



House Lacrosse Rules – Girls

Revised July 2014

Total Sports Experience thanks the coaches, families, players, referees, and spectators for dedicating their actions and positive attitudes to provide the best quality sports program for today's youth.

Our league philosophy is to provide teams an opportunity to develop and improve individual skills, fitness, and improve overall as a unit. It is in the best interest of everyone to minimize injury potential so teams can enter their outdoor seasons in top form.

The house rules pertain to all teams playing at Total Sports Experience.

All United States Lacrosse League Rules apply except for the exceptions listed here:

1. Coach/Captain Responsibilities:

- a. The Coach/Captain must submit a Team Roster Form, signed Code of Conduct and Individual Waiver Forms from each rostered player prior to the first game of the scheduled season.
- b. Coach/Captain is responsible for full team payment prior to **Week 2** of the league schedule. Teams not paid in full by this date may be removed from the league.

2. Roster:

- a. A copy of the roster must be on file by the first game. Additions can be made up to and including the 3rd game of the season. Rosters are finalized after the 3rd game is completed.
- b. All players (parent if player is under 18) must sign an Individual Waiver Form **before** they participate.
- c. Players are only permitted to play for one team in any given division.
- d. Teams who use ineligible players (see above roster guidelines) will forfeit games where an ineligible player was used.

3. Cancellations and Rescheduling Requests:

Indoor activities are extremely busy at Total Sports Experience. Therefore, the rescheduling of games will only be considered in extremely exceptional circumstances. To be fair to all teams, it is our intention to stick to the league schedule throughout the season. Unavailability of certain players within teams will not be an acceptable reason to reschedule games.

4. Equipment: All players must have the following equipment:

- a. Goggles
- b. Mouth guard

5. Format

Boarded fields: Play on boarded fields is 7v7 (6 field players plus a goalkeeper)

Boardless field: Play on the boardless field is 8v8 (7 field players plus a goalkeeper)

Additional players may be added (i.e. playing 3-3-3 on the boardless field or 8v8 on the boarded fields) if both coaches desire and agree to do so. Referees must be notified of the change.

6. Playing Time:

- a. League matches consist of two 25-minute halves of running time. There are no time-outs.

- b. There is a **two-minute** rest period between halves.
- c. The referees have been instructed to begin the games according to the posted schedules. Coaches are responsible to watch the clock and have their team ready to start on time. Referees will announce a 30-second warning with a buzzer or whistle.
- d. Time may be stopped at the referee's discretion for situations that are beyond the control of the referee and/or either team.
- e. There is no overtime in the event of a tie.
- f. The clock will start at the scheduled game time, even if teams are short players (5 players minimum). The referee keeps the official time.
- g. The referee will declare a forfeit ten minutes after the scheduled start of play in the event a team fails to field a team of at least four field players and a keeper.

7. Substitutions:

- a. During the game, substitutions for field players may be made at any time on an unlimited basis (goalkeepers must notify the referee), provided the player being substituted for is within three yards of his or her own bench area. Substitutions must be made at mid-field.
- b. Goalkeeper substitutions may occur on play stoppages only. Referees must be notified when a goalkeeper change is made.

8. Start of Play:

- a. Face-offs will take place at the start of the game and the start of the second half. After a scored goal, the goalie will inbound the ball on the referees whistle.
- b. For grades 3-8, if a team is down by five goals or more, after the winning team scores a goal, the losing team will be given a free clear at mid-field. For grades 9-12, this option can be used, if both teams agree to it.
- c. Teams without goalkeepers will forfeit the game. The game can be played, but the team without the goalkeeper will forfeit the game in the standings

9. Rules of the Match:

- a. Benches: The home team is listed first on the schedule. Bench areas are marked home or away.
- b. Penalties: Refer to US Lacrosse rules for yellow and red card definitions.
 - i. Yellow – 3-minute penalty
 - 1. Team does not play a player down
 - 2. Player must come off for at least 3-minutes-she can be substituted
 - ii. Red – Ejection
 - 1. Team does not play a player down
 - 2. Player is ejected for remainder of game
 - iii. Accumulation of cards
 - 1. After three cards (yellow or red) are accumulated by a team, team will play a player down
 - 2. Example: on 4th card, team must remove a player from field for duration of the game
 - 3. Example: on 5th card, team must remove another player from field for the duration of the game
- c. There will be no 10-second count or stalling.
- d. Checking
 - i. Grades 3/4 & 5/6– no checking allowed
 - ii. Grades 7/8 – modified checking allowed
 - iii. Grades 9/10 and up – full checking allowed

10. Discipline

Total Sports Experience has a Zero Tolerance Policy towards fighting, taunting, trash-talking and general unsportsmanlike behavior. The referee has the responsibility and the right to eject players, terminate games and use any other measures they deem necessary to maintain a safe environment.

Any player who is ejected will incur a minimum one-week/one-game suspension from all league play at TSE. For Adult Leagues, the individual may also be assessed a \$50 dollar fine. The individual may not participate in any game until the fine has been paid and the suspension served. A second ejection may result in the individuals' suspension from playing for the remainder of the season.

Any player who uses a striking motion (punch, slap or swinging of the arm) will be banned from the facility for a minimum of four months!

Any player who is ejected for fighting or other violent actions may also be banned from the facility.

Any player who leaves the bench during an altercation, for any reason, may also be ejected.

Any player, who is ejected from the game, may be asked to leave the facility depending on the referee and management's discretion.

The review of an incident and the resulting disciplinary actions are at the sole discretion of TSE management.

11. Coaches and Bench Personnel

Coaches and bench personnel are expected to demonstrate good sportsmanship in all their dealings with players, parents, officials, other coaches and management. Comments about officials should be addressed in writing to the Total Sports Experience staff. No spectators are allowed in the bench area. **Coaches and bench personnel may be penalized for actions inconsistent with those actions.** Time penalties will not be enforced against bench personnel or coaches. Cautions and ejections given to bench personnel will be charged to the coach. In the case of two cautions, the coach will be ejected from the game.

12. Standings:

- a. Point system for ranking teams
 - i. 3 points for a win
 - ii. 1 point for a tie
 - iii. 0 points for a loss
- b. Tie-breaker procedures (for playoff seeding)
 - i. Head-to-head record
 - ii. Least goals conceded in head-to-head games
 - iii. Least goals conceded
- c. Tie-breaker procedures (for playoff & tournament games only)
 - i. 5 minute Sudden Victory periods until a winner is determined

13. Management Authority:

Unsportsmanlike and inappropriate language or conduct directed at the referees, coaches, players, fans or employees of Total Sports Experience is not acceptable. Repeated violations will result in removal of a participant or a team for an entire season. Total Sports Experience is promoting an attitude and atmosphere of fair play, respect for others and first class behavior. We hold ourselves as well as our guests, to those standards.

Total Sports Experience reserves the right to add, modify or change the rules of play at any time to ensure fair play and the safety of all teams and players.