



THE PHILLY SPRING LEAGUE RULES

Players are required to complete the online waiver.

Mouthguards and appropriate equipment is mandatory.

REFFING RULES / MODIFICATIONS / OVERVIEW _____

US Lacrosse/ NFHS rules with the following modifications

Only a 20 second clear count; (2029-32's) 2033's ****NO COUNTS****

Checking (one- handed stick checks allowed at all ages)

Eye Black is allowed. Visors are allowed.

No Crease Dives

Stick Length for the 2033's, see US Lacrosse Guidelines; we recommend you follow.

PLAYERS & ROSTERS

A player CANNOT compete for more than one club within the same division.

A player rostered in the “AA” division CANNOT play in the “A” division.

A player rostered in the “A” division CAN play in the “AA” division, within the same club. This has to be communicated to a director prior to the game.

Limited exceptions can be made in advance at the discretion of the tournament director.

No roster size limits.

SAFETY

In the event of inclement weather and/ or extreme temperature, the tournament director may make modifications to gametimes and/ or format for participant safety.

GAME FORMAT

We will play four 12-minute quarters with 1 minute between each quarter, and a 3-minute halftime.

PENALTIES

Technical (30 seconds)

Personal (1-minute+)

*Penalties are NOT time and a half.

Penalties are running time that starts on the referees whistle. Penalties only stop during time-outs, injuries, end of quarter/ halves, and while another penalty is being assessed.

CHECKING

Limited body checking.

Big hits & physical play (even within three yards of a loose ball) constitute unnecessary roughness. One-handed stick checks (if landed appropriately) are allowed at all age groups.

COUNTS

2029-2032: Clearing Counts of 20 seconds to cross the midline, ball must be over the midfield line after the 20 second count.

There will NOT be a 10 second count to advance the ball into the box.

There is no Get-It-In-Keep-It-In under 2-minutes in the fourth quarter.

2033's ****NO COUNTS**** Exception is a 4-sec goalie count** Over and back rules are still in effect

STALLING

Stalling is up to the discretion of the referees. If a stalling call has been initiated by the referees, the team has 30 seconds to either

-Score

-Hit the goalie or

-Hit the goal post with a shot.

FACEOFFS

All ages are playing by the US Lacrosse and NFHS rulebooks.

“Down, Set, Whistle.” No Motogrip, no Knee Down. The ball must be moved, raked, or directed immediately. Immediately is defined as within one step. Faceoff sticks require tape of a different color than your shaft and gloves at the top six inches of your shaft, below the head.

TIMEOUTS

One (1-minute) time-out per game including playoffs.

The game clock will stop during a time out.

There are no timeouts in overtime except in the playoffs and championship game.

Timeouts can be called ANYWHERE on the field. See below for additional timeout and overtime info.

OVERTIME - SUDDEN VICTORY

Regular Season - There is a one 10-minute overtime period in the regular season. All teams must take the field immediately following the end of the fourth, similar to taking the field after a goal has been scored. NO TIMEOUTS in regular season overtime. Overtime and the game concludes once a goal is scored.

Playoff Overtime - In the event of a tie in the playoffs, overtime will consist of unlimited 8-minute overtimes. TIMEOUTS STOP CLOCK (30 seconds), one timeout per overtime period per team.

Championship Overtime - Championship game will consist of unlimited 8-minute periods until a goal is scored. TIMEOUTS STOP CLOCK (1-minute), one timeout per overtime period per team.

MERCY RULE

Applied when there is a (8) goal deficit in pool play. Teams down by (8) or more goals will get a free clear after each goal. Coaches can agree to waive this rule.

No Mercy Rule in the playoffs.

FORFEIT

In the event of a forfeit, the winning team will be awarded 7 goals in reference to the 7-goal max differential.

OFFICIAL SCORE

Will be kept by the field coordinator. Post-game the field coordinator will certify the official score with both coaches and officials. Once scores are certified & reported they may not be challenged. If a dispute arises, please have the club director contact the tournament director.

PLAYOFF SEEDS

Teams will be seeded according to their overall record. If two teams have a tied record after the regular season, the following tie- breakers will be used:

1. Head-to-Head
2. Goal Differential (max 7 per game +/-)
3. Goals Against
4. Goals Scored
5. Coin Flip

In the event of a 3+ team tie, the tiebreaker process starts at step 2. Once a team is selected as winning the 3+ team tiebreaker, the tie breaking process restarts until places have been set.

SPORTSMANSHIP

If a player leaves the sideline to get involved in an on the field altercation, or a player on the field runs from the opposite end crossing the midfield, that player is automatically ejected from the game. The player may also be removed from the league/tournament. The offending team may have to forfeit the game at the discretion of the tournament director. In the event

that both teams have players exhibiting this behavior the game may be called and both teams will have the game recorded as a loss. The offending team or teams also may render themselves ineligible for the playoffs. The coaches and officials are expected to protect and promote the safety and well-being of all players. If a coach or player receives two unsportsmanlike conducts during a game, he or she will have to leave the game.

NO TOLERANCE POLICY

Alcohol, drugs, discrimination based on race, gender, religion, or sexual orientation by players, coaches, or fans. If a player, coach, or fan are proven to be in violation of this, the result will be an immediate ejection from the tournament venue.

REFEREES

Refs can stop the game for any reason that they feel fit, excluding weather as that will be communicated by Overtime Lacrosse's tournament director.

ISSUES OR CONCERNS

Tournament Directors will only communicate with Club Directors.