



SATURDAY, OCTOBER 12, 2024

MICHAEL A. CARROLL STADIUM AT IUI - INDIANAPOLIS, IN

QUEEN OF THE PARK

GAMEPLAY OVERVIEW

This competition will be played in a Queen of the Park (5v5) format. Come out to play the fastest game on two feet - but even faster! This gameplay will be a high paced, engaging style of competition that emphasizes skills, where every player is involved, and the continuous action defines the competition. Think of lacrosse meets half-court, in our Queen of the Park. All teams in the following age divisions will be eligible to participate in this competition: 12U and High School. All teams are guaranteed 6 games.

AGE REQUIREMENTS

Please reference the age requirements below for each division listed above.

- 12U: Born after 9/1/2011; Born before 8/31/2014 (Ages 10-12)
- High School: Born after 9/1/2005; Born before 8/31/2010 (Ages 14-18)
 - *Must be currently enrolled in High School to be eligible.*

TEAM MAKE-UP

Roster sizes will be 6-8 players for this competition. There will be 4 field players and one goalie on the field for all games. No more than 2 Coaches permitted per team.

RULES AND GUIDELINES

All games will adhere to USA Lacrosse equipment and rules ([Girls Guidebook](#)) and all High School teams will adhere to NFHS equipment and rules, with the exceptions noted below. USA Lacrosse will contact teams with further information relevant to the age-group they are participating in if necessary.

- Competition will consist of 15-minute games of running time and no overtime play. A central horn will be used.
- Modified fields will be used measuring approximately 54ft. x 40ft.
 - A single goal will be used on each field, with its placement at one end.

- Teams will rotate between fields within their age group pods based on their win or loss of each game; A coin toss (or Rocks, Paper, Scissors) for initial possession or first Alternate Possession.
- Each field will have one on-field official per game.
- Games will begin with a coin toss (or Rocks, Paper, Scissors) for choice of initial possession or first alternate possessions (per Rule 5.5). No draws shall be taken.
- Any AP awarded will be taken at the top of the box.
- There must be one attempted pass before a player can shoot on goal.
- After a goal is scored or a shot saved, that goalie will have a free clear to the top of the box.
- Goalies will then rotate. Once a goalie clears the ball, they must clear the front of the goal circle immediately.
 - Non-active goalies will stay in the back of the goal circle at all times to expedite the rotation process.
- The new attacking team shall place the ball on the ground outside the box, until the new goalie is ready and will initiate play by picking up the ball. She gets 4 meters of free space.
- All fouls shall be administered at the top of the box, unless a flag was raised and a shot taken.
- Restarts after any foul (including cards) will be at the top of the box and no opponent will be placed behind. All players must be 4 meters away from the restart.
- Any yellow carded fouls, mandatory or discretionary, will incur a 30-second time serving penalty. *(High school division will play a player down for 30 seconds; All other divisions the player must come off the field but can be substituted for. Shooting space is a 30-second penalty)*
- Penalty time for a card starts when the player sits down in the marked chair at the scoring table area. Penalties are non-releaseable.
- Any red card will incur a 1-minute non-releaseable penalty. *(High school division will play a player down for 1 minute; All other divisions the player must come off the field but can be substituted for.)*
- All other USA Lacrosse and NFHS rules will be followed & enforced (age appropriate) with the exception of offsides.
- If there is a foul warrants a red card in a regular field game, event operators reserve the right to implement additional game suspensions at their discretion based upon actions during a contest.
- Boundaries are awarded as per field rules and restarts taken accordingly.
- No more than two coaches permitted on the team sideline. All other parents and fans must stay outside the team sidelines.



- Substitute on the fly through the designated subbing area; the player exiting the field must be off the field entirely before teammate enters the field.
- If game ends in a tie, a Sudden Victory shoot out will ensue. Each team will select one shooter per round, player cannot be used in multiple rounds. The shootout will continue until there is a winner. Team with AP at the end of regulation will have option to shoot first or second. The shooter will start with the ball at the top of the box and have 10 seconds to shoot, one shot only, and the goalie must remain in the goal circle.

REGISTRATION PROCESS OVERVIEW

All interested teams must register online. For more information including pricing, team benefits, and how-to register guides, please visit www.usalacrosse.com/experience.

The team application will ask for basic information as well as payment upon registration. Once the team has been signed up the coach/team manager will submit the roster to invite players to join the team and create their individual player profiles.

Individual players will be able to set-up their player profiles, select their skills clinics and purchase add-ons such as additional tickets to the International Sixes Competition.

Included with team registration for all players:

- Official USA Lacrosse Experience event pinnie
 - This pinnie will serve as the team uniform shirt for the event.
- Guaranteed 6 games for each team
- Skills Clinics presented by Gait Lacrosse (*Players will choose up to 3 clinics they want to attend*)
 - Rostered players will be able to select clinics during their registration process
 - Clinics will be run by Gait athletes and other top players and coaches.
- Tickets to all twelve (12) International Sixes games on Friday and Saturday.

During the registration process – all teams and individual players will have the ability to sign up for additional experiences throughout the weekend. Additional experiences include, Parent Ticket Packs, VIP seat upgrades, and more. If you are not sure about adding these experiences on at the time of registration, both teams and individuals will be able to login to their dashboard and add them on leading up to the event. *Note – spots for these additional experiences are limited!*

If the division your team would like to sign up for is full, the event will institute a wait list. Those teams coming off the wait list will be invited in the order in which they registered.



If a division is not full, and doesn't have enough teams to constitute worthwhile gameplay, that division may be eliminated. In the case of a division being eliminated, teams may be granted the option to play in another division if applicable.

Refund Policy: Team Registration is **non-refundable**. In the case of a division cancelling due to low registration numbers, a refund will be issued minus admin fee.