LIBERTY LACROSSE ASSOCIATION

1st and 2nd Grade Rules Quick Reference

FIELD SIZE	L: 60-70 yds W: 35-45 yds (Cross Field)	**CROSSE LENGTHS**	FP: 37-42” GK: 37-54”
PLAYERS	1 GK (Optional) 6 Field	**GOAL SIZE**	6’ x 6’ (Goalies) or flip goal where no goalie
FIELD PLAYER EQUIPMENT	NOCSAE helmet, mouth guard, shoulder pads, arm pads, gloves, shoes/cleats, protective cup	**GOALKEEPER EQUIPMENT**	NOCSAE helmet, mouth guard, throat protector, chest protector designed for lacrosse, gloves, shoes/cleats, protective cup
LENGTH	2 x 12’ Running, 4’ Half	**OVERTIME**	None
TIMEOUTS	None. Officials Only	**COUNTS**	4-sec GK only; no advance
FACEOFFS	FO at start of each half only 1 FO, 1 GK, 2 behind each GLE, 1 wing at sideline	**SUBSTITUTION**	During dead-ball or on-the-fly
SCRUM	Extended w/3 or more players, use A/P	**FOULING OUT**	Personals = 3x or 5-min
ADVANCING	Not Used	**STALLING**	Not used
OFFSIDES	> 4 players in off half > 5 players in def half No penalty - instruct extra player to go back to defensive zone	**3-YARD RULE**	All LEGAL holds, pushes & checks must be on a player w/possession or within 3 yds of loose ball
ALLOWABLE BODY CONTACT (4.15)	Legal Holds Legal Pushes Boxing Out Riding Incidental	**CHECKING WITH CROSSE (4.16)**	Lift/poke bottom hand or head of stick below check area, OR downward check initiated below BOTH players’ shoulders; no one-handed
ILLEGAL BODY CHECKS	Defenseless, possible ejection	**CHECKS TO HEAD/NECK**	Possible ejection
INTENTIONAL TARGETING	Ejection for head/neck/defenseless	**EJECTION PENALTY**	Player - Leave Coach - Leave

Pass Rule: There must be one attempted pass between two players in the offensive zone before a shot can be attempted. Teams must follow the spirit of the rule and passes must be an attempt to move the ball and not a short/quick pass designed to circumvent the rule.

Mercy Rule: After a goal differential of 5 goals is reached, the mercy rule is in effect.

- Trailing teams will receive the ball at the top of the offensive zone after any goals by the leading team.
- Leading teams must complete a minimum of at least 3 passes before attempting a shot on goal. If the ball is dropped prior to reaching 3 passes, the count is reset and an additional 3 passes must be completed.