

GAME PLAY TIME POLICY

11/1/08

EQUAL GAME PLAY TIME IN OUR PROGRAM IS NOT GUARANTEED BUT RATHER EARNED THROUGH ATTENDANCE AT PRACTICE AND EFFORT DISPLAYED IN PRACTICE AND GAMES. SKILL OR TALENT LEVEL IS NOT USED AS THE BASIS FOR GAME PLAY TIME, EXCEPT POSSIBLY DURING THE LAST FEW MINUTES OF A CLOSE GAME OR DURING OVERTIME.

Lacrosse is a team sport. This is one of the great benefits of young players learning lacrosse. Team play, team chemistry and desire to excel are important to individual player and team development, more so as the players get older. We feel that it is only fair that those who participate fully and work hard at improving are afforded the most opportunities and playing time.

We have defined below effort and attendance guidelines our coaches will use in determining game play time. **For the purposes of this policy, EQUAL GAME PLAY TIME means a fair or reasonable amount of time on the field similar to other players, not including special teams play (man-up or man-down).** *Please note: Overtime or close games in the last few minutes may have the best players on the field at the coaches' discretion.*

EFFORT

Players who choose to “dog it”, “loaf”, “goof off”, or disregard the coaches’ instruction take away from the quality of the team experience and take away from the experience of those working hard. Players are expected to show effort. Team coaches will determine if any player is not displaying legitimate effort in practice or games.

ATTENDANCE

During the normal course of practices our players will be taught both individual skills and team play. Players who miss practices will miss out on the team concepts and skills. This takes away from the experience of those players fully participating. Below we have set a general level of expectation for players’ attendance at each age level that is needed to have the opportunity of equal game play time. These are guidelines only for coaches and parents and are not intended to be calculated with pinpoint accuracy. For the purposes of this policy **cumulative practices** means the total number of practices held to date.

BANTAM (K-2 nd Grade boys)	50% of the cumulative practices
LIGHTNING (3 rd - 4 th Grade boys)	60% of the cumulative practices
JUNIORS (5 th -6 th Grades-boys, 3 rd -5 th grades-girls)	70% of the cumulative practices
SENIORS (7 th -8 th Grades-boys, 6 th -8 th grades-girls)	80% of the cumulative practices

Players who do not attain the attendance goals or lack effort will still play in games but game play time will be at the discretion of the coach.