

2021

**Boys
Pocket
Rules
Guide**

A message from the President

Welcome back! The SJYLAX board is excited to be hosting the 2021 Youth Lacrosse Season. Our focus is to run our season as safely as possible to let the kids get out and PLAY! We've all been looking forward to this for quite a while and we hope this as a small, positive step towards normalcy. To be a success, it is extremely important that everyone is on the same page to ensure a safe environment for our kids to play and this includes new Covid rules/guidelines. While these regulations are designed to help keep everyone safe—**the reality is we need to follow these rules in order to run this league.**

Admittedly, everyone is entitled to their opinions on the Covid situation and the varying responses to it, however, youth sports activities are not the appropriate forum to express them. Our league **will** abide by all rules and regulations set forth by the Federal, State, County or local governments with regards to Covid restrictions and mandates, including but not limited to outdoor gathering sizes and mask requirements. Every Club will be putting out their own Covid protocols based on the requirements from their County, Town, School board (fields) and membership input. Aside from the health risks, failure to follow the rules could cause the League and its programs to lose the ability to run games.

I expect all administrators, coaches, referee's, players and parents to follow set rules. Any failure to follow local protocol will be treated like any other significant rules violation and subject to Board review. Don't be that person/program that takes down our season with inappropriate behavior. Remember why we're out here – to let the kids play, learn and have fun. Let's do what we can to make sure that happens – for all of us!

See you on the field!

-Todd Ruff-

Covid Recommendations

SJYLAX will abide by all rules and regulations set forth by the Federal, State, County or local governments with regards to Covid restrictions and mandates, including but not limited to outdoor gathers sizes and mask requirements.

General Guidance on Return to Play The following CDC recommendations should be followed, regardless of the Return to Play stage in your community, county or state. They may currently include but are not limited to and subject to change

- Stay at home if you are feeling sick or experiencing the following COVID-19 symptoms: People with COVID-19 have had a wide range of symptoms reported – ranging from mild symptoms to severe illness. Symptoms may appear 2-14 days after exposure to the virus. People with these symptoms may have COVID-19: § Cough § Shortness of breath or difficulty breathing § Fever of 100.3 degrees F/37.9 degrees C § Chills § Muscle pain § Sore throat § New loss of taste or smell *This list is not all possible symptoms. Other less common symptoms have been reported, including gastrointestinal symptoms like nausea, vomiting, or diarrhea.

<https://www.cdc.gov/coronavirus/2019-ncov/symptoms-testing/symptoms.html> <https://www.cdc.gov/coronavirus/2019-ncov/community/schools-childcare/youthsports.html>

- Clean and disinfect frequently touched surfaces and equipment (including balls, mouthguards, sticks, water bottles, helmets, eyewear, pads, uniform).
- No sharing of equipment, water bottles, towels.
- Thoroughly wash hands with soap and water for at least 20 seconds (sing “Happy Birthday” twice) or use an alcohol-based hand sanitizer that contains at least 60% alcohol.
- Have sanitizing options available, including, but not limited to hand sanitizer and disinfectant wipes.
- If capability exists, temperature of participants should be taken using an infrared thermometer. Anyone with a temperature of 100.3 degrees or more should be sent home and evaluated by a licensed medical professional before being cleared to participate.
- Arrive dressed and ready to train.
- Minimize use of changing rooms, bathrooms, communal areas.
- Cover your mouth and nose with elbow or tissue when coughing or sneezing.
- Follow the public health guidance of the host location for the lacrosse activity, when determining what necessary return to play and risk mitigation plan to follow.

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TIMEKEEPER GUIDELINES

Each Home Team is responsible to provide Timekeeper(s). In the event a team fails to provide a Timekeeper, game time can be kept by the referee.

For any game, the referee can keep game and/or penalty time if agreed upon.

Timekeeper(s) should be at the field at least 15 minutes before the start of the game to coordinate with coaches and referees.

CLOCKS:

The table should have three (3) clocks: (1) Game Time Clock; (2) Penalty Clocks. Check to make sure the clocks work and there are extra batteries for clocks. Use of a phone/tablet application is permitted.

TIME FORMAT:

Check the Guide to make sure you know the time format and overtime rules for the game.

***** Stop clock games go to running time if there is a 10 goal differential.
Inform/coordinate with coaches and officials.***

START / STOP of CLOCK:

- * Clock starts and stops on the referees' whistle if the game is in stop clock mode.
- * Clock stops for time-outs. Referees will keep time on time outs.
- * Clock stops for injuries.

NOTIFICATION OF REMAINING GAME TIME:

- * Count down **OUT LOUD** the last 10 seconds from 10 to 0 for end of each period and for penalties. Use of a horn is optional to signify the end each period.
- * Announce 1 minute before the end of each quarter;
2 minute warning in last quarter.
- * Provide time remaining if asked by coaches or referees.

PENALTY CLOCK MANAGEMENT:

Stop Clock - penalties times stop/start on the whistle;

Running Clock - penalties start on the next whistle and runs until the penalty is served. Running clock penalties stop if there is a time out called or an injury.

"MERCY" CLOCK

For all Stopped clock games (5/6A, 7/8 A, 7/8 B) once a difference of 10 goals or more is reached the timer will go to a running time format. If the differential drops below 10 stopped time is resumed.

PENALTY GUIDELINES

Releasable and Non-Releasable - If a non-releasable penalty the official will raise hands over his/her head, touching palms and say "Non-releasable" otherwise the penalty is "releasable." Penalty times are 30 seconds, 1 minute, 2 minutes and 3 minutes depending on the type of penalty.

Recording Penalties - Penalties are recorded for each team in the order that they are given by the official. Become familiar with the referee's hand signals for penalties. Under PER (Period) record the number of the period. Under NO. record the jersey number of the player with the penalty. Under OFFENSE record the type of penalty, e.g., slash, offside, unsportsmanlike conduct. Under MIN, record the length of the penalty in minutes, e.g., 30 seconds or 0.5, 1, 2 or 3. Under TIME record the time remaining for the period (ask the Timekeeper). Check the Guide under PLAYER DISQUALIFICATION to see when a player is disqualified from returning to the game.

Releasing Penalties - Players with a penalty are to stay in the box until the end of the penalty. They should be on one knee but can stand for the last 10 seconds. A player substituting for them can stand alongside of them for the last 10 seconds and be released after the penalty expires. For penalties, call "***Release***" at the end of the penalty. If the player leaves before the time ends and the timekeeper calls "release," notify the coach and officials.

Penalties are released if the full time of the penalty is served or if it is a releasable penalty and a goal is scored by the opposition (referee will blow the whistle when the goal is scored and players serving releasable penalties are free to return to play).

If there is a penalty being served at the time of a face off the player can not be released until possession is called by the referee unless the wing position is open.

2021— All Stick penalties are now 2 minute non-releasable. Exceptions are end caps and excess lace length (2 in tag end violation)

2021—5/6, 7/8 stopped clock games will covert to running time once the goal differential reaches 10 goals or more. If the differential drops below 10, stopped clock timing will be resumed.



Personal Fouls are those of a serious nature that include either a safety or sportsmanship violation. The penalty for a personal foul results in a one to three minute suspension from play and possession to the team that was fouled.

SIGNAL

PERSONAL FOUL DESCRIPTION



Slashing

Occurs when a player's stick viciously contacts an opponent in any area other than the stick or gloved hand on the stick.



Tripping

Occurs when a player obstructs his opponent at or below the waist with the crosse, hands, arms, feet or legs.



Cross Checking

Occurs when a player uses the handle of his crosse between his hands to make contact with an opponent.



Unnecessary Roughness

Occurs when a player strikes an opponent with his stick or body using excessive or violent force.



Unsportsmanlike Conduct

Occurs when any player or coach commits an act which is considered unsportsmanlike by an official.

Non-releasable - Arguing with official, using threatening or obscene language or gestures, bating or taunting, or any other act officials deem unsportsmanlike.

Releasable - Repeatedly committing same technical foul, not returning to field immediately, and a substitute deliberately not complying with rules for entering game.

SIGNAL	PERSONAL FOUL DESCRIPTION
	Illegal Equipment (Stick) A player may not use equipment that doesn't conform to specifications. For example: cutting palms out of gloves or altering protective equipment like shoulder and arm pads, non-regulation lacrosse helmets and mouth guards, Jewelry, unless religious or medical alert items taped.
	Illegal Body Checking Occurs when any of the following actions takes place: 1. Body checking an opponent who is not in possession of the ball or within five yards of a loose ball; 2. Avoidable body check of an opponent after he has passed or shot the ball; 3. Body checking an opponent from the rear or at or below the waist; 4. Body checking an opponent above the shoulders. A body check must be below the shoulders and above the waist, and both hands of the player applying the body check must remain in contact with his crosse.



Technical Fouls are those of a less serious nature and involve players being illegally disadvantaged or gaining an unfair advantage over another player. The penalty for a technical foul is a thirty-second suspension if the team fouled has possession of the ball when the foul is committed, or possession of the ball awarded to the team that was fouled if they did not have possession when the foul was committed.

SIGNAL

TECHNICAL FOUL DESCRIPTION



Holding

Occurs when a player impedes the movement of an opponent or an opponent's crosse. Include holding an opponent with a free hand and holding the body of an opponent with a stick.



Interference

Occurs when a player interferes in any manner with the free movement of an opponent, except when that opponent has possession of the ball, the ball is in flight and within five yards of the player, or both players are within five yards of a loose ball.



Offsides

Occurs when a team does not have at least four players on its defensive side of the midfield line or at least three players on its offensive side of the midfield line.



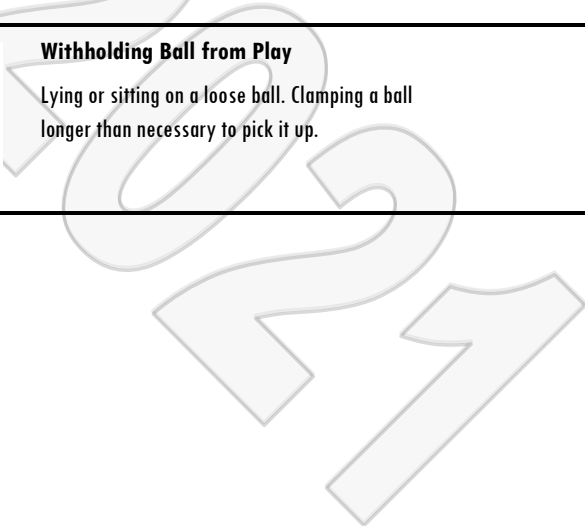
Pushing

Occurs when a player thrusts or shoves a player from behind.



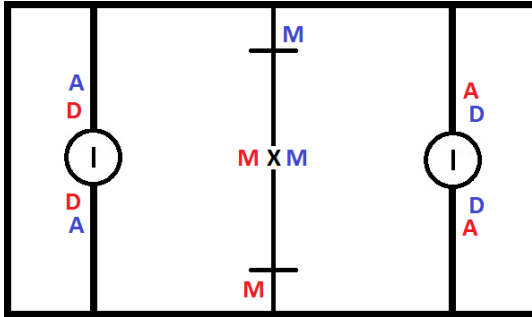
Screening or Moving Pick

Occurs when an offensive player moves into and makes contact with a defensive player with the purpose of blocking him from the man he is defending.

SIGNAL	TECHNICAL FOUL DESCRIPTION
	Stalling or Delay of Game Occurs when a team intentionally holds the ball, without conducting normal offensive play, with the intent of delaying the game.
	Crease Violation Usually from stepping into the crease while on offense.
	Warding Off Occurs when a player in possession of the ball uses his free hand or arm to hold, push or control the direction of the crosse or body of the player applying the check.
	Withholding Ball from Play Lying or sitting on a loose ball. Clamping a ball longer than necessary to pick it up.
	

MODIFIED FACE-OFF

A modified face-off will be utilized for younger divisions. Where designated in the Guide, a face-off will only be conducted at the start of each half. Wings will not release unless the ball is raked from the center middle to them.



***** Face-off positioning when playing modified field with reduced players.***

RESTART AFTER GOAL FOR MODIFIED FACE-OFF:

The goalie or official will remove the ball from the goal and it will be given to the team that was scored on along the goal line extended in the alley. The whistle will be blown by the official and play will resume.

2020/21 RULE CHANGES AND POINTS OF EMPHASIS

Crowd/Fan control - Unruly Fans, Fans being behind benches, etc. PENALTIES WILL BE ASSESSED TO THE TEAM OF THE OFFENDING FAN

- First offense - Verbal warning to coach - intent is to let the coach handle it
- Second offense - Loss of Possession
- Third offense - 30 second penalty (served by In-home) Delay of Game
- Fourth offense - 1 min penalty full time (served by In-home) Unsportsmanlike

Incomplete field prep results in loss of initial faceoff for Home Team - REF'S DISCRETION

1. Need creases, endlines, & restraining boxes marked
2. Functional horn must be available
3. Home team must have ADULT time keeper

Long Sticks - 54" MAX HEIGHT or NOT taller than the player

- A. Clarification - if a kid is over 54" tall the stick can still only be 54"
- B. Clarification - if a kid is under 54" tall the stick CANNOT be taller than the player

New US Lacrosse rules this year has ALL STICK PENALTIES are a 2 minute full time penalty

- A. An illegal long pole is considered a stick penalty, if the player enters the field with an illegal pole he will be flagged, the penalty assessed, and the stick is removed from play (the kid can't use it!)
- B. To avoid issues coaches/referees should address any potential problem sticks BEFORE the game.

Pregame line-up

We encourage all team in divisions 3/4 and up do a Pregame lineup with the referees

5-8 Grade Fast Restarts

2021 SLYLAX BOYS 1/2 A RULE GUIDE

FIELD SETUP:	Modified Field (35 yrd X 60 yrd); 4x4 Box lax goals
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches. 1 coach allowed on the field
NUMBER OF PLAYERS:	6v6; 2D, 2M, 2A; Goalie Optional; Box Lacrosse goals (4x4) goals to be used
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	NOT Permitted.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	F/O at start of each half. Wings cannot release unless ball raked down line to them. Ball given in D alley after goal
PASS REQUIREMENTS:	Mandatory 1 Pass Attempt in Offensive Zone on Change of Possession.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK CHECKS:	NO STICK CHECKS PERMITTED
BODY CHECKS:	NOT Permitted. Boxing out & incidental contact permitted.
OVER & BACK/FAST RESTART	NOT Enforced. NOT Enforced.
ADVANCEMENT COUNTS:	NOT Enforced.
STALLING/GET IN - KEEP IN:	NOT Enforced.
FREE CLEAR:	After 4 Goal Differential (i.e. 5-1)
PENALTIES:	No penalties called but proper instruction given on the field by coaches.
PLAYER DISQUALIFICATION:	Not Applicable.
CLOCK:	Two (2) 22 Minute Running Clock Halves.
TIMEOUTS:	Not Applicable.
OVERTIME:	None.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILRE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams payed within 7 days.
NUMBER OF REFEREES:	1
REFEREE FEES:	\$60 per referee split by both teams.

2021 SLYLAX BOYS K/1 B RULE GUIDE

FIELD SETUP:	Modified Field (35 yrd X 60 yrd); BOX LAX GOALS 4X4
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches. 1 coach allowed on the field
NUMBER OF PLAYERS:	6v6; 2D, 2M, 2A; NO Goalie. 4X4 BOX LAX GOALS
PLAYER EQUIPMENT:	Helmets & Gloves Only.
LONG POLES:	NOT Permitted.
BALL REQUIREMENTS:	Soft Ball, Pink in color.
FACE-OFFS:	F/O at start of each half. Wings cannot release unless ball raked down line to them. Ball given in D alley after goal
PASS REQUIREMENTS:	Mandatory 1 Pass Attempt in Offensive Zone on Change of Possession.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK CHECKS:	NO STICK CHECKS ARE PERMITTED
BODY CHECKS:	NOT Permitted. Boxing out & incidental contact permitted.
OVER & BACK/FAST RESTARTS	NOT Enforced. NOT Enforced.
ADVANCEMENT COUNTS:	NOT Enforced.
STALLING/GET IN - KEEP IN:	NOT Enforced.
FREE CLEAR:	After 4 Goal Differential (i.e. 5-1)
PENALTIES:	No penalties called but proper instruction given on the field by coaches.
PLAYER DISQUALIFICATION:	Not Applicable.
CLOCK:	Two (2) 22 Minute Running Clock Halves.
TIMEOUTS:	Not Applicable.
OVERTIME:	None.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather.
GAME POSTPONEMENT:	Must provide Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	Not Applicable. Festival play cancelled for weather will not be rescheduled.
FAILRE TO SHOW:	Will result in \$50 Fine payed within 7 days.
NUMBER OF REFEREES:	None; One (1) Coach from each team will officiate.
REFEREE FEES:	Not Applicable.

2021 SLYLAX BOYS 3/4 A RULE GUIDE

FIELD SETUP:	Modified Field (60 yrd X 80 yrd); Goals halfway between GLE & restraining lines.
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	8v8; 2D, 3M, 2A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	NOT Permitted.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	F/O at start of each half. Wings cannot release unless ball raked down line to them. Ball given in D alley after goal
PASS REQUIREMENTS:	Mandatory 1 Successful Pass in Offensive Zone on Change of Possession.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK CHECKS:	Poke & Lift ONLY, NO DOWNWARD CHECKS - glove taps ok
BODY CHECKS:	NOT Permitted. Boxing out & incidental contact permitted.
OVER & BACK/FAST RESTARTS:	NOT Enforced. NOT Enforced.
ADVANCEMENT COUNTS:	NOT Enforced.
STALLING/GET IN - KEEP IN:	NOT Enforced.
FREE CLEAR:	After 4 Goal Differential (i.e. 5-1)
PENALTIES:	Player will serve time (Running Clock); team will play man down.
PLAYER DISQUALIFICATION:	Disqualified after 3 personal fouls or 5 minutes.
CLOCK:	Two (2) 22 Minute Running Clock Halves. Game considered complete after 5 min. 30 sec. of 2nd half.
TIMEOUTS:	One (1) per half; cannot be used within 4 Minutes of any half.
OVERTIME:	None.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILRE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams payed within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$60 per referee split by both teams.

2019 SLYLAX BOYS 3/4 B RULE GUIDE

FIELD SETUP:	Modified Field (60 yrd X 80 yrd); Goals halfway between GLE & restraining lines.
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	8v8; 2D, 3M, 2A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	NOT Permitted.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	F/O at start of each half. Wings cannot release unless ball raked down line to them. Ball given in D alley after goal
PASS REQUIREMENTS:	Mandatory 1 Pass Attempt in Offensive Zone on Change of Possession.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK CHECKS:	Poke & Lift ONLY, NO DOWNWARD CHECKS Glove taps OK
BODY CHECKS:	NOT Permitted. Boxing out & incidental contact permitted.
OVER & BACK/FAST RESTARTS:	NOT Enforced. NOT Enforced.
ADVANCEMENT COUNTS:	NOT Enforced.
STALLING/GET IN - KEEP IN:	NOT Enforced.
FREE CLEAR:	After 4 Goal Differential (i.e. 5-1)
PENALTIES:	Player will serve time (Running Clock); team will play man down.
PLAYER DISQUALIFICATION:	Disqualified after 3 personal fouls or 5 minutes.
CLOCK:	Two (2) 22 Minute Running Clock Halves. Game considered complete after 5 min. 30 sec. of 2nd half.
TIMEOUTS:	One (1) per half; cannot be used within 4 Minutes of any half.
OVERTIME:	None.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILRE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams payed within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$60 per referee split by both teams.

2021 SLYLAX BOYS 5/6 A RULE GUIDE

FIELD SETUP:	Standard Field.
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	Standard 10v10; 3D, 3M, 3A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	Permitted under 54 inches. NOT permitted to be taller than player.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	Standard HS F/O rules. NO pinch and carry.
PASS REQUIREMENTS:	Not Applicable.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK/BODY CHECKS:	Permitted/LIMITED CONTACT - minimal contact within a lacrosse play-e.g. Slide, man/ball. No open field checks
STICK(CROSSE) CHECKS:	ONE per game.
OVER & BACK/FAST RESTARTS:	Enforced. Enforced - D must establish 5yds before engaging
ADVANCEMENT COUNTS:	Enforced. 20 Second Defensive; 10 Second Offensive.
STALLING/GET IN - KEEP IN:	Enforced for final 2 Minutes unless team is ahead by 4 or more goals.
FREE CLEAR:	NOT Applicable.
PENALTIES:	Player will serve time; team will play man down.
PLAYER DISQUALIFICATION:	Disqualified after 3 personal fouls or 5 minutes.
CLOCK:	Four (4) 10 Minutes Stop Clock Qtrs. Game considered complete after completing 1/2 of 3rd Quarter. Running clock at 10+ diff.
TIMEOUTS:	Two (2) per half; no time restraint for when they can be used.
OVERTIME:	One (1) 4 Minute Running Clock OT with Sudden Victory.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILRE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams payed within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$70 per referee split by both teams.

2021 SLYLAX BOYS 5/6 B RULE GUIDE

FIELD SETUP:	Standard Field.
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	Standard 10v10; 3D, 3M, 3A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	Permitted under 54 inches. NOT permitted to be taller than player.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	Standard HS F/O rules. NO pinch and carry.
PASS REQUIREMENTS:	Not Applicable.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK/BODY CHECKS:	Permitted/LIMITED CONTACT - minimal contact within a lacrosse play-e.g. Slide, man/ball. No open field checks
STICK(CROSSE) CHECKS:	ONE per game. Not in last 2 minutes of running clock game
OVER & BACK/FAST RESTARTS:	Enforced. D must establish 5yds before engaging
ADVANCEMENT COUNTS:	Enforced. 20 Second Defensive; 10 Second Offensive.
STALLING/GET IN - KEEP IN:	Enforced for final 2 Minutes unless team is ahead by 4 or more goals.
FREE CLEAR:	NOT Applicable.
PENALTIES:	Player will serve time (Running Clock); team will play man down.
PLAYER DISQUALIFICATION:	Disqualified after 3 personal fouls or 5 minutes.
CLOCK:	Two (2) 22 Minute Running Clock Halves. Game considered complete after 5 min. 30 sec. of 2nd half.
TIMEOUTS:	One (1) per half; cannot be used within 4 Minutes of any half.
OVERTIME:	None.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hoting team must provide 2 alternate dates.
FAILRE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams payed within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$60 per referee split by both teams.

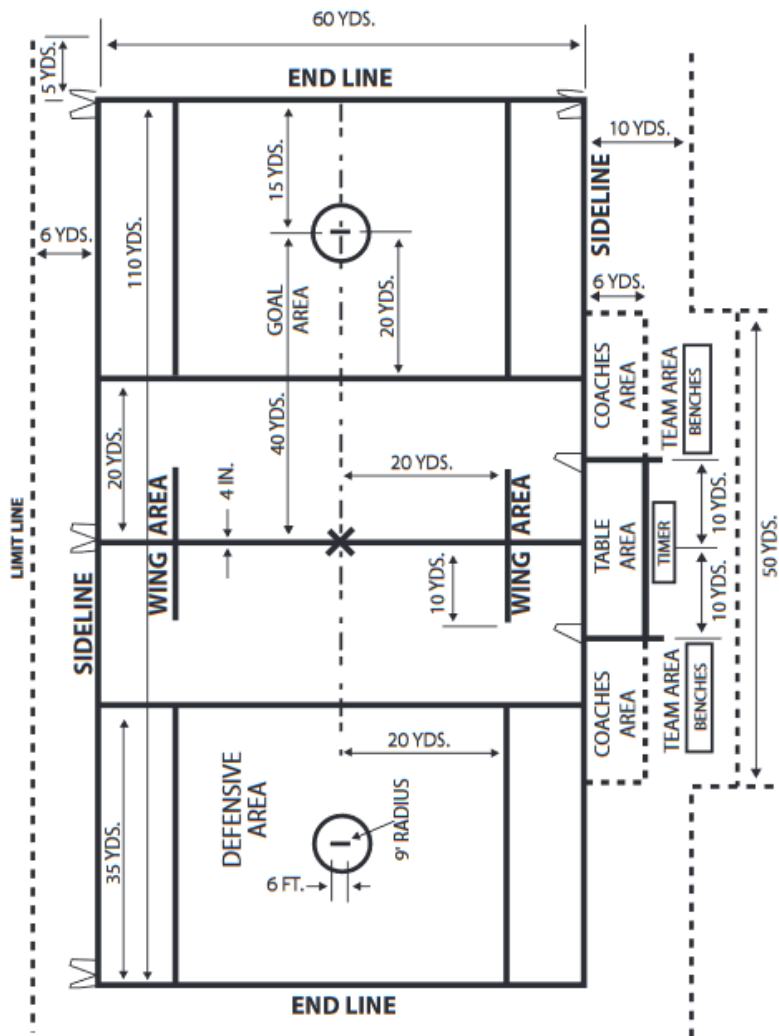
2021 SLYLAX BOYS 7/8 A RULE GUIDE

FIELD SETUP:	Standard Field.
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	Standard 10v10; 3D, 3M, 3A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Elbow pads optional for Goalie. Only properly equipped goalie allowed in goal.
LONG POLES:	Permitted under 72 inches.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	Standard HS F/O rules. NO pinch and carry.
PASS REQUIREMENTS:	Not Applicable.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK/BODY CHECKS:	Permitted./Permitted in accordance to US Lacrosse Rules.
STICK(CROSSE) CHECK	ONE permitted per game
OVER & BACK/FAST RESTARTS:	Enforced. D must establish 5yds before engaging
ADVANCEMENT COUNTS:	Enforced. 20 Second Defensive; 10 Second Offensive.
STALLING/GET IN - KEEP IN:	Enforced for final 2 Minutes unless team is ahead by 4 or more goals.
FREE CLEAR:	NOT Applicable.
PENALTIES:	Player will serve time; team will play man down.
PLAYER DISQUALIFICATION:	Disqualified after 3 personal fouls or 5 minutes.
CLOCK:	Four (4) 10 Min Stop Clock Quarters. Game is complete after completing 1/2 of 3rd Quarter. Running clock at 10+ diff.
TIMEOUTS:	Two (2) per half; no time restraint for when they can be used.
OVERTIME:	One (1) 4 Minute Running Clock OT with Sudden Victory.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILRE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams payed within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$70 per referee split by both teams.

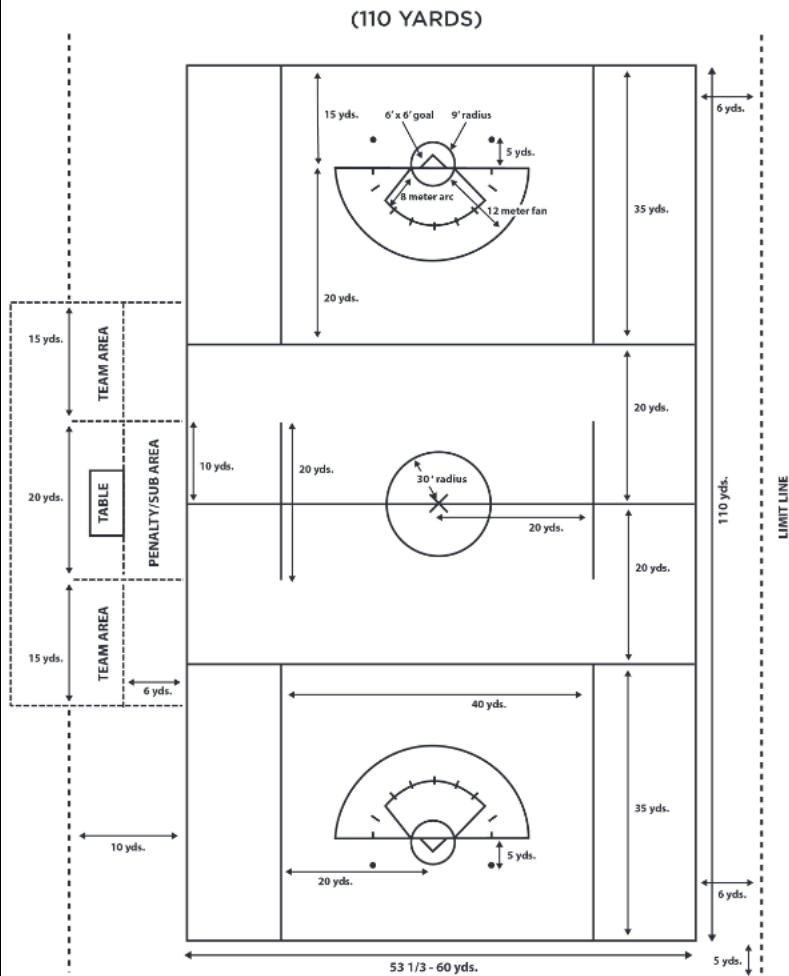
2021 SLYLAX BOYS 7/8 B RULE GUIDE

FIELD SETUP:	Standard Field.
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	Standard 10v10; 3D, 3M, 3A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Elbow pads optional for Goalie. Only properly equipped goalie allowed in goal.
LONG POLES:	Permitted under 72 inches. Should not be taller than player.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	Standard HS F/O rules. NO pinch and carry.
PASS REQUIREMENTS:	Not Applicable.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK/BODY CHECKS:	Permitted./permitted in accordance to US Lacrosse rules
STICK(CROSSE) CHECK	ONE per game— not in last 2 min of running clock game
OVER & BACK/FAST RESTARTS:	Enforced. D must establish 5yds before engaging
ADVANCEMENT COUNTS:	Enforced. 20 Second Defensive; 10 Second Offensive.
STALLING/GET IN - KEEP IN:	Enforced for final 2 Minutes unless team is ahead by 4 or more goals.
FREE CLEAR:	NOT Applicable.
PENALTIES:	Player will serve time; team will play man down.
PLAYER DISQUALIFICATION:	Disqualified after 3 personal fouls or 5 minutes.
CLOCK:	Four (4) 10 Min Stop Clock Quarters. Game is complete after completing 1/2 of 3rd Quarter. 10 goal diff moves to running clock
TIMEOUTS:	One (1) per half; cannot be used within 4 Minutes of any half.
OVERTIME:	One (1) 4 Minute Running Clock OT with Sudden Victory.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILRE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams payed within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$70 per referee split by both teams.

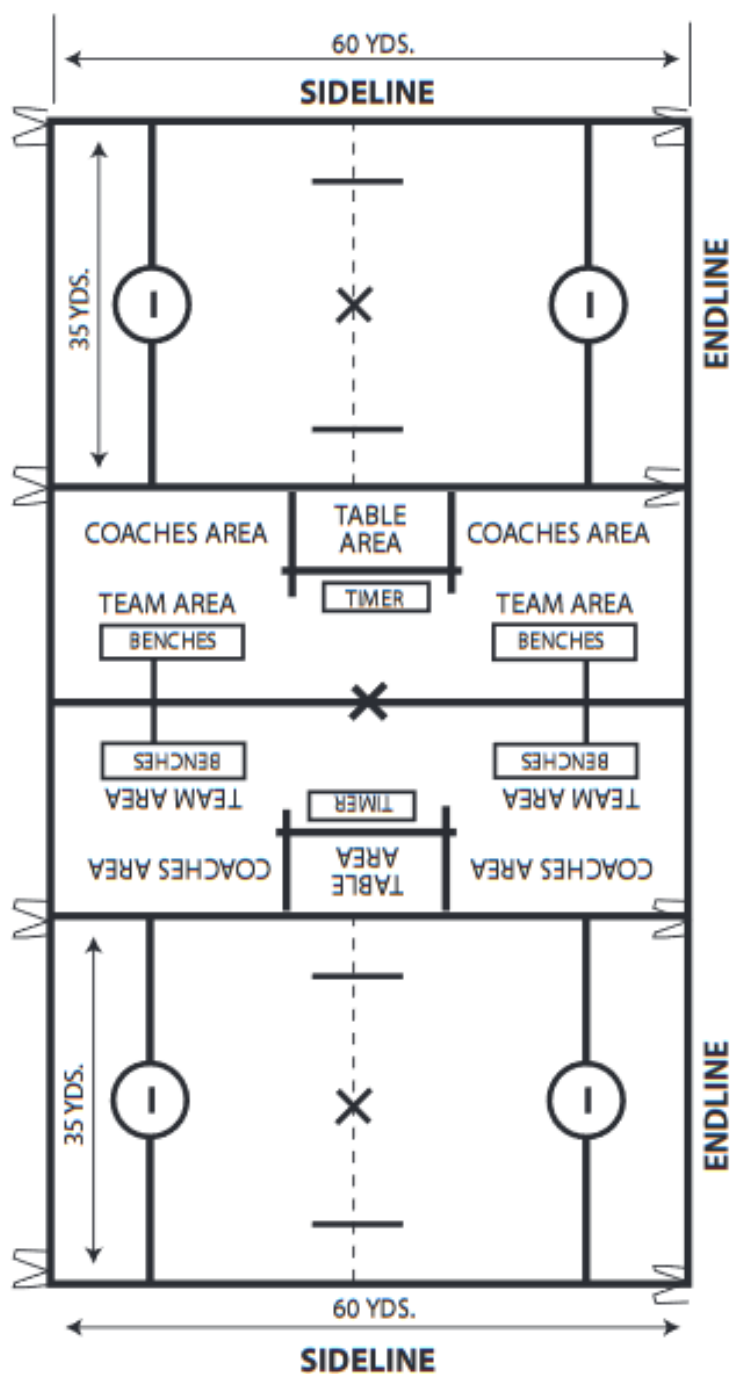
2021 SLYLAX BOYS STANDARD FIELD



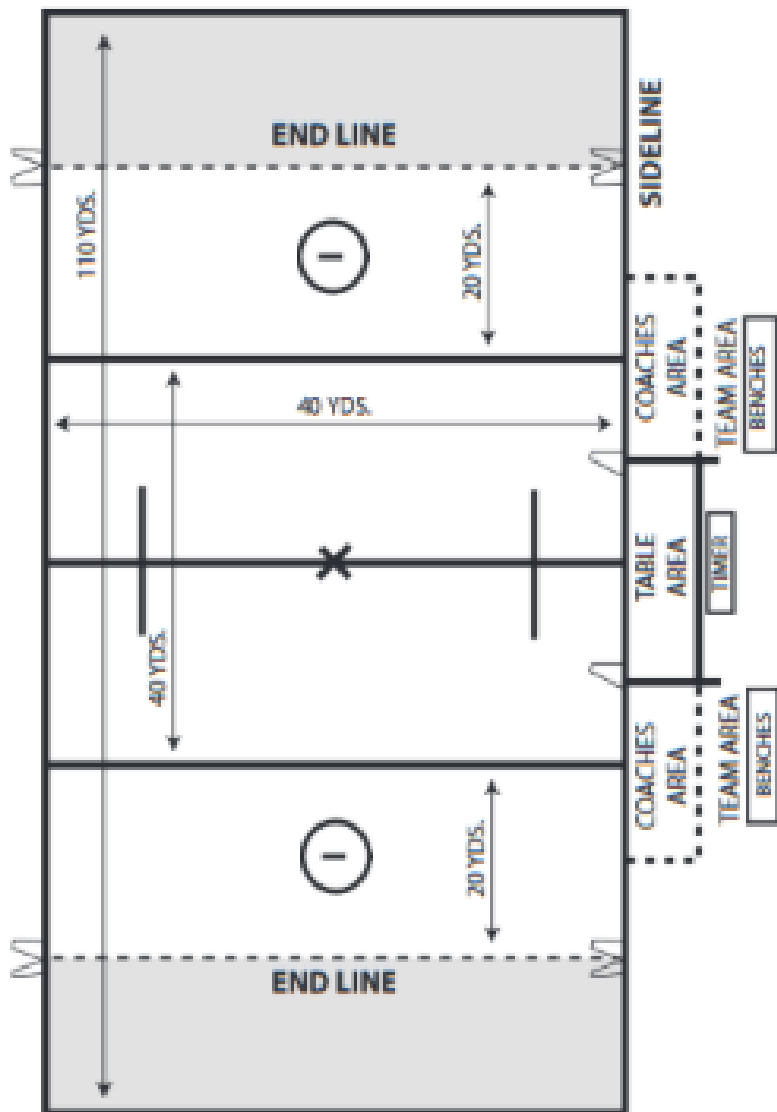
2021 SLYLAX UNIFIED FIELD



2021 SLYLAX BOYS K/1 & 1/2 MODIFIED FIELD



2021 SLYLAX BOYS 3/4 MODIFIED FIELD



GAME INFORMATION:

DATE: _____

ZebraWEB ID:

HOME TEAM:

VISITOR: TEAM:**FINAL SCORE:**

HOME

VISITOR

TEAM:

TEAM:

OVERTIME: ☐

OFFICIALS:

*** *Referee(s), please print name & Initial next to name.*

REF #1 NAME:

REF #2 NAME:

COMMENTS:

*** Referee(s), please review all comments & initial on next available line to confirm accuracy of events.

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PROCEDURE FOR CONFIRMING GAMES

The following procedures shall be followed by coaches and/or town Field Coordinators of all teams at all levels to confirm weekly game schedules:

1. Hosting towns shall contact visiting head coaches and assigned referee(s) via e-mail no later than the **Wednesday** prior to the game and confirm the following:
 - Game Date
 - Game Time
 - Game Location
 - Any potential issues; (current field conditions, parking, etc.)
2. Hosting towns will not be held liable if coach and referee contact information is missing or incorrect within ZebraWeb but should notify the Division Coordinator as specified on page 44.

Games that are to be “postponed” **MUST** follow the **PROCEDURES FOR POSTPONING GAMES** on page 44.

- Whenever possible, the decision to “Postpone” a game for **inclement weather** or **unforeseen emergency** should occur at least **4 hours prior to start time**.
- “Postponement” of games with a start time of 9:00 am must be made by 7:30 am.
- A request to “Postpone” a game for any other reason than **inclement weather** or **unforeseen emergency** shall require a **minimum 2 week notification**. This includes **Religious obligations** and **tournaments** outside of SJYLAX. It will be at the discretion of the opposing team(s) to accept a forfeit or reschedule if the 1 week notification is not adhered to.

TOWNS WHO FAIL TO ADHERE TO POSTPONEMENT RULES WILL BE SUBJECT TO A FINE AT THE DISCRETION OF THE LEAGUE BOARD.

PROCEDURE FOR POSTPONING GAMES

Used by town admins in the event of **inclement weather** or other **unforeseen emergencies**. If your field coordinator is responsible to postpone games, they must have Town Administrator permission level in ZebraWeb.

Let's talk semantics; **Canceling** and **Postponing** are two completely different things in the system and cause two different actions by the system.

These are league scheduled games - they are not to be Canceled, they are to be Postponed.

Postponed leaves the game in the schedule and allows for a simple reschedule to occur. **Cancel** in the system removes the game from the schedule, un-assigns the officials, requires a manual rebuild of the game in the schedule, and requires all new assignments to occur.

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3. Log on to ZebraWeb and enter into **ZEBRAWEB.org Sports Officials Assigning System Portal** (second box from the left)
4. Hover your mouse over **Games** in the green pull down menu and select **Postpone Game(s)** from the pull down.
5. Select the field you are postponing the game on, enter the date and hit submit - the schedule for all your games on that field will appear.
6. Check the postpone box on the far right next to the games you are postponing, enter the reason, any additional comments and hit postpone.

******At this point all coaches and officials that are affected by this game should get a text and an email showing the postpone and your reason******

7. If the **Postpone** is made within 24 hours of game time, a phone call to the officials and coaches is to be made. Email should be sufficient with more than 24 hours notice.
8. Work out the details of the new date, time, and location (if necessary) with the other teams and email those details to the appropriate Division Coordinator:

TBD

9. Dennis Jablonoski (djablonoski@verizon.net) **on all boys changes**
10. Once the schedulers confirm that the officials can be assigned according to the new game details, the change will be made to the **Postponed** game.

PROCEDURE FOR COACHES TO RATE OFFICIALS & INPUT GAME NOTES

1. Log on to ZebraWeb
2. On the Main Console choose the blue box in the middle called **Official's Ratings and Forms Center**.
3. Choose either **Rate Officials** or **Forms Center**

RATE OFFICIALS:

1. When rating officials choose the link for **Rate Officials**
2. When rating an official - use the **Select Game to Rate** pull down, select the game and click **GO**.
3. Fill out the form on the and click **Submit Rating**

ENTERING GAME NOTES:

1. When enter post game notes, select the link **Post Game Notes**
2. Use the game **Select Game** pull down to select the game you wish to post note for.
3. Type you comments in the box provided up to 5,000 characters and click **Save Note**.

VIEW OFFICIALS REPORTS & POST GAME NOTES:

To see the officials game report:

1. Click the third box from the left **Official's Game Reports**
2. Enter the search criteria that you think will be best to find the game you want to view and hit submit.
3. Use the **Select Game** pull down to find the game you want to view and click the game.

To see notes the coaches put in:

1. Click the 3rd box on the right that says **Post Game Notes**
2. Enter the search criteria that you think will be best to find the game you want to view and hit **GO**
3. Use the **Select Game** pull down to find the game you want to view and click the game.

2021

SCHEDULE:

[illegible]

<u>IMPORTANT CONTACTS:</u>		
NAME	E-MAIL	PHONE
SJY Boys' President - Todd Ruff	todd.ruff@sjyll.org	856-889-1221
SJY Sergeant at Arms - Don Jorgensen	rvyouthlax@comcast.net	
Assignor / Head Referee - Dennis Jablonoski	djablonoski@verizon.net	

