

**SOUTHEASTERN PENNSYLVANIA
YOUTH LACROSSE ASSOCIATION
RULES 2006**

NOTE: The following rules are amendments to the current year NFHS Boy's Rules. In the event that, before, during or after a game a situation arises, where no reference is made, the NFHS's Rules will be followed.

I. Administrative Rules and Procedures

- A. **Purpose:** The purpose of these administrative procedural rules is to eliminate game delaying and/or game day disagreements. Officials assigned to the games are not responsible for the enforcement of the administrative procedural rules.
- B. **Rostering:** Each team entered in the "A1" and "B1" divisions must submit to the league a complete roster of players who will/could play at the "A1" or "B1" levels prior to the first scheduled league game. Each club shall maintain a file including parental/guardian certification attesting to all information submitted to the club and the league. It is suggested that this information can be incorporated into each club's "insurance/ liability releases/ sign-up" forms. There is no mandatory maximum or minimum number of rostered players for a team. A copy of the submitted league roster will be available for opposing coaches' inspection prior to game time.
- C. **Eligibility - Age:** "A" League players may not have attained the age of 15, before December 31st of the preceding year, and have been in a grade no higher than 8th in the season in which they are playing. "B" League players must be below the age of 14 before July 1 of the current playing year, and have been in a grade no higher than the 6th grade in the season in which they are playing. Any request for exceptions to the above eligibility rules must be submitted to the Competition Committee prior to the first scheduled league game.
- Eligibility - Locale:** Players whose residence lies within the general school district or township boundaries of the local Lacrosse Club should play for that organization. Recruiting of players from other districts, townships or clubs is prohibited. Players wishing to transfer to another club must receive permission from the local club before completing the transfer.
- D. **Playing Time:** No player may play in an "A" league game within 48 hours of playing in a "B" League game. No player who plays in an "A1"

game may play in an "A2" game within 48 hours, with an exception for Goalies.

- E. **Game cancellation:** It is the responsibility of the "Home Team" to notify both the visiting team and the officials of a game cancellation at least two hours prior to scheduled game time. The assigned officials have been instructed to call the "Home Team" coaches during the week prior to the game. If the officials do not make contact, please call the assignor.

- F. **Competition Committee:** The President of the Association shall appoint a (3 or 5 person) standing committee to rule on alleged rule violations. The President shall sit "Pro Tem" on this committee if the complaining team's or the accused team's representatives are committee members. Service on the committee shall be limited to three consecutive years. Game forfeiture, eligibility issues, officials' issues, player and coach suspension and reprimands shall be the committee's province. Team suspension decisions will be submitted to entire association's final approval. Complaints should be submitted to the Competition Committee in writing, four days prior to next scheduled games.

- G. **Game Officials:** Officials should sign each team's score book at the end of the game. Please use your discretion to contact the competition committee if anything serious should be called to the attention of the committee regarding officials. A phone call, followed by a written report if needed, will suffice. The officials' fees are set each year with a sliding schedule for the "A" and "B" levels and the number of official at the game.

- H. **Game Reports:** Head coaches must keep a team score book that is to be brought to the league playoff scheduling meeting. Game scores will not be reported to the league on a weekly basis.

- I. **Playoffs:** There are playoffs at the A1 and B1 levels. The playoff format is determined on a season to season basis.

- J. **Conduct:** Coaches and adult team assistants are responsible for the conduct of themselves and their players before, during and after games at the playing site. Problems, if any, will be rectified away from the playing field without outside interference, by the Competition Committee. Coaches are encouraged to assist in "Fan Control."

- K. **Code of Conduct:** SEPYLA is committed to preserve the "Honor of the Game" for all those that participate and give their time and effort to the betterment of the Game. The purpose of the "Code of Conduct" and the enforcement provisions which follow are to promote, project, and protect the image of lacrosse, and the interests and safety of all those that participate and give their time and effort to the betterment of the Game.

Players, coaches, spectators and parents are to conduct themselves in a manner that "Honors the Game" and demonstrates respect to other players, coaches, officials and spectators. The essential elements of the "Code of Conduct" must be adhered to:

1. The safety and welfare of the players are of primary importance.
2. Eligibility requirements, such as age and previous level of participation, must be followed. They have been established to encourage and maximize participation, as well as promote safety.
3. Coaches and assistant coaches must never permit anyone to openly or maliciously criticize, badger, harass or threaten an official. The coach must quietly and privately address all concerns to the officials at the appropriate time as defined by the rules; and if deemed appropriate, place in writing to the official's assigning authority any significant problems with the officiating.
4. Knowledge of the Rules of Lacrosse is expected and must be respected and adhered to by all who participate in the game of lacrosse, both in the letter and the spirit of the game. Attempts to manipulate rules in an effort to take unfair advantage of an opponent, or to teach deliberate unsportsmanlike conduct, is considered unacceptable conduct.
5. Officials are expected to conduct themselves as professionals and in a manner that demonstrates knowledge, courtesy and fairness to all parties while exercising their authority on the field.
6. Unsportsmanlike Conduct is defined as a player, coach, or spectator who at any time while on field or on the grounds of an event conducts themselves in an abusive, offensive, or illegal manner during game situations or outside of game situations. This includes but is not exclusive to:
 - a) Fighting;
 - b) Entering into an argument with an official as to a decision that has been made;
 - c) Attempting in any way to influence the decision of an official or umpire;

- d) Using threatening, profane, or obscene language or gestures at any time during a game;
- e) Baiting, taunting, or any other act which is intended or designed to embarrass, ridicule, or demean others under any circumstances, including on the basis of race, religion, gender, or national origin.
- f) Causing property damage at an event site;

L. Enforcement of Violations of the Code of Conduct

1. All Code of Conduct infractions shall be reported to the Competition Committee at least four days prior to the subsequent game.
2. A player or coach ejected for any Unsportsmanlike Conduct will be barred from the remainder of the game in question. The offending individual must immediately leave the game area. Depending upon the seriousness of the infraction, coaches may be barred from attending future games.
3. A team that plays an Illegal Player, knowingly or unknowingly, will forfeit the game during which the infraction occurred (no tolerance).
4. Unsportsmanlike Conduct by spectators, who are identified by either a recognized game or event official, will first result in the stoppage of play and a request by the game officials to the coach to address the offending spectator, asking that the disruptive activity cease immediately. If such behavior continues, a one-minute non releaseable penalty on the in-home will be assessed, and the offending spectator must then immediately leave the game area for the remainder of that game. Failure of the spectator to leave the area will result in the stoppage of play and the forfeiture of the game.
5. A player, coach, and/or spectator berating or abusing an official or another coach, player, or spectator prior to, during, or after a game will be barred from participating in the remainder of the game. The offending individual must immediately leave the game area. Depending upon the seriousness of the infraction the offending player, coach and/or spectator may be barred from attending any future games as a spectator.

GAME RULES

1. Game Field and Equipment Purpose:

- A. Field Size - The field shall be to NCAA specifications as the playing size will allow. No penalty will be assessed for not having a proper size field.
- B. Lines - The home team shall try to comply with the marking requirements. No penalty will be assessed for failure to have the field properly lined. Notify the league after the game.
- C. Equipment - "B" level stick lengths: minimum length is 36" and maximum length is 72". A "long stick" shall be considered to be any stick 52" to 72" long. "A" level stick lengths: minimum length is 40" to 42" and maximum length is 52" to 72". A "long stick" shall be considered to be any stick 52" to 72" long. Otherrosse specifications per NFHS rules will be enforced. The NFHS rule limit of four "long sticks" in play at one time will be enforced. There shall be no required stick checks. The penalty for an illegal stick shall be one minute non-releasable.
- D. Other Equipment - It is understood that the coach's certification as to players' equipment (helmets) was given even if not requested by an official. Minor uniform violations where player safety is not a factor (i.e.: jersey number size, under garments, etc.) may be waived. All other NFHS rules pertaining to equipment will be enforced.
- E. Jersey Numbers - Jerseys will be numbered front and back. If a team has duplicate numbers they shall inform the referee and the opposing coach prior to the start of the game, and make every effort not to have both players on the field at the same time.

2. Game personnel

- A. The "Home" team shall provide responsible adults for both game and penalty time clocks. Coaches will not keep game or penalty time clocks.

3. Time Factors and Scoring

- A. All "A" level games will be divided into 10 minute stop/time quarters. "B" level games will be 8 minute stop/time quarters. There shall be a two minute intermission between periods, and a four minute intermission at half time. If at half time, it is obvious that the game will not be completed within the 90 minutes allotted, the coaches and referees will meet and by agreement reduce the time of the third and fourth quarters to try to complete the game within 90 minutes. The coaches and referees may choose to reduce the half time intermission, the intermission between the third and fourth quarters, and the time and number of timeouts in the second half in order to avoid cutting down on playing time. The game will only be converted to running time if both coaches agree.
- B. The stalling rules during final two minutes of play will be enforced at the "A 1" level only. The team ahead must keep the ball in the attack area, "in the box", during the final two minutes of play.
- C. During regular season league play, one four minute sudden victory overtime period will be played when a regulation game ends in a tie. If neither team scores in the extra period the game will end, and be recorded as a tie.

4. Play of the Game

- A. The four second "Goalkeeper in possession"/"Exit from the crease" rule will be enforced at all levels. Rules regarding advancing the ball upon crossing midfield ("10 seconds into the box") will be enforced at the **A1 level only**. The 20 second regarding Advancing or Clearing the ball from the defensive zone will be enforced at the **A1 level only**.
- B. Regular substitutions using a horn may be permitted when the ball goes out of the field of play over a sideline. There shall be no horn substitutions when the ball goes out of bounds over an end line at the A level. There are no horn substitutions on change of possession.
- C. When a team is losing by four or more goals, there will be no "Center Line Face-off" following goals or at the start of a period, and the ball will be awarded to the trailing team at midfield. This rule is suspended for playoffs.
- D. Each team will be allowed two timeouts per half of 1 minute duration. Each team receives a 1-minute timeout during an overtime period.

- E. Officials are urged to strictly enforce the prohibitions against the "uncontrolled one-handed stick check" at the "A" level. At the "B" level, one-handed stick checks are prohibited and 1-minute personal fouls will be assessed.

- F. Officials are urged to strictly enforce the prohibition of “**take out checks**” (as defined at Rule 4, section b of the US Lacrosse Youth Council Rules, p. 94) at the B2-I level. A 1 minute personal foul will be assessed for infractions of this rule.

Revised, Feb, 2006