



## **2022 Canada Summer Games Box Lacrosse Technical Package**



Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist Host Societies by detailing competition formats and scoring procedures, assist provincial/territorial mission team (P/T Team) Chefs de Mission in verifying eligibility, identify the maximum number of participants permitted, advance coaching certification by stating minimum requirements and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "Train to Compete" phase of its Long Term Athlete Development Framework (LTAD), or other suitable phase of the framework as justified by the NSO, discussed with the LTAD expert group, and approved by the Canada Games Council (CGC) Sport Committee.

Every Games' technical representative, coach, manager, sport leader and mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete their eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of a Technical Package, they are to seek clarification from the CGC Sport Committee through their Chef de Mission or NSO.

Technical Packages are developed 36 to 24 months prior to Games primarily by NSOs, following the Principles that Govern Technical Packages, guidelines and requirements of the CGC. As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO. Generally, Technical Packages are developed by sport, but in certain cases may be developed by discipline.

If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will evaluate the merits of the request and will, if it has merit, submit the requested change or clarification to the CGC's Sport Department for consideration. The NSO or Chef de Mission will provide the rationale for the request. Changes to age groups, eligibility requirements, team sizes or staff complements will not be considered within 36 months of the Games. Additions or changes to events/competition formats that result in a significant cost increase to the Host Society will not be considered within 24 months of the Games, unless approved by the CGC and the Host Society. Substantive changes to events or competition formats will not be considered within 18 months of the Games, unless approved by all participating Provincial/Territorial Sport Organizations (P/TSO) and the CGC. Minor corrections will be considered at almost any time, but will be increasingly difficult to achieve within six [6] months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package by Games' stakeholders early.

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## 2022 Canada Summer Games Box Lacrosse Technical Package

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### 1. SPORT: BOX LACROSSE

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### 2. PARTICIPANTS

#### 2.1. Athletes

Female: 18

Male: 18

All registered athletes must intend to dress in at least one game.

#### 2.2. Staff

Female Team - 3 coaches & 1 manager

Male Team - 3 coaches & 1 manager

At least one (1) coach of the female team must be female and one (1) coach of the male team must be male. At least one (1) coach on each team must be Indigenous.

Managers are not permitted on the bench without being a Competition Development trained or certified coach.

#### 2.3. Additional Team Staff\*

- Apprentice Coach
  - See [Women in Coaching Canada Games Apprenticeship Program](#)
  - See [Aboriginal Apprentice Coach Program](#)
  - Apprentice coaches have the same access as athletes and team staff
- Venue Pass Holder
  - See [Venue Pass Holder Policy](#)
  - Venue Pass Holders do not have access to the field of play
  - Venue Pass Holders' venue access:
    - Sport Operational Zone (Zone 2)

## ■ Back of House Zone (Zone 3)

\* Additional team staff positions are administered by the P/T Team. Positions must be applied for based on each P/T Team's process. For information pertaining to the process in your P/T contact your Chef de Mission.

### 2.4. Support for Participants

The Canada Games Council recognizes there can be barriers to participation/attendance at the Canada Games. The below policies have been developed to provide support to participants when required:

- [Support for Nursing Mothers Policy](#)
  - [Participant Assistant Policy](#)
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## 3. CLASSIFICATION

### *FEMALE*

- 17 and under
  - Year of birth: 2005 or later
- Overage athletes can be 1 year older (Year of birth: 2004)
  - NT, NU, PE, YT - 3 overage players
  - MB, NB, NL, NS, QC, SK - 2 overage players
  - AB, BC, ON - 0 overage players

### *MALE*

- 17 and under
    - Year of birth: 2005 or later
  - Overage athletes can be 1 year older (Year of birth: 2004)
    - NT, NU, PE, YT - 3 overage players
    - NB, NL - 2 overage players
    - MB, NS, SK - 1 overage player
    - AB, BC, ON, QC - 0 overage players
- 

## 4. ELIGIBILITY

### 4.1. Athletes

Excluded from the Canada Games are:

- Senior National Team Members - Defined as: Athletes who have held an SR, SR1, SR2 or C1 card\* at any time; and/or athletes who are part of (on the roster of) a standing Senior National Team (i.e. recognized as a Senior National Team member regardless of event participation)
- Athletes who have previously competed at the following events:
  - Senior World Championships

All athletes (with the exception of overage athletes as specified in section 3) must be signed to a player's card by their Minor Lacrosse Association. In exceptional circumstances where there is no Midget level team for an athlete to play on, teams may request an exemption to this rule and athletes may be deemed eligible on a case by case basis. Requests must be submitted to the respective P/T Team Chef de Mission and approved by the Canada Games Council's Eligibility Committee.

No athlete can be rendered ineligible within 90 days of the opening of the Games due to National Team status, carding status or competing in an excluded event (i.e., if an athlete is granted National Team status for the first time, carding status or competed in an excluded event after May 8, 2022 they will still be considered eligible to compete at the 2022 Canada Games).

\* Athletes who hold a C1 card (as defined by Sport Canada's Athlete Assistance program) or are in their first year of Senior National Team status may be deemed eligible on a case by case basis. Requests must be submitted to the respective P/T Team Chef de Mission and approved by the Canada Games Council's Eligibility Committee.

All athletes must meet the eligibility regulations outlined in CGC's [Eligibility Policy](#).

#### 4.2. Coaches

Head coaches named on the official registration form must be Lacrosse Canada NCCP Competition-Development Certified in Box Lacrosse. Head coaches must also complete the Aboriginal Coaching Module. Head coaches must be so certified no later than June 13, 2022.

Assistant coaches named on the official registration form must be Lacrosse Canada NCCP Competition-Development Trained in Box Lacrosse. Assistant coaches must also complete the Aboriginal Coaching Module. Assistant coaches must be so certified no later than February 7, 2022.

Please note that “NCCP Competition-Development Certified, Not Renewed” does not qualify under the coaching standards for the 2022 Canada Summer Games.

Please refer to the CGC’s [Coach Certification Policy](#) for additional information.

For more information on the coach certification pathway, please see Appendix 1.

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## 5. COMPETITION

### 5.1. Competition Format

The Canada Games Box Lacrosse competition will follow Lacrosse Canada rules, in place for the 2022 competitive season.

Games will consist of the following:

- 30 minute warm up
- 3 x 20 minute running time periods
- Last 5 minutes of the 3rd period is stop time
- 5 minute breaks between periods

Teams will be seeded by Lacrosse Canada based on the previous year’s National Championship and any recent competitions leading into the 2022 Canada Games competition.

The below competition format may be changed by Lacrosse Canada based on the number of competing teams.

Female		Male	
Pool A	Pool B	Pool A	Pool B
Seed 1	Seed 5	Seed 1	Seed 5
Seed 2	Seed 6	Seed 2	Seed 6
Seed 3	Seed 7	Seed 3	Seed 7
Seed 4	Seed 8	Seed 4	Seed 8
	Seed 9		Seed 9

#### **Female Competition**

The event will consist of a Preliminary Round (all 9 teams), followed by the Qualifying Round (2 teams), a Quarter Final Round (8 teams), Placement Games (5th – 9th Place) and a Medal Round (4 teams).

**Preliminary Round:** All teams will play a round robin within their Pool. Teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss. All four (4) teams in Pool A and the top three (3) teams in Pool B will advance directly to the Quarter Final Round.

**Qualifying Round:** In the Qualifying Round, the 4<sup>th</sup> Place Team in Pool B will play the 5<sup>th</sup> Place Team in Pool B. The winner of the Qualifying Round game will advance to the Quarter Final Round as B45. The loser will finish in 9<sup>th</sup> Place.

**Quarter Final Round:** All four (4) teams from Pool A, the top three (3) teams from Pool B, and the winner of the Qualifying Round game, will play in the Quarter Final Round. Seeding for the Quarter Final Round will be based on the results of the Preliminary Round and Qualifying Round game. Standings will be calculated based on Section 6 – Tie Breaking Rules - Competition. Once the remaining teams in Pools A and B have been decided, the matchups will be as follows: A1 vs B45 (winner of the B4 vs B5 qualifying game), A4 vs B1, A3 vs B2, A2 vs B3. The four winning teams will advance to the Medal Round. The Placement Games for 5<sup>th</sup> – 8<sup>th</sup> place will be as follows: LA1/B45 vs LA4/B1 and LA3/B2 vs LA2/B3. The winners of these games will play for 5<sup>th</sup>/6<sup>th</sup> with the losing teams playing for 7<sup>th</sup>/8<sup>th</sup>.

**Medal Round:** The 4 winning teams of the Quarter Final Round will play in the Semi Finals in the Medal Round. The match-ups for the Semi Finals will be as follows: the first Semi Final will have the winner of A1/B45 vs the winner of A4/B1; the second Semi Final will have the winner of A2/B3 vs the winner of A3/B2. The Semi Final winning teams will advance to the Gold medal game, the losing teams to the Bronze medal game.

## **Male Competition**

The event will consist of a Preliminary Round (all 9 teams), followed by the Qualifying Round (2 teams), a Quarter Final Round (8 teams), Placement Games (5<sup>th</sup> – 9<sup>th</sup> Place) and a Medal Round (4 teams).

**Preliminary Round:** All teams will play a round robin within their Pool. Teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss. All four (4) teams in Pool A and the top three (3) teams in Pool B will advance directly to the Quarter Final Round.

**Qualifying Round:** In the Qualifying Round, the 4<sup>th</sup> Place Team in Pool B will play the 5<sup>th</sup> Place Team in Pool B. The winner of the Qualifying Round game will advance to the Quarter Final Round as B45. The loser will finish in 9<sup>th</sup> Place.

**Quarter Final Round:** All four (4) teams from Pool A, the top three (3) teams from Pool B, and the winner of the Qualifying Round game, will play in the Quarter Final Round. Seeding for the Quarter Final Round will be based on the results of the Preliminary Round and Qualifying Round game. Standings will be calculated based on Section 6 – Tie Breaking Rules - Competition. Once the remaining teams in Pools A and B have been decided, the matchups will be as follows: A1 vs B45 (winner of the B4 vs B5 qualifying game), A4 vs B1, A3 vs B2, A2 vs B3. The four winning teams will advance to the Medal Round. The Placement Games for 5<sup>th</sup> – 8<sup>th</sup> place will be as follows: LA1/B45 vs LA4/B1 and LA3/B2 vs LA2/B3. The winners of these games will play for 5<sup>th</sup>/6<sup>th</sup> with the losing teams playing for 7<sup>th</sup>/8<sup>th</sup>.

**Medal Round:** The 4 winning teams of the Quarter Final Round will play in the Semi Finals in the Medal Round. The match-ups for the Semi Finals will be as follows: the first Semi Final will have the winner of A1/B45 vs the winner of A4/B1; the second Semi Final will have the winner of A2/B3 vs the winner of A3/B2. The Semi Final winning teams will advance to the Gold medal game, the losing teams to the Bronze medal game.

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## 6. TIE BREAKING RULES - COMPETITION

### 6.1. Preliminary Round Standings

In the event of a tie in point standings in the Preliminary Round, final standings shall be determined as follows:

- 6.1.1. In the event of a tie in points between **two** teams the final standings shall be determined as follows:
- The team that won the greater number of points in games played, during the competition, between the teams tied shall be declared the winner of the higher position. **(HEAD TO HEAD)**
  - If a tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games during the competition shall be used in the goal average computation. (See Goal Average Formula below)



- If a tie still exists, the team with the least minutes in penalties in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalty minutes in all Round Robin games shall be used to declare the winner.
- If a tie still exists, then a coin toss will decide the winner.

6.1.2. In the event of a tie in points between **three or more teams** the final standings shall be determined as follows:

- The team(s) that won the greater number of points in games played, during the competition, between the team(s) tied shall be declared the winner of the higher position. **(HEAD TO HEAD TO HEAD)**
- If a tie still exists, the Goal Average Formula will be used to break the tie. Only goals scored in games between the tied teams during the competition shall be used in the goal average computation. (See Goal Average Formula below)
- If a tie still exists, the team with the least minutes in penalties in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalty minutes in all Round Robin games shall be used to declare the winner.

The Goal Average Formula is defined as follows:

$$\frac{GF}{GF + GA} = \text{GOAL AVERAGE}$$

The team with goal average closest to 1.0 shall be declared the winner.

## 6.2. Tie within a Game

6.2.1. Ties within a game will only be permitted in the Preliminary Round.

6.2.2. Overtime Rules for Qualifying Round, Quarter Final Round and Medal Round:

If at the end of regulation time the score is tied, the Referee shall order the game to continue after a two (2) minute rest. The game continues, ten minutes stop time until a goal is scored (sudden victory). If the score is tied after the first overtime period, the game shall continue after a five (5)

minute rest. Any subsequent overtime periods will continue in the same manner.

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## 7. REGISTRATION & EVENT ENTRIES

### 7.1. Canada Games Council Registration Deadline

All participants (athletes, coaches, managers and additional team staff) must be registered in the Canada Games electronic registration system no later than 14 days prior to the Opening Ceremony (July 23rd, 2022).

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## 8. SPORT SCORING POINTS

Sport scoring points are a tool used to determine the performance of a P/T Team across all events within a sport. At the conclusion of an event, sport scoring points will be awarded using the following criteria:

### 8.1. Team Events

- Teams will be ranked from first through last place
- If a team does not finish or is disqualified, the team will not receive sport scoring points
- Sport scoring points will be awarded based on the chart below

Placing	Points	Placing	Points	Placing	Points
1st	10	6th	5	11th	1.5
2nd	9	7th	4	12th	1
3rd	8	8th	3	13th	0.5
4th	7	9th	2.5		
5th	6	10th	2		

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## 9. FLAG POINTS

Games to Games performance by a P/T Team at the Canada Games is measured by accumulated Flag Points. Every P/T Team is awarded Flag Points for its ranked performance in each sport in which it competes.

In Box Lacrosse, Flag Points will be awarded separately for the female and male events based on the total of sport scoring points awarded.

After ranking the P/T Teams from first to last, and after any ties have been resolved as detailed in Section 10 (Tie Breaking Rules - Flag Points), Flag Points will be awarded as follows:

Placing	Points	Placing	Points	Placing	Points
1st	10	6th	5	11th	1.5
2nd	9	7th	4	12th	1
3rd	8	8th	3	13th	0.5
4th	7	9th	2.5		
5th	6	10th	2		

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## 10. TIE BREAKING RULES - FLAG POINTS

All teams will play for final positions, so no ties within the P/T rankings are possible.

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## 11. MEDALS

The Canada Games will award medals to athletes only.

Female:

Gold: 18      Silver: 18      Bronze: 18

Male:

Gold: 18      Silver: 18      Bronze: 18

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## 12. COMPETITION UNIFORM

Provincial/Territorial team colours must be worn. Additional information on each Provincial/Territorial team's colours can be found in Appendix C of the CGC's P/T Team Uniform and Sponsorship Policy.

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### **13. EQUIPMENT**

See Section 12 of the Lacrosse Canada Operations Manual (Appendix 3 of this Technical Package) for information on equipment.

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### **14. PROTEST & APPEALS**

#### **14.1. Canada Games Council Appeal Policy**

Appeals relating to the Lacrosse Technical Package or any decisions made by the CGC will be made in accordance with the CGC's Appeal Policy.

#### **14.2. Lacrosse Canada Appeals Procedure**

The Technical Representative shall chair a Committee of three (3) announced at the Coach/Manager meeting prior to the competition to decide on all protests and appeals arising from competition under the jurisdiction of Lacrosse Canada.

Protests and appeals must be filed with the Lacrosse Canada Technical Representative within twenty-four (24) hours of the end of the game, or the issuing of the decision being appealed. Such applications must be in writing and accompanied by a certified cheque or money order payable to Lacrosse Canada, or cash in the amount of \$100.00. The appeal or protest shall then be dealt with by the appointed Appeal Committee. If the appeal is upheld, the fee shall be returned. If the appeal is rejected, the funds shall be forwarded to Lacrosse Canada.

The Committee may call witnesses to help in making their decision.

If there is an appeal of an official's call, the Lacrosse Canada Technical Representative shall only consider the appeal based upon errors in fact or application of the rules, not on the official's judgment.

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## 15. **ANTI-DOPING**

The CGC adopts the Canadian Anti-Doping Program (CADP) Covenant as a fundamental commitment to engage in a cooperative and collaborative effort to eliminate doping in sport and to support harmonized, coordinated and effective anti-doping measures in Canada. Any Canada Games participant (athlete, coach, manager, technical support, or other person) found to have committed an anti-doping rule violation at the Canada Games (as determined pursuant to the CADP) will be subject to all of the penalties and consequences, as outlined in the Canadian Anti-Doping Program.

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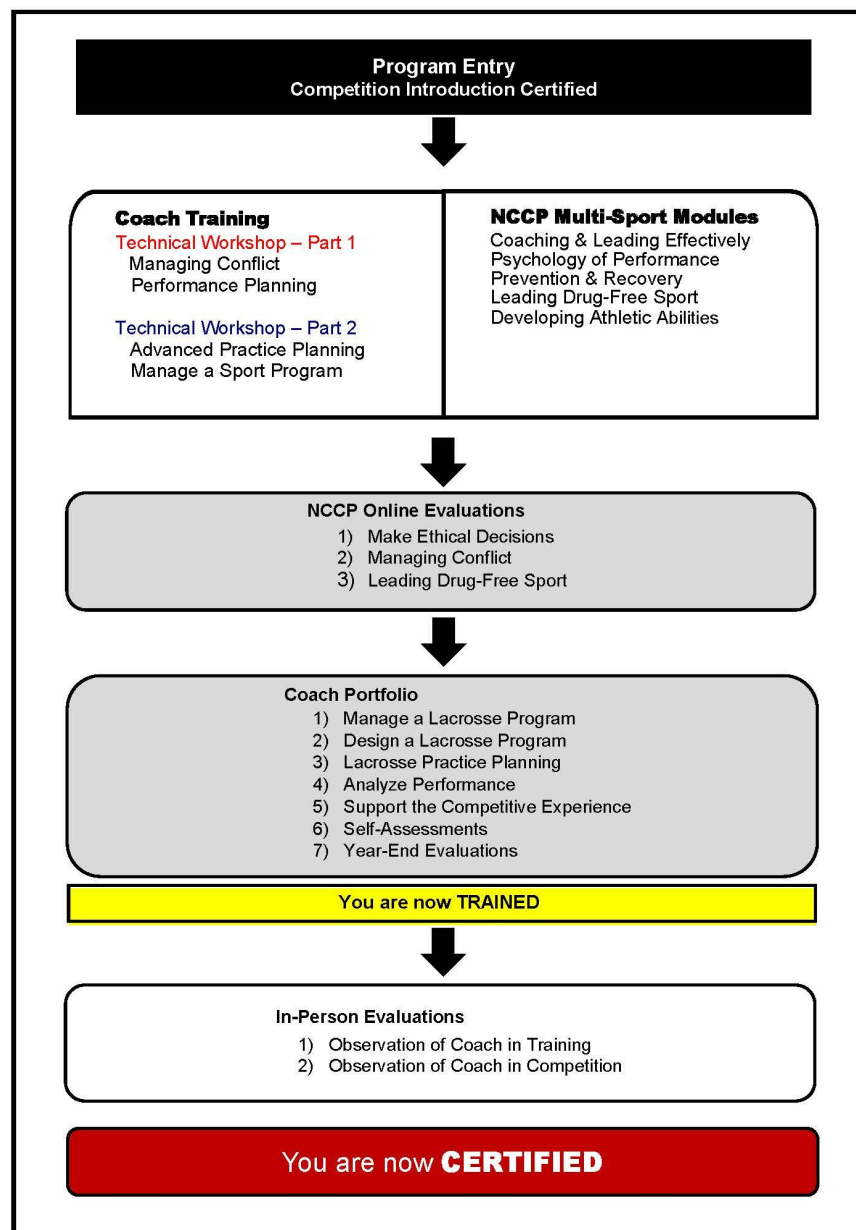
## 16. **APPENDICES**

Please review the attached appendices as they form an integral part of this technical package.

- APPENDIX 1 - Coach Certification Requirements
- APPENDIX 2 - Performance Guidelines
- APPENDIX 3 - Lacrosse Equipment

## APPENDIX 1 - COACH CERTIFICATION REQUIREMENTS

Head coaches on the official registration form must be **CERTIFIED** under the National Coaching Certification Program (NCCP) Competition stream, Development context (Certified Status) in Box Lacrosse, and Assistant coaches must be Competition-Development **TRAINED**. For more details, the graphic below shows the coach education pathway to be Trained/Certified at the Competition Development level.



## APPENDIX 2 - PERFORMANCE GUIDELINES

The following Performance Guidelines have been established by Lacrosse Canada, at the request of the CGC and the Federal-Provincial/Territorial Sport Committee (FPTSC), to reflect the expected training and/or performance parameters of a typical Canada Games athlete in the Learning to Compete phase of LTAD. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.

Lacrosse Canada recognizes regional differences on how athletes are selected for the Canada Games. Below are some guidelines for provinces/territories to follow as to the type of athletes accessing the Canada Games.

1. Provincial/Territorial Teams at Canada Games should include the best athletes within the chosen stage of development or age group. In the case of lacrosse, the Learn to Compete Stage of Development has been identified as the ideal stage of development for the Canada Games.
2. Selected pool of athletes should all have the opportunity to try out for the provincial/territorial Canada Games Team. No club team is entering the Canada Games.
3. Potential athletes should be athletes involved in elite lacrosse in their respective provinces/territories in the 17U division. Athletes born January 1, 2005 and later (plus overage athletes as per section 3).
4. Potential athletes should be training on an annual basis as part of an elite program, school-based program or any other high-performance environment.
5. Potential athletes should be engaged in a more serious environment with the technical, tactical, physical and mental aspects of the game being considered on an annual basis and with an off season training protocol.
6. A team includes 16 runners with 2 goalkeepers.

## APPENDIX 3 - LACROSSE EQUIPMENT

### Lacrosse Canada Operations Manual - Section 12: Safety and Equipment

#### 12.1 SAFETY POLICY

12.1.1 The fundamental concepts of the safety policy are to establish a standard of care intended to reduce the risk of injury from contact which is inherent in and incidental to the sport and to identify the responsibilities of the various participants.

#### 12.2 GENERAL

12.2.1 Player safety and the use of proper equipment is the responsibility of the following parties:

12.2.1.1 Players and parents of minor players are responsible for providing and maintaining proper equipment;

12.2.1.2 Coaches, trainers and team personnel are responsible for inspecting players' equipment and preventing the use of improper equipment;

12.2.1.3 Game officials are responsible for player safety and proper use of equipment by enforcing the rules of the game;

12.2.2 All players are required to wear protective equipment as described in the rules of play adopted in accordance with the Equipment section of this manual or as otherwise modified within this Section.

12.2.3 Equipment shall be manufactured by a professional manufacturer, and shall not be altered in any way which will decrease the protection to the player, increase the risk of injury to an opponent or void the manufacturer's warranty.

12.2.4 Any equipment which violates this Section or the rules of play for the appropriate Sector will be removed from the game and, where required, appropriate penalties will be given.

12.2.5 Where an unaltered piece of equipment is used and it becomes dangerous to any player or other person participating in a game, the game officials shall report the occurrence to the Lacrosse Canada Head Office via the standard incident report form. The Lacrosse Canada Executive Director will forward the report to the Chair of the Safety and Equipment Committee.

12.2.6 For Box Lacrosse, all players are required to wear a face mask as described in this section and a chinstrap properly fastened on both sides of the helmet.



### 12.3 INTRA-ORAL MOUTH GUARDS

12.3.2 For Box Lacrosse it is mandatory that all minor aged players use an intra-oral mouthpiece. It is recommended for all players above minor to use an intraoral mouthpiece.

### 12.4 HELMETS & FACEMASKS

12.4.1 Lacrosse is a sport with intrinsic hazards and participation in the sport implies the acceptance of some risk of injury. When used as intended for lacrosse and in accordance with the manufacturer's fitting instructions, the use of the helmet certified under these standards is intended to reduce the frequency and severity of head injuries.

12.4.2 For Box Lacrosse, all goalies are required to wear a helmet which must meet either of the following standards:

12.4.2.1 A National Organizing Committee for Safety in Athletic Equipment (NOCSAE) approved helmet and facial protector, approved as a complete unit, for lacrosse.

12.4.2.2 A Canadian Standards Association (CSA) approved for Ice Hockey helmet with the appropriate CSA approved facemask for lacrosse provided that:

12.4.2.2.1 Type B – full-face protector intended for use by players other than goalkeepers. Note: in Type B protectors, the chin cup is attached to the protector.

12.4.2.2.2 Type C – A full face protector intended for use by persons that are 18 years of age and older, other than goalkeepers. In type C protectors the chin cup is detached from the protector.

12.4.2.2.3 Type D – a face protector intended for use by goalkeepers.

12.4.2.3 A Canadian Standards Association (CSA) approved for Ice Hockey helmet with the appropriate CSA approved facemask for hockey with the following exceptions:

12.4.2.3.1 The facemask shall be designed to cover the wearer's entire face to the lower line of the jaw, and prevent the ball or the head of the stick from touching the face of the wearer.

12.4.2.3.2 The facemask must be fastened so that it does not create a risk of injury to the wearer or another person when it is used as it is intended.

12.4.2.3.3 For Box lacrosse all officials have to wear a black CSA approved for ice hockey helmet.

12.4.2.3.4 Officials may wear a half visor that is CSA approved for ice hockey or lacrosse.

## 12.5 GLOVES

12.5.1 In Box Lacrosse all players are required to wear protective gloves which meet the following guidelines:

12.5.1.1 conform to the hand;

12.5.1.2 have a cloth, leather or synthetic material covering;

12.5.1.3 all protective materials must be under the cloth, leather or similar covering with no additional attachments. All cosmetic materials, i.e. plastics, carbon, foam, etc. added to the leather and foam base of the glove to provide benefits of protection for the players must be smooth and free from sharp edges that could cause injuries. The gloves with these added features and benefits must stay within the guidelines of standard player's glove and goalie gloves.

12.5.1.4 player's entire finger must be encased within the finger of the glove;

12.5.1.5 may be palmless; the palms can be altered;

12.5.1.6 The decision of the Equipment Committee on the approval or non approval of gloves will be at their discretion on the safety of such gloves.

## 12.6 SHOES

12.6.1 All players are required to wear suitable athletic shoes. No shoe will be permitted which includes cleats that are made of metal or with a metal tip. All other aesthetic materials not fully covered under the cloth, leather or similar covering shall be manufactured smooth or of a soft material with no sharp edges as to not cause injury to an opponent.

## 12.7 GOALTENDERS

12.7.1 The equipment required for the goaltender must be constructed solely for the purpose of protection of the head or body.

12.7.2 In Box Lacrosse, in addition to helmet and facial protection, all goaltenders must wear a suitable throat protector and equipment which meets the following guidelines:

12.7.2.1 *Gloves:*

12.7.2.1.1 conform to the shape of your hand which is round. No blocker style gloves allowed.

12.7.2.1.2 have a cloth or leather covering.

12.7.2.1.3 all protective materials must be under the cloth, leather or similar covering with no additional attachments. All other aesthetic materials not fully covered under the cloth, leather or similar covering shall be manufactured smooth or of a soft material with no sharp edges as to not cause injury to an opponent;

12.7.2.1.4 goaltender's entire finger must be encased within the finger of the glove

12.7.2.1.5 cannot be altered in any way

12.7.2.1.6 cannot exceed the following dimensions:

12.7.2.1.6.1 A maximum length of 15 inches measured from the tip of the middle finger to the top of the cuff.

12.7.2.1.6.2 A maximum width of 8 inches measured from any point

#### 12.7.2.2 *Pants:*

12.7.2.2.1 no internal or external padding is permitted on the pant leg or waist beyond that to provide protection. No outside ridges.

12.7.2.2.2 the maximum width (straight line) of the thigh pad across the front of the leg is set in the Official Rules of Box Lacrosse. If the groin and or hip pads extend beyond the front edge of the thigh pad, they are also to be included in this measurement. This measurement is to be taken while the goaltender is in an upright standing position. This measurement is to be made five inches (5") from the bottom of the pant.

#### 12.7.2.3 *Shin pads:*

12.7.2.3.1 shall not exceed the width as set in the Official Rules of Box Lacrosse from the base of the shin pad at the ankle to the base of the kneecap when the shin pad is on the leg of the goaltender.

12.7.2.3.2 calf protector must follow the contour of the calf and ankle. No alterations or attachments are permitted.

12.7.2.3.3 knee pads must comply with manufacturing standards, may not be altered, and must conform to the body.

#### 12.7.2.4 *Arm and Chest Pad:*

12.7.2.4.1 shoulder cap protectors must follow the contour of the shoulder cap in a rounded manner without any pointed or squared projections or extensions beyond the shoulder.

12.7.2.4.2 the contoured padding must not exceed the maximum width outside the said goaltenders most outer bone point on each side as set in the Official Rules of Box Lacrosse.

12.7.2.4.3 the padding may not climb higher than the maximum as set in the Official Rules of Box Lacrosse above the plane of the said goaltenders shoulder.

#### 12.7.2.5 *Jerseys:*

12.7.2.5.1 no inserts or additions are to be added to a standard goaltender cut jersey as produced by the manufacturer.

12.7.2.5.2 no “tying down” of the jersey is allowed at the wrists if it creates a tension across the jersey such that a “webbing effect” is created in the armpit area.

12.7.2.5.3 no other tie downs are allowed that create a “webbing effect”.

12.7.2.5.4 the length of a jersey is illegal if it covers any area between the goalies’ legs.