

Girl's lacrosse is a **non-contact game** played by 12 players: six attackers, five defenders and a goalkeeper. The object of the game is to shoot the ball into the opponent's goal. The team scoring the most goals wins.

Girl's Lacrosse Positions

Attack

- **First Home**
The first home's responsibility is to score. Located in front of the goal, the first home must continually cut toward the goal for a shot, or cut away from the goal to make room for another player. She should have excellent stickwork.
- **Second Home**
The second home is considered the playmaker. She should be able to shoot well from every angle and distance from the goal.
- **Third Home**
The third home's responsibility is to transition the ball from defense to attack. She should be able to feed the ball to other players and fill in wing areas.
- **Two Attack Wings**
The wings are also responsible for transitioning the ball from defense to attack. Wings should have speed and endurance and be ready to receive the ball from the defense and run or pass the ball.
- **Center**
The center's responsibility is to control the draw and play both defense and attack. She should have speed and endurance.

Defense:

- **Point**
The point's responsibility is to mark first home. She should be able to stick check, body check and look to intercept passes.
- **Coverpoint**
The coverpoint's responsibility is to mark second home. She should be able to receive clears, run fast and have good footwork.
- **Third Man**
The third man's responsibility is to mark third home. She should be able to intercept passes, clear the ball, run fast and have good footwork.
- **Two Defense Wings**
The wings are responsible for marking the attack wings and bringing the ball into the attack area. Wings should have speed and endurance.
- **Goalkeeper**
The goalkeeper's responsibility is to protect the goal. She should have good stickwork, courage and confidence.

Field Layout

- **Critical Scoring Area:** An area 15 meters in front of and to each side of the goal and nine meters behind the goal. An eight-meter arc and 12 meter fan are marked in the area.
- **Crosse (Stick):** The equipment used to throw, catch, check and carry the ball.
- **Crosse Checking:** Stick to stick contact consisting of a series of controlled taps in an attempt to dislodge the ball from the crosse.
- **Deputy:** A player who enters the goal circle when the goalie is out of the goal circle and her team is in possession of the ball.
- **Draw:** A technique to start or resume play by which a ball is placed in between the sticks of two standing players and drawn up and away.
- **Eight-Meter Arc:** A semi-circular area in front of the goal used for the administration of major fouls. A defender may not remain in this area for more than three seconds unless she is within a stick's length of her opponent.
- **Free Position:** An opportunity awarded to the offense when a major or minor foul is committed by the defense. All players must move four meters away from the player with the ball. When the whistle sounds to resume play, the player may run, pass or shoot the ball.
- **Free Space To Goal:** A cone-shaped path extending from each side of the goal circle to the attack player with the ball. A defense player may not, for safety reasons, stand alone in this area without closely marking an opponent.
- **Goal #Circle:** The circle around the goal with a radius of 2.6 meters (8.5 feet). No player's stick or body may "break" the cylinder of the goal circle.
- **Grounded:** Refers to any part of the goalkeeper's or deputy's body touching the ground for support outside of the goal circle when she attempts to play the ball from inside the goal circle.
- **Indirect Free Position:** An opportunity awarded to the offense when a minor foul is committed by the defense inside the 12 meter fan. When the whistle sounds to resume play, the player may run or pass, but may not shoot until a defender or one of her teammates has played the ball.
- **Marking:** Being within a stick's length of an opponent.
- **Penalty Lane:** The path to the goal that is cleared when a free position is awarded to the attacking team.
- **Scoring Play:** A continuous effort by the attacking team to move the ball toward the goal and to complete a shot on goal.
- **Stand:** All players, except the goalkeeper in her goal circle, must remain stationary following the sound of any whistle.
- **Sphere:** An imaginary area, approximately 18 cm (seven inches) which surrounds a player's head. No stick checks toward the head are allowed to break the sphere.
- **12 Meter Fan:** A semi-circle in front of the goal used for the administration of minor fouls.
- **Warning Cards:** A yellow card presented by an umpire to a player is a warning which indicates that she will next receive a red card and be suspended from further participation if she continues to play dangerously and/or conduct herself in an unsportsmanlike manner. A green card is presented by an umpire to the team captain indicating a team caution for delay of game.