time when the ball is live.

The head of the crosse shall measure between 4 inches (10.16 centimeters) and 10 inches (25.4 centimeters) inside measurement at its widest point.

The stick of the designated goalkeeper shall be an exception to the above rules. There may be one stick up to 15 inches (38.1 centimeters) inside measurement in use by each team at any one time, and it must be used by the designated goalkeeper.

The goalkeeper's stick shall be an overall length of between 40 inches and 72 inches.

No player shall use a crosse in which the pocket has been permitted to sag to such a depth that the top surface of a lacrosse ball placed therein is below the bottom edge of the sidewalls when the crosse is held horizontal to the ground with the net to the bottom of the crosse. This prohibition shall not apply to the crosse of the designated goalkeeper.

No player shall use a crosse which is constructed or strung so as to be designed to withhold the ball from play.

No stick may be tampered with in any way so as to give a player an advantage over his/her opponent.

Adjustable length handles are illegal.

### PERSONAL EQUIPMENT

All players are required to wear protective gloves, suitable boots or shoes, and protective helmet equipped with a face-mask and a chinstrap which must be properly fastened on both sides. In addition, the designated goalkeeper shall wear a throat guard, a chest protector and a box/cup.

The fingers may not be cut out of a player's gloves, and the entire finger must be encased within, and must be part of the glove. A player may not play with his fingers outside the glove. A player may cut the palms out of his gloves.

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Each player is required to wear a jersey with a contrasting block or Gothic number centered on the front and the back. The number on the front of the jersey shall be at least 8 inches (20.32 centimeters) high, and the number on the back shall be at least 10 inches (25.4 centimeters) high. The numbers on the front and back of a player's jersey shall be the same, and no duplicate numbers shall be permitted on the same team.

Teams shall have two sets of jerseys of contrasting colors.

### SCORING

The winner of each game will be awarded one (1) point and the loser nil. There are no draws.

In the event of two or more teams finishing with equal points then positions will be determined by –

a) the win record taking into account those games in which the teams on equal points have competed against each other

if not conclusive then

b) by the Goal Difference taking into account those games in which the teams on equal points have competed against each other

if not conclusive then

c) the decider will be the “fewest goals conceded” taking into account the games between the tied teams.

if not conclusive then

d) the decider, between the tied teams, will be the Goal Difference taking into account all the games in the Round Robin Qualifying round

if not conclusive then

e) the decider, between the tied teams, will be the “fewest goals conceded” taking into account all the games in the Round Robin Qualifying round

In the event of this being inconclusive the decider will be a coin flip.

The top two teams from each pool will advance to the final round. Pool A #1 plays Pool B #2; Pool B#1 plays Pool A#2. Winners will advance to the Finals.