



WAIKATO LACROSSE ASSOCIATION (WLA) BOYS INTERMEDIATE SCHOOL BYLAWS (UPDATED AUGUST 2025)

1. INTRODUCTION

1.1. These bylaws are the rules under which the WLA Boys Intermediate School competitions will be run.

2. AMENDMENTS

2.1. The WLA committee may make amendments to these bylaws at any time.

2.2. Proposals for amending these bylaws should be sent in writing to the WLA.

3. REGISTRATION OF PLAYERS

3.1. All players must be registered as a member of an affiliated school. The affiliated school must provide details of all registered members to the WLA.

3.2. Registrations with WLA are valid for a year from the date of registration.

3.3. The WLA has the jurisdiction to not allow a player to play in a WLA run league if they owe money to NZ Lacrosse or to the WLA, or as a result of a disciplinary process.

4. COMPETITION RULES

4.1. Matches shall take place between teams of affiliated schools under conditions arranged by the WLA who shall determine the format of competition each year.

4.2. The WLA shall fix dates and times of all games, allocate grounds and decide the number of rounds to be played in each division.

4.3. The WLA committee has the power to alter any dates fixed or fields allocated, to postpone and re-schedule matches and generally direct and govern matches.

4.3.1 The pitch will be between 65-70m long and 40-50m wide. At minimum, ensure the pitch has these lines:

- Boundary lines (50mm)
- Centre line (100mm, important for faceoff spacing)
- Wing lines (50mm)
- Restraining line (50mm)
- Goal lines (50mm wide if it matches width of the goal posts; otherwise, match width with goal posts)
- Penalty box (50mm)

4.4. The score sheet for each game must be completed by both teams with their team list and handed back to the bench before the start of the game. Players can be added to the score sheet at any time, as long as it does not interrupt play. Players may not take the field until they are on the score sheet.

4.5. A win will be 3 points, a draw 1 point and a loss 0 points.

4.6. If a team defaults the score will be recorded as 5 - 0 to the non-defaulting team. If a team defaults after a game has started the non-defaulting team can choose whether to take the score of the game or a 5-0 win.

4.7. In the event of a draw during round-robin games, semi-finals and finals "sudden victory" will be played as per World Lacrosse rules.

4.8. Teams must provide one person to score or time the game who is not the coach of the team.

4.9. Teams will have matching uniforms. Teams must have numbered shirts or numbered bibs.

4.10 Officials may require a team to wear different coloured numbered bibs if the two teams shirts are too similar in colour and cause problems with game play and refereeing.

5. MATCH PLAY

5.1. The WLA has adopted World Lacrosse Field (2025-2027) rules, with the following adjustments:

5.2. Games will be played 6 a side.

5.3. A Team may have up to 6 substitutes (12 players in total).

5.4. If a team does not have the required number of players to field a full team, the game may be played with the team man down without any requirement to forfeit the game. The opposing team may play with a full roster. Alternatively, teams may agree to play with the same number of players with the defaulting team registering a 5-0 loss.

5.5. Games will be 10 minute quarters, with a 1 minute break between Q1 & Q2, a 5 minute half time, and a 1 minute break between Q3 & Q4. Teams will change ends at half time. Stop clock will be played in the last 2 minutes of the second half.

5.6. Teams will have one x 90 seconds timeout per HALF.

5.7. There will be **no offside rule** during play - players are NOT confined to one half of the pitch.

5.8. There will be **no body checking**. This includes on ball and off ball during loose balls. This does not stop contact. Players may still push each other once 'even pressure' contact has been initiated but may not push or "punch" with their hands on their stick. Body checking will be assessed as a major (previously personal) foul.

5.9. There will be **no 'bull dodges'**. For this league a bull dodge is when the player with the ball runs straight at a defender and initiates contact that is not 'even pressure', making little to no attempt to go around them or avoid contact. Bull dodges will be assessed as a major foul.

5.10. There will be **no 'dangerous stick checks'**. Any foul that is a check to the head, dangerous follow through to the head, or dangerous propelling at the head will be assessed as a major foul.

- A hand holding a stick may not be checked. If a hand is checked, it is a slash.
- Empty crosses may not be checked.
- Sticks must not go near players' heads or necks and must be away from the head.
- Checks must not cause the ball to go toward the opponent's face or opponent's stick into their body.

5.11. There will be **no 'unnecessary roughness'** - unnecessary roughness is essentially any deliberate, excessively violent, and unnecessary action by a player, as judged by the officials. A player falling to the ground is not automatically evidence of unnecessary roughness as it can happen during legal play.

5.12. **Major (previously "personal") Foul Count:** from 2025, reduced to **4 major fouls per game**. Players will receive a warning at 3 and must leave the field if they commit a 4th major foul in that game. A **maximum of 6 major fouls** will be allowed **over two consecutive games**, if a 7th is committed the player must leave the field of play.

5.13. Teams **must pass the ball three times before officials call 'goal on'**.

5.13.1 Officials will signal with fingers and voices. "Reset" signals that the ball was touched and the count restarts. "Shot's on," with officials holding up 3 fingers, signals that 3 passes were complete and the ball may be shot.

- For the purposes of this rule, a "touch" counts if it causes a rolling or in-flight ball to be missed.
- A "touch" does not count if it does not affect the catching or picking up of the ball.

5.13.2 There will **no longer be a reset if a team is 'goal on'** and then fouled by the opposing team.

6. EQUIPMENT

- 6.1. Players must wear an intra-oral mouthguard and a box.
- 6.2. Players must wear a helmet, gloves and arm pads.
- 6.3. Only short lacrosse sticks are to be used in this league, in addition to one goalie stick.
- 6.4. A soft mod-crosse ball will be used.
- 6.5. A goaltender is required to wear a helmet with a throat guard, intra-oral mouthguard, chest protector, gloves and a box.
- 6.6. A goaltender may also wear any other field lacrosse goalie equipment, field hockey shorts, or football shin guards.
- 6.7. A goaltender may not wear hockey shin guards or shoe protection.

7. GENERAL

- 7.1. The WLA committee shall have the power to deal with all matters which may arise that are not provided for in these by-laws.