

## Can-Dos & No Can-Dos of the Crease (Lacrosse)

Attack Players Can (Can-do)	Attack Players Can Not (No Can-do)
<ul style="list-style-type: none"> <li>• Reach into the crease with their crosse to poke, bat, golf, and/or direct a loose ball on the ground within the crease</li> <li>• Reach into the crease with their crosse to bat, deflect, and/or direct a loose ball that is in the air within the cylinder</li> <li>• Contact the cage or netting to play a loose ball that is within the crease for the purpose of extracting from crease or gaining possession</li> <li>• Face/front the goal keeper and attempt to disrupt an outlet pass as long as the attacker is OUTSIDE the crease</li> <li>• Check a GK's stick when the ball is LOOSE and the GK's stick is outside the crease, and all contact with the GK's stick occurs OUTSIDE the crease</li> </ul>	<ul style="list-style-type: none"> <li>• Touch the crease with any part of their body, including gloved hands that are on or off the crosse</li> <li>• Make any contact with the GK (in the crease) or his crosse when attempting to play a loose ball in the crease, or for any reason at all</li> <li>• Contact the cage or netting while attempting to take a shot</li> <li>• Face the goalkeeper and yell, scream, or wave a stick in an effort to distract the GK from the attacker's teammate's shot (Unsportsmanlike Conduct possible)</li> <li>• Face the goalkeeper and be contacted by GK or GK's crosse when GK is in the act of a natural throwing motion</li> <li>• Check the GK's stick when the GK is in the crease and has possession, whether the stick is inside or outside the crease</li> <li>• Body check a GK when GK is in crease</li> </ul>
Goalkeepers Can (Can-do)	Goalkeepers Can Not (No Can-do)
<ul style="list-style-type: none"> <li>• Bat, redirect, or "scoop" a loose ball with a free hand when both the GK and loose ball are within the crease/cylinder</li> <li>• Stay in the crease, with possession, for up to four (4) seconds</li> <li>• Have the option to pass or run the ball out of the crease to avoid a 4-second (delay of game) violation</li> <li>• Have the right to an outlet pass without any stick on stick, stick on body, or body on body contact by an opponent who is outside the crease, while the GK is in the crease</li> <li>• Reach out to play or "rake" a loose ball that is outside the crease for the purpose of gaining possession, re-directing, or bringing the ball into the crease</li> </ul>	<ul style="list-style-type: none"> <li>• Bat, redirect, or "scoop" a loose ball with a free hand when the ball is outside the crease, even if the GK is in the crease</li> <li>• Stay in the crease, with possession, for longer than (4) seconds (Delay of game)</li> <li>• Re-enter the crease, if the GK has possession OUTSIDE the crease and steps back into (Illegal re-entry). This applies to any of GK's teammates also</li> <li>• Make contact with an opposing player outside the crease if it was not in the act of a natural throwing motion</li> <li>• Withhold the ball from play with a clamp on a loose ball that is inside or outside the crease (must rake and scoop)</li> <li>• Commit overt, violent contact on an opposing player in or outside the crease</li> </ul>

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