

WSLA
Washington Schoolgirls Lacrosse Association
2013 GAME RULES

WSLA Youth and High School teams shall abide by the current edition of the 2013 USL Women's Rule Book. Teams shall also abide by the following **additional** game rules adopted by WSLA and published in the WSLA Handbook or posted on the WSLA websites.

Certified Officials: All League and Exhibition games shall be officiated by a certified women's lacrosse umpire.

Playing Field: The home team shall be responsible for providing a field, game lines and game equipment in proper condition for safe play and in compliance with the USL Women's Rule Book.

- If the home team does not have the field ready by the scheduled game time, the home team shall be assessed a delay of game card and the opposing team shall begin the game with a free position.
- If the home team does not have the field ready within 20 minutes after the scheduled start time of the game, the home team shall forfeit the game, unless the start of the game is delayed by use of the field by an earlier contest that finished later than scheduled.

Start of Game: If a team is not ready to play within 30 minutes after the scheduled start time of the game, the team shall forfeit the game unless the team has been delayed because of circumstances beyond their control.

- If a team that has been delayed because of circumstances beyond their control, is ready to play more than 30 minutes after the scheduled start time of the game, the game shall be played if the field remains available and conditions are suitable for execution of a game of regulation time.
- If a team that has been delayed because of circumstances beyond their control, is ready to play more than 30 minutes after the scheduled start time of the game, but the field is not available or conditions are not suitable for execution of a game of regulation time, then the game may be rescheduled if approved by the respective High School League Board or Youth League Board.

Overtime Play: When the score is tied at the end of regular playing time for a regular season League game, the game shall end and there shall be no overtime play. When the score is tied at the end of regular playing time for a post-season tournament League game, overtime procedures shall be followed in compliance with the USL Women's Rule Book.

Game Roster: Each team shall provide the official scorer with a roster of the names and numbers of the players on their team and identification of the starting players at least 10 minutes prior to the scheduled start of the game.

- If a team does not provide the official scorer with a roster of the names and numbers of the players and identification of the starting players at least 10 minutes prior to the scheduled start of the game, the team shall be assessed a delay of game card and the opposing team shall begin the game with a free position.

Sideline Manager: Each youth and high school league home and away team shall provide a sideline manager whose duty shall be to effectively control the actions of spectators not in conformity with standards of proper conduct.

- Teams shall identify their sideline manager to the umpires prior to the game.
- If a team does not provide a sideline manager prior to the game, the team shall be assessed a delay of game card and the opposing team shall begin the game with a free position.
- If a team does not provide a sideline manager prior to the start of the second half of the game, the team shall be assessed a delay of game card and the opposing team shall begin the second half with a free position for a minor foul.

Player Participation: A player's eligibility to participate in a game is defined in the WSLA Handbook and shall be enforced by the player's coach. Umpires are not responsible for or required to determine a player's eligibility to participate in a game.

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Additional U15 Rules:

- **Modified Checking:** Games shall be played with modified checking. Full checking is not allowed.

Additional U13 Rules:

- **Modified Checking:** Modified checking is not allowed.
- **Passing:** After a team gains possession of the ball, the ball must be passed at least once, or 1 pass attempted, before a shot is made.

Additional U11 Rules:

- **Players:** Seven field players plus a goalie.
- **Goalies:** The intention is to play with fully equipped goalies. If a team does not have a goalie, the team with a goalie has the choice of similarly playing without a goalie (meaning there would be only 7 players on a team on the field) or of offering a goalie to the team that does not have one, at their sole discretion.
- **Goals:** Regulation lacrosse goal cages may be used. Smaller (street hockey type) cages may be used. Two goals of different sizes may be used as long as each team plays with each goal for an equal amount of time.
- **Playing Area:** The desirable field length is 40 yards between goal lines, 8 yards behind each goal, and 25 yards wide. Field markings should include two goal circles (radius 2M) with a goal line in each, two 8M fans at each goal circle, and a center line. There shall be no restraining lines. If a field does not allow for 40 yards between goal lines, the goals may be moved closer together, and the distance behind the goals may be reduced to no less than 5 yards. Chalk or cones may be used for marking purposes, although chalk is preferred.
- **Passing:** After a team gains possession of the ball, the ball must be passed at least twice, or 2 passes attempted, before a shot is made.
- **Duration of Play:** 20-minute running time per half (maximum) is the preference. Duration of play may be modified as necessary as long as teams are given appropriate notice of changes to expected game length. Teams may choose to play 4 quarters, but the total playing time should not exceed the maximum time for each level. The clock will stop on every whistle (to stop play) in the last minute of each quarter.
- **Penalty Administration:** The penalty for all major and minor fouls is an indirect free position. No shot on goal may be made until the player with the ball passes the ball to another player.