

TRI-CITY LACROSSE LEAGUE RULES

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General Rules

International Lacrosse rules will be utilized by the Tri-City Lacrosse League except where noted as follows:

- No clearing time.
- Keep in the box the last 2 minutes.
- Substitutions will be made "on the fly", only.
- Each team gets 2 timeouts per half (anywhere on the field).
- Penalties are served for the duration (Stop Time).
- Quarters are 13 minutes running time (may be adjusted at the half).
- Only **4** Long-Poles allowed on the field at any given time.
- Swearing loud enough for others to hear will result in a 1-minute unsportsmanlike conduct penalty.
- Goalies must be equipped with throat protector and chest protector.
- Only the Team Captain is encouraged to discuss concerns or discrepancies with the referees.
- Verbal Referee Confrontations/Fighting/Punch thrown/Deliberate Personal Foul with "intent to" injure will result in:

A **mandatory** 3 minute non-releasable penalty **AND**

1st offense - expulsion for the remainder of the game and the next game.

2nd offense - expulsion for the remainder of the game and the next 2
games.

3rd offense - expulsion from the league and must have unanimous vote by
the Coordinator and Advisory Board Members, in order to be
allowed back into the league.

- **End-lines/Ball Shaggers:** Each team is responsible for covering an end line as indicated by the schedule posted on the website. The format specifically lists one team for each time. Team Captains are encouraged to print schedules for his team indicating those dates and times, as some players may not have access to the Internet. There will be no exceptions unless coverage is worked out amongst captains and word is forwarded to the

league coordinator.

- **If a team fails to cover the end line the following penalties will apply:**

1st offense: 30 second technical to start the game.

2nd offense: 1 min non releasable to start the game.

3rd offense and every time thereafter: 3 min non releasable to start the game.

League Rules

- Playoff seeding will be done using the teams' overall record. In case of a tie, the following criteria will be used in this order 1) head-to-head match-up, 2) points for and 3) points against.
- Any team using "ineligible" players will automatically forfeit any games played with those players regardless of any agreement they may make at the field with an opposing captain. Only fully paid, insured roster players are allowed to play on your team.
- Goalies **CANNOT** be shared and teams must identify a player, willing to play goal and suit them with the appropriate equipment. If a team does not produce an individual willing to play goalie, that team forfeits the game. If for some reason the equipment is not available then an agreeable decision must be achieved through team captains, as well as the designated league official (Coordinator or his appointee).
- A team can never use a non Tri-City player for any reason.
- If your team is short players and you choose to borrow players from another team you **will** forfeit the game. Again, you can never use players from outside the league. You will be permitted to play with 9 players if you desire. 8 players or less will result in a forfeit.
- The Coordinator and Advisory Board reserve the right to: review, modify, and interpret any rule established without prior notice. The Coordinator and Advisory Board will address disputes on a case-by-case basis. Any decision made by the Coordinator and/or Advisory Board is final.
- There is a **NO REFUND** policy of any dues paid by a player for any reason.

Player Draft

- **Draft Order**

Draft order will simply be the final finishing order, at the completion of the season, which includes the playoffs. This rule shall go into effect in the 2004 season. Either the team's seed in the playoffs and/or seed replacement will determine the final finishing order. Seed replacement works by inserting a particular team into the other team's seed number by which they either beat or lost. For example, if the #1 seed lost to the #4 seed and the #4 lost in the

finals, the #4 seed would pick second to last (or 4th) and the #1 seed would pick second, depending upon the number of teams in the league. Any other conflicts will be resolved using regular season head-to-head match-ups and/or points scored, if needed.

- **Special Considerations (a.k.a. The Brother Clause)**

Special Considerations (The “Brother Clause”) will be made for any individuals who might have travel concerns or any other issue that may require them to be on the same team, as another player. Each consideration will be made on a case-by-case basis and be addressed on or before draft night. The League Coordinator and/or representatives of the Advisory Board will determine eligibility based upon the issue at hand. Determinations will not be solely based upon relation to another player.

- If it is determined that we have enough players to form another team we will hold a protected draft to be determined by a consensus of the League Coordinator, Team Captains and/or the Advisory Board.
- Returning players who wish to be in the Draft but have not paid their fees and/or returned the insurance form by "Draft Night" will be considered **Alumni** and have to meet the alumni requirements identified in "Eligible Players".
- The cut-off date for **any** new player entering the league is after the first round of games, meaning that when all teams have played each other at least one (1) time. This rule is only negotiable when league numbers or a specific team's numbers are so low that it effects competition.
- All captains will be notified of the new person in the league, from that point the person will be assigned to a team based upon the advisory board's determination of both need and team numbers. Team captains will be given the number of players available, positions those individuals play and age.
- A team captain can opt out of the process by indicating as such at the completion of the draft. Thus making that team ineligible for all future entries. Likewise, if all teams have opted out, then the advisory board will consider all teams and place the person using the above criteria. A team can only be re-considered for new players in the event that unforeseen circumstances have caused the team to suffer significant losses, affecting the team's ability to be competitive. Once the player is placed, he can only be moved via trade.
- Trades must be submitted to the league coordinator for review and acknowledgment at least 48 hours before either teams' next contest. This will allow time for the coordinator to approve and notify the other team captains. Trades can begin at the completion of the season (after the playoffs) and

cease after 2nd round of games. A “**round**” is determined by when each team has played every other team, at least but no more than once. Any trade that is considered to be anti-competitive can be challenged by any team captain within 72 hours of notification by the League Coordinator and will then be reviewed by the Coordinator and the Advisory Board. (The 72 hours starts when the League Coordinator SENDS the confirmation).

Eligible Players

Players must meet the following criteria to be eligible to play in the Tri-City Lacrosse League:

- Players must be at least 16 years old by June 1st, 2003, have one year of varsity lacrosse experience and be recommended by his coach (age exceptions are determined by a unanimous captains vote).
- Players must have paid all fees before the draft, **NO PARTIAL PAYMENTS WILL BE ACCEPTED.**
- **Alumni** are eligible to return to their former teams at any time during the year as long as they meet the following requirements:
 1. proof of USCLA insurance/membership
 2. pay the league fee in full regardless of entry point
 3. return to the same team for the remainder of the year
- Full disclosure: every player in the draft skill level will be disclosed before drafting begins. If a player is intentionally understated he may be removed from the league.

