

UniSport Australia Guideline

Lacrosse 5s – Victorian Regional IV

Mixed

UniSport Australia (UniSport) Lacrosse 5s competition is conducted in accordance with the rules of the [Australian Lacrosse Association \(ALA\) Lacrosse Fives Rules of Play](#) except where these differ from UniSport competition guidelines; in which case the latter shall take precedence. Reference should also be made to the UniSport *Breach of Competition Requirements* guideline for penalties related to breaches.

1. Team/squad size

Similar to last year, we will implement the following for team numbers/split:

- It is strongly recommended that teams have a minimum of five players to compete and recommended that teams have no more than three players of the same gender on the field at the same time.
- In discussing the event with Lacrosse Victoria, it was recognised that there is an increasing number of gender-diverse students playing lacrosse and we don't want a situation where a player is 'outed' because there appears to be more of a particular gender than has been recommended. Hence, it is a recommendation, but won't be strictly enforced. We expect universities to do their best to ensure teams are mixed gender.
- Where teams are struggling for numbers, we will allow a team to take to the field with a minimum of three players, to provide a participation opportunity.

2. Competition format

2.1. Game duration

- a) All games will be two x 15 minute halves in duration with five minutes for half time
- b) There are no time outs permitted

2.2. Pool points scoring

Points for each teams' match shall be awarded as follows:

- a) Winning team: 10 points
- b) Drawn match: 5 points per team
- c) Losing team: 1 point
- d) Forfeited team: 0 points

2.3. Pool tiebreakers

In the event that two or more teams have the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:

- a) Result(s) of game(s) between those teams during the pool stage.
- b) The number of goals scored in game(s) between those teams during the pool stage.
- c) The percentage of goals scored for and against during the round robin, ascertained by dividing the total number of goals scored by a team, by the total number of goals scored against such team.

2.4. Drawn matches

- a) If preliminary matches are drawn at full time, both teams will be awarded 5 points as per section 3.1.
- b) If progression or medal matches are drawn at the end of normal time, play will recommence for two periods of two minutes each, with teams switching ends for an immediate restart after the first period of extra time.
 - i) If there is one team in the lead at the end of the second period of extra time, they will be declared the winner.
 - ii) If the scores are tied at the end of extra time, play will continue, switching ends for an immediate restart every two minutes, until one team scores a goal.

3. Uniform requirements

- 3.1. In addition to the requirement outlined by the [ALA Lacrosse Fives Rules of Play](#) (rules 3.3 & 3.4), the following items should be noted:
- a) The uniform consists of a shirt, shorts, socks and appropriate footwear
 - b) Numbering is compulsory on the back of the shirt

4. Forfeits, delays and abandonments

- 4.1. A forfeit will be declared 10 minutes after the scheduled start of play where either team is unable to commence play.
- 4.2. The forfeit score is 10 goals to nil (0).
- 4.3. If a team is late but takes the court prior to the 10 minute forfeit time, the game shall start without the clock being reset and the team running late penalised a goal for each minute (or part thereof) that has expired (ALA Rule 3.7).
- 4.4. Should the commencement of a game be delayed due to no fault of either team (as determined by competition management or UniSport), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the Competition Manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.
- 4.5. In the event of a game being abandoned, the UniSport *Abandonment of Sporting Competitions* guideline will be implemented.

5. Team duties

- 5.1. Team duty requirements for Lacrosse 5s are:
- a) Each team will be rostered to provide a duty team for a number of matches over the duration of the tournament.
 - b) The duty team will consist of two people from one team to fill the roles of scoreboard operator and scoresheet.
 - c) The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.