



SATURDAY, OCTOBER 12, 2024

WHITE RIVER STATE PARK CELEBRATION PLAZA - INDIANAPOLIS, IN

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 teams in the following age divisions will be eligible to participate in this competition: 8U, 10U, 12U, Middle School and High School. All teams are guaranteed 6 games.

AGE REQUIREMENTS

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

- 8U: Born after 9/1/2015; Born before 8/31/2018 (Ages 6-8)
- 10U: Born after 9/1/2013; Born before 8/31/2016 (Ages 8-10)
- 12U: Born after 9/1/2011; Born before 8/31/2014 (Ages 10-12)
- Middle School: Born after 9/1/2009; Born before 8/31/2012 (Ages 12-14)
- 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 ([Boys Guidebook](#); [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 after official registration opens.

- 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 28ft. (MS/HS Fields measure 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
- Equipment modification: No long sticks for the boy's divisions
- Each field will have one on-field official per game
- 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 age group 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
- There are no restraining line or offside fouls – players may roam the entire field of play
- All Major and Minor (Personal and Technical) fouls shall be administered at the top of the box including a foul that results in no shot being taken or an attack foul
- Restarts after a time serving foul will be at the top of the box. All fouls will be signaled by the official's arm straight up in the air
- No player shall go behind – all players must start 4 meters away from the restart
- Major/Personal fouls such as illegal dangerous contact, unsportsmanlike conduct...etc. 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*)
- Time-serving fouls start at the time the player sits down in the marked chair at the scoring table area. Penalties are regular running time, not time and a half
- For a foul that is egregious or considered misconduct will incur a 1-minute time serving 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 but including: charging, blocking, illegal check, etc. (*No takeout checks for any division*)
- If there is a foul that would be a red card or ejection in a regular field game, event operators reserve the right to implement additional game suspensions at their discretion based upon actions during a contest
- 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
- 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. 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, 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 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 the athlete combine or 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
- Specialized skills clinics (*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 top lacrosse players and coaches from National Teams and professional leagues.



- Tickets to all twelve (12) International Sixes games on Friday and Saturday.
- Access to two (2) expert led educational sessions on Saturday. Tentative subjects include Recruiting and Sports Science and Safety.

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 VIP Team Clinics with National Team Players/coaches, Parent Ticket Packs, Athlete Combines to measure sports performance metrics, and other fun festival activities. 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.