



LACROSSE
SOUTH AUSTRALIA



MEN'S DIVISION 2 COMPETITION RULES

APRIL 2022



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1. GAME CONCEPT

The aim of the Division 2 competition is to provide a game that can cater for all ages. A game for the older lacrosse player still wanting to play but at a more relaxed game pace, to help develop the younger player who wish to experience playing with seniors, and the older new player who wishes to learn to play lacrosse without a high level of physical contact.

The primary consideration of these rules is to allow a safe, yet competitive game of lacrosse be played in a friendly atmosphere and with a high level of sportsmanship being displayed.

2. RULES OF PLAY

In general, World Lacrosse Rules are to be played wherever possible.

The modifications listed below, will however, supersede any rules with which they may conflict.

3. TEAM NUMBERS

Division 2 are to play eight (8) a side if each team has less than eleven (11) players, if both teams have eleven (11) players or more they have to play ten (10) a side.

Example 1 – start with eight (8) a side, both teams have eleven (11) players 10 minutes into the game, keep playing and change to ten (10) a side at quarter time.

Example 2 – start with eight (8) a side, extra players arrive and both teams have eleven (11) players or more 10 minutes into the second quarter, keep playing and change to ten (10) a side for the third quarter.

Whatever the situation is at the beginning of the third quarter remains for the game regardless of injuries or any other incident.

Teams are given ten (10) minutes grace after the assigned starting time to field a team (that is seven (7) players for Division 2).

4. CHECKING

Body Checking is allowed to be applied only against the player in possession of the ball.

Limited contact / low impact rules.

Limited contact is permitted when going for the ball or defending against a player with the ball.

Low impact means minimal body checking, FIERCE, VICIOUS or UNNECESSARY contact is not allowed.

Stick checking is permitted.

Restrained or constrained poke and slap checks that are reasonable are permitted.

FIERCE, VICIOUS or UNNECESSARY CHECKING is not allowed.

5. PENALTIES

Max 5 minutes personal fouls per game (not 5 penalties).