

Girls' Festival Rules 2014

All players and coaches must abide by Jersey Girls' Lacrosse League (JGLL) Rules with the following exceptions/modifications:

- All games are 25 minutes running time, timed from a central location
- First double horn indicate a 2 minute warning prior to the beginning of a game
- Single horn indicates beginning of a game
- Second double horn indicates two minutes remaining in the game
- Triple horn indicates end of the game
- Modified checking (checking below the shoulder level) is permitted at the U13 and at the U15 level full checking will be played.
- There is NO requirement for the three-pass rule at the 5/6 level
- Penalty time will be kept by a member of the coaching or tournament staff. Penalty time begins when the whistle sounds to restart play after a penalty. A player receiving a yellow card will sit out for 2 minutes of elapsed playing time with no substitute.
- All 8 meter fouls at the end of the half and game will be played out.
- If a goalie receives a penalty for a time serving foul, another player may serve the goalie's penalty time.
- No Official's Time Outs for anything other than an injury. Only exception is for broken stick/equipment.
- A random stick check may be conducted by the Officials prior to each game.
- No requests for free stick checks or Coaches Challenges during the game will be honored.
- The game clock continues to run during stoppage of play for an injury. The injured player must be escorted from the playing field as soon as it is safe to do so. Stoppage time (up to 2 minutes) may be added by an Official at the end of a game if the injury Time Out exceeds 2 minutes.
- One (1) Time Out per team permitted. This will be one (1) minute, running time. A Time Out may not be taken during the last four (5) minutes of the game.
- Two (2) points for a win. One (1) point for a tie. Overtime only permitted in playoffs. Playoffs will be decided by the total points earned in the four (4) games.
- Tiebreakers will be head to head then goals allowed, if necessary. If still tie, then goal differential. If still a tie, then coin toss.
- The Championship Game will be ONE 25 minute game. No mercy rule in the championship game. If overtime is needed, USL overtime rules will apply.

Jersey Girls Lacrosse League (JGLL) Rules – Key Highlights

The following Code of Conduct and League Administration Rules are expected to be followed by all towns and teams participating in the Festival:

Rules:

Each team will provide a Sideline Administrator (SA) for a game. The SA is responsible for maintaining the following rules on any non-participant. Details on the SA role including instructions are available on the US Lacrosse website, www.USLacrosse.org

All Players, Coaches and Fans

1. Be respectful
2. No profanity
3. No threatening behavior
4. No interference (physical or verbal) with play
5. Clean up after yourselves at game site

Players

1. Good sportsmanship is expected
2. Do not make derogatory comment about other players, coaches or referees
3. Do not argue with the referees
4. Do not throw equipment
5. Team post game handshakes needs to take place off the field to allow following teams to take the field for next game to start on time.

Coaches

1. Coach with positive techniques, not negative ones
2. Remember that this is youth lacrosse. Put things in perspective.
3. Understand that many times youth lacrosse is where inexperienced referees and cadets gain experience. Do not expect perfection and do not verbally attack them.
4. Do not make derogatory comments about players, coaches or referees
5. All coaches should know the rules of Women's/Youth Lacrosse
6. Coaches and Refs must sign the game score card immediately following the game.

Enforcement

1. All coaches, players and parents must read and abide by The Conduct Rules.
2. Coaches are responsible for the actions of their players and spectators
3. Referees and coaches will file complaints regarding players, coaches and parents with Festival Officials
4. Players ejected from a game will sit out the next game.
5. Coaches from both teams and referees should meet before they begin of play to go over rules and any other ground rules that may apply Girls' US Lacrosse Rules

Girls' US Lacrosse Rules

The Festival follows the current rules as established by US Lacrosse and as modified below for JGLL:

Grades 5/6 and 7/8 – specific rules

1. Eleven field players and one goal keeper
2. Regular field markings including restraining line
3. Regular women's lacrosse, regulation pocket
4. May shoot from direct free position
5. Three seconds closely guarded

The following compensating rule is to be followed to reward for good defense:

No holding the ball for more than three (3) seconds when:

- Closely guarded/marked
- Defense has both hands on the stick
- Defense is in a position to legally check were checking allowed (generally ahead and stick side) Count is out loud "One thousand. Two thousand. Three." And then whistle sounds.

JGLL Addendum to US Lacrosse Rules

1. The defender should be favored in any judgment calls. Excessive body/stick to body contact should be penalized.
2. When there is a four or more goal differential, an indirect free position at center will be taken by the team that is behind. (Indirect free position-ball must be played before scoring) (See Rule Book)

Boys' Festival Rules 2014

- All Players and Coaches must abide by National Federation of High School (NFHS) Rules with the following exceptions/modifications:
- All games are 25 minutes running time timed from a central location.
- First double horn indicates a 2 minute warning prior to the beginning of a game.
- Single horn indicates beginning of the game.
- Second double horn indicates 2 minutes remaining in the game.
- Triple horn indicates end of the game.
- In Round Robin Bracket play, a 4 Goal Mercy Rule applies. If a team is losing by 4 or more goals, that team is awarded a free clear following a goal at the mid field.
- Teams will have 20 seconds to clear the Mid-Field line and 10 seconds to get the ball in the Attack Box (7/8 level only). There are NO Counts at 3/4 or 5/6 levels.
- Penalty time will be kept by refs. Penalty time begins when the whistle sounds to restart play after a penalty. All penalties are running time. No man down for 3/4 (U9) level. Replace player with penalty.
- There are no horns for Regular Substitutions after an out-of-bounds ball on the sidelines and endlines. Regular Substitutions are permitted after a goal is scored and after a time-out. Substitutions after an out-of-bounds ball and during play are through The Substitution Box only and are "On the Fly".

- The team who is winning shall keep the ball in the Attack Box during the last 2 minutes of the game (all levels).

• Long poles are not permitted at the U9 level. Stick length is limited to a minimum of 36" and a maximum of 42" at the U9 level. Only "stick checks" are allowed at U9 level (no body checks); equal pressure rule would apply, as judged by the official on the field, when contact is made incidentally as players pursue a loose ball.

- If a goalie receives a penalty for a time serving foul, an "in-home" player may serve the goalie's penalty time.
- No Official's Time Outs for anything other than an injury. The exception will be for a broken goalie stick/equipment. A random stick check will be conducted by the Officials prior to each game. No requests for free stick checks or Coaches' Challenges including the number of long poles on the field during the game will be honored.
- The game clock continues to run during stoppage of play for an injury. The injured player must be escorted from the playing field as soon as it is safe to do so. Stoppage time (up to 2 minutes) may be added by an official at the end of a game if an injury Time Out exceeds 2 minutes. One (1) Time Out per team permitted (1 minute, running time). A Time Out may not be taken during the last 4 minutes of the game.
- Coaches and Refs must sign the game score card **immediately** following the game and agree on score and insure that score team name/town are **clearly written**.
- Team post game handshakes needs to take place off the field to allow following teams to take the field for next game to start on time.
- All teams must be ready to take the field immediately following completion of game preceding.

SUMMARY: Girls' & Boys' Round Robin/ Championship Round Tie Breaker

All teams are in a specific bracket and will play four games within their bracket in a round robin format. 2 pts. for a win, 1 pt. for a tie (No OT in the round robin play.) There will then be a playoff in each division between the two bracket winners (except for the 3/4 level.) Bracket winners will be decided by total points earned in the 4 games. Tie-breakers will be head to head, then goals allowed – if necessary, then goal differential (maximum 7 goal differential per game counts for the tiebreaker) – if necessary, then a coin flip.

Boys: The Championship Game will be **two (2) 20 minute halves** with a two minute intermission (if time allows). There will be no "mercy rule" in the championship game. In the event of a tie, 3 minute sudden death OT (if time allows) followed by brave heart; at the 8 Gold division final 5 minute sudden death OT (if time allows) followed by brave heart.

Girls: The Championship Game will be **ONE 25 minute game**. No mercy rule in the championship game. If overtime is needed, USL overtime rules will apply.