

MHSFLL Women's Field Lacrosse (Magic 8's)

Rule Variations & Addendum

(2026 Season – Growth Years)

All games shall be played in accordance with the [2025–2026 World Lacrosse Women's Field Lacrosse Rulebook \(WL\)](#) except where explicitly modified below.

1. League-Specific Variations

1.1 Team Composition & Offside

(WL Rule 5 — Players / Rule 18 — Offside)

Each team shall have no more than eight (8) players on the field at one time:

- 1 Goalkeeper
- 2 Defenders
- 3 Midfielders
- 2 Attackers

Positional requirements:

- A minimum of two (2) field players must remain in the attacking half at all times.
- A minimum of two (2) field players (not the goalkeeper) must remain in the defensive half at all times.
- The goalkeeper may not cross the centre restraining line. They must remain in their defensive half at all times. If a team chooses to play without a goalkeeper, they must hold three (3) field players in their defensive half.
- These minimums apply at all times.

Failure to maintain these minimums shall result in an offside violation, administered according to WL offside rules.

1.2 Field Size, Draw & Restraining Lines

(WL Rule 1 — The Field / Rule 13 — Draw)

The game shall be played on a Sixes-sized field with 11-meter Marking Areas only. The 15-meter Marking Area shall not be used.

Draw administration:

- The 11-meter fan shall serve as the restraining line *during the draw*.
- 3 players from each team are permitted between the 11m Marking Areas during the draw. One of the three players from each team will take the draw. The other two players from each team set-up around the centre circle and may move freely around the centre circle until the whistle.

- All non-draw (i.e. other) players must be fully inside their respective fan before the whistle.
- Both feet must be inside the line. Being on the line during the draw or before “possession” is an Early Entry violation.
- When the ball is determined to have travelled below the top of the 11m fan or inside the fan, the officials will “release” all players.

1.3 Game Length & Timing

(WL Rule 10 — Timing)

Games shall consist of:

- Two (2) 22-minute halves
- Five (5) minute halftime

Timing format:

- First half — running time
- Second half — running time
- Final 2 minutes — stop time

2. Free Position Modifications (Growth Rule)

(WL Rule 19 & 20 — Free Position)

For fouls inside the 11m Area:

- Major fouls → Direct Free Position (i.e. the attacking team may immediately shoot on goal).
- Minor fouls → Indirect Free Position
- Defensive goal-circle violations → Indirect Free Position
- Restraining line violation (offside) → Indirect Free Position

Indirect Free Position inside the fan:

- WL positioning rules apply – set-up on the 11m line, in-line with the foul.
- All defenders must move 4m away. The fan does not need to be cleared otherwise.
- No direct shot is permitted on Indirect Free Positions. **One (1) pass** is required by the attacking team before they may take a shot on goal. The pass attempt must be picked up or caught by a teammate.

Interpretation & Authority

Final interpretation rests with:

- MHSFLL League Officials
- MHSFLL Board of Directors