

Chumash Game Rules

Players

SECTION 1. Chumash is played by two teams of 3 players each. Each team may have one substitute. There is one goal in the center of the field. The purpose of each team is to score on its respective side of the goal. Long sticks are illegal.

The Field

SECTION 2. The Chumash field is 50 yds. long and 30 yds. wide. The crease is elliptical-6-12' at the goal line extended and up to 15yds. at the top center. The younger players should be closer. The 6' high, 12" wide goal is centered in the crease, and the net shall be centered or sandwiched in the frame to accommodate shots from both sides. 20 yds. from the goal line and 5 yds. from the boundary on each end there shall be a restraining or "take back" line.

Officials

SECTION 3. Chumash is designed to be as self-regulating as possible to enhance the joy of playing, and to make it easy to play a real game anytime, anywhere. Anybody can play.

Play of the Game, Time Factors, Etc.

SECTION 4. A game will consist of two twelve minute halves. Each team is allowed one two-minute timeout per game.

Pre-Game procedures

SECTION 5. Initial possession of the ball to start the game shall be determined by a coin flip.

Off-Sides

SECTION 6. There is no off-side rule in Chumash Lacrosse.

Play of the Ball

SECTION 7. When there is a clear change of possession the team with the ball must pass or carry it back to the restraining line in front of their goal, much like 3 on 3 basketball. If a team fails to do this it is a technical foul and the ball is awarded to the other team. After a goal, the ball is put in play at the take back or restraining line.

If a shot is taken that misses the goal and goes out of bounds, the ball shall be awarded to the defensive team, not the team closest to the ball when it goes out of bounds.

Goal Crease Privileges

SECTION 8. When the ball is on the ground in the crease, players from both teams are allowed to be inside the designated crease area. After possession is gained, the ball must be immediately carried or passed out of the crease. Failure to do so is a technical foul and loss of the ball. When the ball is in possession of Team A, a player from Team B is allowed to be in the crease only if they are continually moving through it. A defensive player (team B) may not take a position to defend the goal while in the crease. A defensive crease violation will result in a man down situation for Team B, as per NCAA rule on a technical foul with possession.

After team A has cleared the ball, no player from Team A (the team with the ball) may ever be in the crease or on the crease line. During the clear there is no crease violation. However, the goal may not be used to pick a opponent at any time.

Other Games Procedures

SECTION 9. Most play of the game falls under the guidelines of the NCAA (boys) or USWLA (girls) rule book. There are no rules governing time for ball advancement, etc. 5 yard (1 meter for girls) rule strictly enforced on inbounds play, interference, etc.

Personal Fouls

SECTION 10. Personal fouls are illegal body checking, slashing, tripping, and cross-checking as per NCAA rules. Exception: There is no "brush" call. Any touch of the head or face is an automatic personal foul. On a personal foul the ball is awarded at the restraining line. The offended team doesn't have to clear the ball.

Technical Fouls

SECTION 11. Technical fouls are interference, illegal screen, holding, warding off, pushing, withholding the ball, crease violations, and other technical infractions outlined in the NCAA Rule book. On a Technical foul, the ball is awarded at the goal line extended, and just inside the sideline. The ball must then be cleared to the restraining line.

Penalty Enforcement

SECTION 12. On personal fouls, the offender must go to the sideline until there are 2 shots taken, or until his team gains possession of the ball, or there is a goal scored by the team with the advantage.

SECTION 13. On technical fouls, the offending player must leave the field for 1 shot, or until his team gains possession of the ball, or there is a goal scored by the team with the advantage.

Chumash Rules

SECTION 14. Leave the field thinking how much fun it was to play and not how you won or lost. A.R. 18 Any and all ritualistic forms of good sportsmanship are encouraged.

SECTION 15. These rules are flexible, depending on resources availability. Any rule variations are agreed upon before play begins.