



SUNDAY, OCTOBER 13, 2024

WHITE RIVER STATE PARK CELEBRATION PLAZA - INDIANAPOLIS, IN

ADULT (18+) KING & QUEEN OF THE PARK

GAMEPLAY OVERVIEW

This competition will be played in a King & 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 King & Queen of the Park. All adult players older than 18 at the time of the event are eligible to play. There will be two (2) divisions, women's and men's. All teams are guaranteed 4 games.

TEAM MAKE-UP

Roster sizes will be 6-10 players for this competition. There will be 4 field players and one goalie on the field for all games. Teams should be self-coached. Players age 18+ are eligible to play in this division. *(Note: Must NOT be enrolled in high school at the time of competition.)*

RULES AND GUIDELINES

- Competition will consist of 15-minute games with running clocks; 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 need to clear the ball past the top of the box.
- Field players will not be permitted to wear equipment for these games.
 - Goalies should still be properly equipped.
- No long sticks permitted.
- There are no formal officials for these games' Teams will self-officiate.
 - A field supervisor will be present on each field.
- Games will begin with a coin flip to determine opening possession and alternate possession - there will be no draws or face-offs.
- AP awarded to either team will be taken at the top of the box.



- Teams will rotate between fields within their division pods depending upon their win or loss of each game; Winning teams will advance to the lower numbered field within their division's pod.
- After the first game, the winning team starts with the ball after rotating.
- There must be one attempted pass before a player can shoot on goal.
- After a goal is scored or saved, the goalie that was shot upon will have a free clear to the top of the box before an attack on goal can be made.
- Goalies will rotate when there is a change of possession, or a goal is scored. 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.
- Sidelines and Endlines will serve as boundary "guidelines" for the field of play. If the ball is ruled out of bounds it will be picked up and run back in.
- 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. If tied after 3 rounds winner will be decided by coin flip. Team with AP at the end of regulation will have option to shoot first or second. If tied after 3 rounds, the team without AP at the end of regulation calls the coin flip.

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 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 and purchase 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 4 games for each team.
- Tickets to all twelve (12) International Sixes games on Friday and Saturday.

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.