

CHESTER COUNTY LACROSSE ASSOCIATION

Game Rules • 2018 Season

10U, 12U & 14U Travel Divisions

CCLA adheres to the NFHS (National Federation of State High School Associations) rules for boys lacrosse with the following exceptions, modifications, clarifications and points of emphasis. The majority of the exceptions, modifications, clarifications and points of emphasis are consistent with the US Lacrosse Boys Youth Rules.

1) Length of games (10F, 12A/B/C, 14A/B)

All games shall have 10 minute stop-time quarters.

After the first half, any time the score differential reaches 8 goals or more, the clock will only stop for time-outs. Should the score differential be reduced to less than 8 goals, normal game timing will resume. There is no option to waive this rule.

2) Overtime (10F, 12A/B/C, 14A/B)

Any regular season game in which the score is tied at the end of regulation time shall be followed by one 4 minute sudden-death overtime period. If the score is tied at the end of the 4 minute overtime period, the game shall end in a tie score.

3) Time outs (10F, 12A/B/C, 14A/B)

Each team shall be allowed 2 time outs per half of each game. Time outs not taken in the first half shall not be carried over to the second half. In the event of an overtime, each team shall be allowed 1 time out during the overtime period. All time outs are 1 minute in length, unless both coaches mutually agree to take the field before 1 minute elapses.

4) Halftime and period time outs (10F, 12A/B/C, 14A/B)

Time outs between first and second periods and between third and fourth periods shall be 1 minute in length. Halftime shall be 5 minutes.

5) Equipment

Sticks: Stick length for 12U & 14U players shall be 40-42" (short crosse) or 52-72" (long crosse). Stick length for 10U players shall be 37-42"; long poles are not allowed at the 10U level. Goalie stick length at all levels shall be 40-72". Tape or other color contrasted material on the faceoff stick is not required at any level.

Pads: Gloves, shoulder pads and elbow pads shall be worn by all players, except goalkeepers. Goalkeepers shall wear gloves, throat guards, chest pads, elbow pads and protective cups and may wear shin guards. It is strongly recommended that all players wear rib pads and protective cups. Helmets must have a four-point chin strap and be N.O.C.S.A.E. approved (i.e. no hockey helmets), except for 10U players.

Mouthguards: Mouthguards must be properly worn by all players at all times. White or clear mouthguards are prohibited.

6) Substitution

- a) Coaches may substitute by asking officials for a “horn,” stopping play and substituting, only when a ball goes out-of-bounds over a sideline (NOT an endline), or when a time-serving penalty has been called. *Note: NFHS eliminated “horns” beginning in 2014 CCLA chose to keep them.*
- b) Coaches must properly substitute players through the box “on the fly” in all situations other than those described in subsection (a) of this rule, including situations in which an injured player is on the field.
- c) All substitutions must be made through the box in front of the scorer’s table.

7) Advancement

At the 10U level

- a) There is no time requirement to advance the ball out of the defensive area.
- b) There is no time requirement to advance the ball into the offensive restraining area (goal area) after advancing the ball over the midfield line.
- c) There is no “stalling/keep it in” rule; however, an official can command a team to “advance the ball” within 5 seconds.
- d) There is no “over and back” rule.
- e) There is no requirement to keep the ball in the offensive restraining area in the last two minutes of play by either team.

At the 12U & 14U levels

CCLA games will be played based upon NFHS advancement rules (Rule 4, Sections 14 and 15) as summarized below. Note: the trailing team in a mercy rule circumstance (described in section 8) shall not be subject to these advancement rules.

Rule 4, Section 14:

Upon gaining possession of the ball inside the defensive half of the field, a team must advance the ball beyond the midfield line within 20 seconds. Failure to do so will result in a turnover, and the ball will be awarded to the opposing team at the spot of violation or 20 yards laterally from the goal.

Rule 4, Section 15:

A team in possession of the ball shall bring the ball into the goal area (“the box”) within 10 seconds of crossing the center line. Once a team advances the ball inside its goal area, the ball may be brought outside the goal area unless the team has been warned to “keep it in” (i.e. a stall warning has been imposed). In the last two minutes of the game, once the team winning by 4 goals or less brings the ball into their goal area, they must keep the ball “in the box”. Failure to do so will result in a turnover.

Beginning in 2016, the “over and back” rule applies at the 12U and 14U levels.

- 8) Mercy rule (10F, 12A/B/C, 14A/B)
- a) A team trailing by 4 goals shall be awarded a free clear (possession at midfield without a face-off, with all defending players in the box) *unless* that trailing team has just committed a personal foul prior to or immediately after a goal is scored against them. If the lead is cut to 3 goals or less, play shall resume with a face-off at midfield. Note: regardless of the score differential, each quarter shall begin with a face-off.
 - b) Furthermore, at the 12U & 14U levels, the trailing team in a mercy rule situation shall not be subject to the advancement rules described in section 7.
 - c) The trailing team shall have the option of waiving the mercy rule at any time.
 - d) The mercy rule shall not be applied in league playoff games.
- 9) Body checking
Legal body checking is permitted in 12U and 14U division play. Body checking is prohibited in 10U play. See Game Rules Addendum on page 5.
- 10) One-handed stick checks
One-handed stick checks are allowed at the 14U level unless they are “out of control” or otherwise illegal. One-handed stick checks are strictly prohibited at the 10U and 12U levels, and will be called a slash whether or not contact is made with the opposing player.
- 11) 3-yard rule
All stick checks, body checks, legal holds & legal pushes must be on a player in possession of the ball or within 3 yards (not 5 yards) of a loose ball or ball in flight.
- 12) Unsportsmanlike conduct
Special attention shall be given to unsportsmanlike conduct by players, coaches or spectators. First offense: 1-3 minute non-releasable unsportsmanlike conduct penalty. Second offense: 3-minute non-releasable ejection foul. Obscene language or obscene gestures shall result in an unsportsmanlike conduct penalty and ejection.

13) Ejections

- a) In the event that a player or coach is ejected from a game for any reason, the head coach of the penalized team is required to inform his program director of the ejection. That program director is required to notify the CCLA President and the program director of the penalized team's next opponent.
- b) If a coach is ejected, he must leave the game area before the game can resume. Additionally, he is suspended from his team's next game and is not allowed in the vicinity of the playing field.
- c) If a player is ejected, he must leave the playing area in the accompaniment of his parent(s) or other responsible adult. If this is not feasible, the player must remain in the bench area with his equipment off but his jersey on. The player is suspended for the team's next game. The player must remain in the bench area during his suspended game without his equipment but wearing his jersey. If the player doesn't attend the team's next game, the suspension will carry over to the next game he attends.
- d) If a spectator is ejected, they must leave the game area before the game can resume. Further actions against that spectator are at the discretion of the member program.

14) Fouling out of a game

12U & 14U: 4 personal fouls or a total of 5 minutes in personal foul penalty time will result in disqualification from that game. 10U: 3 personal fouls or a total of 5 minutes of personal foul penalty time will result in disqualification from that game. Note: disqualification is not ejection.

15) Placement of team benches and scorer's table

Wherever the physical layout of a field shall permit it, the players' benches and scorer's table shall be on the opposite side of the field from areas designated for spectators. When the physical layout of a field shall not permit such separation of players' benches/scorer's table from spectator areas, the home team shall rope off or otherwise designate areas restricted to players and coaches only, and every effort should be made to keep spectators out of such designated areas during warm-ups and play of games. Note: it is the home team's responsibility to provide a timekeeper and someone to record all penalties assessed by the referees.

16) Sideline decorum

The head coach shall have no more than 3 assistant coaches on the sideline with him during a game. Unless otherwise indicated by the officials, only the head coach of a team may address the officials.

17) Game interruption

If a game is interrupted because of events beyond the control of the teams, it shall be continued from the point of interruption at the soonest available opportunity, as determined by mutual agreement of the head coaches and/or program representatives. If this cannot be accomplished, the CCLA President (or the next ranking CCLA officer without a conflict of interest) will either mandate a reschedule date or declare the game official as of the point of interruption. By mutual agreement of the head coaches, any period may be shortened or the game terminated and deemed official at the point of termination.

Game Rules Addendum

Checking

In keeping with CCLA and U.S. Lacrosse's desire to ensure player safety at the youth level, we expect stricter enforcement of certain rules than is common at the high school level. Among those rules are those governing body checks in general, checks involving the head/neck and checks targeting a player in a defenseless position.

Body Checking (allowed in 12U and 14U play only)

There are three things every youth player, coach, parent and fan needs to understand and accept regarding body checks: (1) the game has changed to protect players; (2) the odds of a body check being illegal have increased; (3) the determination of whether a check was legal or illegal is in the eye of the beholder, and the only beholder that matters is the referee.

Any one of the following will constitute an illegal body check:

- Delivered above the shoulders, below the waist, or to the back
- Delivered more than 3 yards from the ball
- Delivering player not in an upright position with both hands on his stick
- Delivering player lowers his head or shoulder when initiating contact
- Delivering player leaves his feet
- Player being checked is on the ground, or in a crouched position fielding a ground ball, or engaged in a face off, or is otherwise vulnerable or defenseless
- Player being checked is unable to anticipate the check, i.e. is checked from the blind side
- Check is excessively violent, aggressive, reckless or intimidating, or causes injury
- Check is avoidable, delivered after the opponent has already passed/shot the ball

An illegal body check is a 1-3 minute releasable personal foul. A player may be ejected from a game for a single illegal body check if the official feels it is excessively violent or malicious.

Checks Involving the Head/Neck

Checks delivered to or with the head/neck are considered the most serious in the game. The penalty is a 2-3 minute non-releasable personal foul. A player shall not initiate contact to an opponent's head or neck with a slash, cross-check, or with any part of his body (head, elbow, shoulder, etc.), including any follow-through to the head or neck. Initiating contact with the head (spearing) by an offensive or defensive player is also prohibited. A single excessively violent violation of this rule may result in player ejection. Note: A run-of-the-mill, non-violent inadvertent slash to the helmet shall remain a one minute releasable personal foul.

Checks Targeting a Player in a Defenseless Position

Body checking a player from his blind side, or a player who has his head down in an attempt to play a loose ball, or a player whose head is turned away to receive a pass, will result in a 2-3 minute non-releasable personal foul. A single excessively violent violation of this rule may result in player ejection.

2018 CCLA Game Rule Summary

All coaches must have this page with them and review it with referees prior to each game

CCLA adheres to the NFHS (National Federation of State High School Associations) rules for boys lacrosse with the following exceptions, modifications, clarifications and points of emphasis. The majority of the modifications are consistent with the US Lacrosse Boys Youth Rules. *Everyone needs to accept the fact that the game has changed to protect players, and that the odds of a body check being illegal have increased. Any single body check or head/neck check deemed excessively violent by the referee may result in player ejection.*

10S games are 7 v. 7 (2-2-2 plus goalie, with offsides) on a small field

- ◆ 20 minute running time halves; no overtime in the event of a tie
- ◆ No time-serving penalties; offending player gets replaced by a teammate for 1 minute
- ◆ 1 time out per half (called with possession anywhere on field); no time outs in last 2 minutes of game
- ◆ Face off only at beginning of each half; otherwise, free clear from goal area (no mercy rule required)
- ◆ Advancement/stalling and “over and back” rules do not apply
- ◆ No one-handed stick checks
- ◆ No body checks
- ◆ Substitution (“horn”) allowed on side line out-of-bounds (not end line) or penalty
- ◆ Stick length must be 37-42”; long poles are not allowed

10F, 12A/B/C games are 10 v. 10 on a regulation field

- ◆ 10 minute stop-time quarters; running time in 2nd half with 8 goal or more score differential
- ◆ 1 sudden death 4-minute OT period if necessary
- ◆ 2 time outs per half, no carry-over (called with possession anywhere on field)
- ◆ Mercy rule is free clear for team down by 4 or more goals (can be waived by trailing coach)
- ◆ Advancement/stalling rules apply at the 12A, 12B and 12C levels, which includes the “over and back” rule. The only exception to this is for the trailing team in a mercy situation (i.e. in a mercy situation, the trailing team gets a free clear and advancement/stalling rules do not apply to them)
- ◆ No one-handed stick checks
- ◆ Legal body checks are allowed
- ◆ Substitution (“horn”) allowed on side line out-of-bounds (not end line) or time-serving penalty
- ◆ For 12A/B/C, stick length must be 40-42” (short crosse) or 52-72” (long crosse); for 10F, stick length must be 37-42” (long poles are not allowed)

14A/B games are 10 v. 10 on a regulation field

- ◆ 10 minute stop-time quarters; running time in 2nd half with 8 goal or more score differential
- ◆ 1 sudden death 4-minute OT period if necessary
- ◆ 2 time outs per half, no carry-over (called with possession anywhere on field)
- ◆ Mercy rule is free clear for team down by 4 or more goals (can be waived by trailing coach)
- ◆ Advancement/stalling rules apply at this level, which includes the “over and back” rule. The only exception to this is for the trailing team in a mercy situation (i.e. in a mercy situation, the trailing team gets a free clear and advancement/stalling rules do not apply to them)
- ◆ Legal body checks are allowed
- ◆ Substitution (“horn”) allowed on side line out-of-bounds (not end line) or time-serving penalty
- ◆ Stick length must be 40-42” (short crosse) or 52-72” (long crosse)

CHESTER COUNTY LACROSSE ASSOCIATION

Policies, Procedures & Guidelines

1. Player Eligibility

Only *bona fide* players currently enrolled in a member program organization shall be entitled to play in a league contest. A player may play for only one member program during any year.

CCLA follows the *US Lacrosse Boys Youth Rules* for player eligibility which state that a player may not have reached his 15th birthday on or before August 31 prior to the Spring season. Additionally, a player is not eligible if he is in 9th grade, or if he participates on a high school freshman, junior varsity or varsity lacrosse team during the same season.

2. Borrowing Players

CCLA's intent is that its member programs maintain separation between players of differing playing abilities. Programs are expected to maintain separate and distinct team rosters. CCLA recognizes that during the regular season: [1] schedule conflicts do arise, necessitating borrowing non-roster players in order to field a team with sufficient numbers, and [2] it is occasionally desirable to reward a C or B level player by letting him suit up for a higher level game. In these instances, the head coach is required to notify the opposing head coach of any borrowed players he will be using during that game. A team may borrow players from within that team's program from an equal or lower level. That is, A teams may borrow from A or B teams, but B teams may only borrow from other B teams, C teams or an in-house program. This restriction also applies across age lines. That is, a 14B team may borrow 12B players but not 12A players. In games where a B team borrows players from any another B team, the roster may not exceed 15 players.

If: [1] a B level player substitutes on an A level team, or [2] a C level player substitutes on a B level team, or [3] an A level player substitutes on an older A level team three or more times during the regular season, in that third game and thereafter that player will be considered a member of the higher level team and will no longer be eligible to play with his original team. The only exception to this rule is that a goalie may play in higher level regular season games without restriction.

A given player may only be on one team roster. Borrowing players is only allowed during the regular season. Borrowing players is prohibited in the playoffs.

The first violation of player eligibility/player borrowing rules shall result in a forfeiture of the game in which the ineligible player participated. The second violation shall result in a forfeiture of that team's playoff eligibility.

3. Geographic Boundaries

Each CCLA member program is expected to ask the question “In what public school district does the player reside?” on their registration form. CCLA member programs should be prepared to provide a list of all 10U, 12U and 14U travel team registrants to the CCLA Executive Committee upon request including player name, mailing address and public school district.

The spirit of this policy is that CCLA member programs should not engage in cross-boundary player recruitment or otherwise attract players that don't live within their designated boundaries, nor should they engage in any registration practices intended to gain an unfair competitive advantage. Also, we want to prevent parents from registering their son with a better or more established program in lieu of their home club.

In general, no CCLA member program shall permit a player to participate in a CCLA 10U, 12U or 14U travel game who does not reside within the member program's school district boundaries, or other such boundaries defined by CCLA. Note that this policy does not apply to U7, U9, or any in-house programs.

- If a player living within a CCLA member program's boundaries attempts to register with another CCLA program, the player should be told to register with his home CCLA program.
- If a player living within a SEPYLA member program's boundaries attempts to register with a CCLA program, the player should be told to register with his SEPYLA home program.
- If a player living in an area not serviced by a youth lacrosse program (or not accommodating his age) attempts to register with an adjacent CCLA program, he shall be allowed to do so.

However, this policy is not intended to be entirely inflexible, since extenuating circumstances do exist in rare cases. All such cases are to be presented to the CCLA Executive Committee by the program's league representative, and are subject to final approval by the Committee. The Committee will not communicate directly with parents in these matters. All decisions are final. The vast majority of requests are denied.

Case #1: A player living within a CCLA member program's boundaries attempts to register with a neighboring CCLA program because he was allowed to play with that neighboring program last season. Policy: If he is 10U eligible and his home CCLA program has a 10U level, he must play for his home program. If he is 12U or 14U eligible, and has a valid rationale for wanting to play for the neighboring program (as agreed by the two respective CCLA reps), then he can play for the neighboring program for the duration of his youth lacrosse career if the CCLA Executive Committee approves the request. Note: this process applies to individual players, not families. If the two CCLA reps cannot agree, the player must play for his home program.

Case #2: A player living within a CCLA member program's boundaries attempts to register with a neighboring CCLA program because his parents insist he do so. Policy: The neighboring CCLA program rep must discuss the specific circumstances with the player's home CCLA program rep. If both reps agree that the rationale is valid, the player is allowed to play for the neighboring program for the duration of his youth lacrosse career if the CCLA Executive Committee approves the request. If the two CCLA reps cannot agree, the player must play for his home program.

Case #3: If a CCLA member program can demonstrate that registering players from an adjacent SEPYLA program is necessary in order to field at least one team at the 10F, 10S, 12A, 12B, 12C, 14A and/or 14B level, or to otherwise maintain program viability, the case can be brought to the CCLA Executive Committee for consideration.

By March 1 prior to each season, each CCLA member program shall submit a list of all 10U, 12U & 14U travel players registered with their program that reside outside their stated geographic boundaries. The list will include player name, full mailing address, public school district in which the player resides, and (if applicable) the name of the player's home program, and the name of the home program representative that approved the registration. The list will be submitted to the CCLA Executive Committee for review and approval.

The use of unapproved players outside a program's stated geographic boundaries is considered a serious offense. The CCLA Executive Committee reserves the right to impose severe sanctions on programs, teams and/or players engaging in that activity.

CCLA Member Program	Services boys living in this public school district/township/region
Avon Grove	Avon Grove School District
Brandywine	Garnet Valley School District
Coatesville	Coatesville School District
Collegeville	Spring-Ford, Perkiomen Valley, Methacton & Norristown School Districts
Conestoga	Tredyffrin/Easttown School District
Coventry	Owen J. Roberts & Pottsgrove School Districts
Great Valley	Great Valley & Phoenixville School Districts
Kennett	Kennett Consolidated School District
Lionville	Downingtown Area School District
Oxford	Oxford Area School District
Unionville	Unionville-Chadds Ford School District
West Chester	West Chester Area School District
Wilmington	Red Clay & Brandywine School Districts

4. Assembling Teams

All travel teams shall be assembled on the basis of player age (i.e. 10U/12U/14U) and player skill level (i.e. A/B/C). Travel teams shall not be assembled on the basis of school or grade level.

It is CCLA's expectation that every member program field at least one 12A team and at least one 14A team, and that those teams be comprised of the very best players in the respective age brackets. Exceptions to this mandate: (1) shall be granted via CCLA Board of Directors vote; (2) will only be granted in extreme circumstances; (3) will generally only be granted one time for one season; (4) must be requested by February 15 preceding each season; (5) if granted, render all of that program's B teams in the respective age bracket ineligible for playoffs that season.

If you have multiple 10S, 12B, 12C or 14B travel teams, it is CCLA's expectation that you divide the talent equally among those teams. Remember that these teams will play league-scheduled games against one another ... those games should be close.

CCLA recognizes that sometimes your registration numbers don't work ideally ... and that it is often preferable in a given division to have 3 teams with 16 boys rather than 2 teams with 24. At the 12B/C and 14B levels this can sometimes necessitate borrowing players from other teams. Provided you borrow from an equal or lesser team, during the regular season CCLA allows this practice ... but when doing so, it is advisable that borrowed players not be among the top 2-3 players on their team. See section entitled "Borrowing Players" for further details.

5. The Game Scheduling Process

Each year, CCLA representatives have until early March to declare what travel teams at what levels they will be fielding. At the same time, they declare home field availability, field blackout dates and specific team blackout dates. The objective of our scheduling process is to have a firm schedule published several weeks before the beginning of the season. Each travel team will have 10-12 games scheduled. Where feasible, certain divisions will be split into North and South Divisions in an effort to lessen the travel burden. The CCLA league schedule takes priority over all other non-league games and tournaments. CCLA does not condone forfeits.

One of CCLA's primary reasons for existing is to schedule games. Having a firm schedule that players, parents, referees and fans can count on benefits everyone. Non-weather related schedule changes can largely be avoided by paying attention to scheduling details BEFORE the schedule is released. CCLA reps need to know when Spring Break, class trips, dances, confirmation, tournaments, and any other pre-planned school or non-school event will influence your ability to field teams. CCLA reps must gather this information and talk to their coaches before early March about these issues.

CCLA sanctions post-season playoffs at the 12A, 12B, 14A & 14B levels. Playoffs fall during a very busy time for 8th grade boys (early June). There are class trips, graduation ceremonies, big project presentations, class dances, etc. CCLA programs should work with one another as best they can during playoffs. If two playoff teams can't agree on a scheduling matter, the CCLA Executive Committee will issue a directive.

6. Bad Weather

CCLA teams have a responsibility to play games as originally scheduled if at all possible. We encourage programs to react to *actual weather* ... not forecasts of bad weather. It is the responsibility of the *home team* to make the "go-no go" decision for any given game in time for the other team to plan accordingly. If it becomes necessary to cancel a game due to bad weather, it is up to the home team's head coach or program administrator to communicate the decision to the visiting team's head coach, Joe Fratoni and both referees as soon as the decision is made, and then let Joe Fratoni know the new date for the game so that he can reschedule the referees. If the referees show up at your field and you decide to cancel, the referees must still be paid.

The various CCLA programs may have different cancellation criteria dictated by their school district or rec league to protect fields from damage, but in general if there is standing water on the field the game will be canceled.

Some practical issues also come into play here ... on an "iffy" day, Avon Grove might be more inclined to cancel its home game with Collegeville in advance to save the opponent the long trip. For a Great Valley at West Chester game, there's little harm in making the short trip to see if the game can be played.

Games canceled due to weather must be made up as soon as possible, otherwise there may be a backlog of games needing to be played at the end of the regular season before playoffs begin. The rescheduling process should be initiated by the home team coach within 24 hours of the cancellation.

Referees generally follow these lightning guidelines:

When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Referees shall suspend play at that point and all players, coaches, fans and officials should immediately seek safe shelter, defined as a solid building with plumbing and electricity or a motor vehicle with a metal roof and the windows rolled up. Play can resume 30 minutes after the last visible lightning flash or thunder. Any subsequent lightning or thunder resets the 30-minute count.

A lightning delay will usually end a weekday 6:30pm game; the game would either be declared officially completed at that point by mutual agreement of the head coaches, or resumed at a later date at the point the game was interrupted.

7. Rescheduling Games

It is every program's responsibility to play each league game as originally scheduled. Virtually the only acceptable reason for canceling and rescheduling a game is inclement weather.

If a coach contacts the referee assignor to secure referees for a rescheduled game, he will ask you why it is being rescheduled. If it is not due to bad weather, he will decline the request. Only CCLA representatives are authorized to reschedule games for non-weather related issues.

Rescheduling games is an imposition for coaches, players, parents and referees. CCLA has implemented a process that, if followed by each league representative and coach, can minimize rescheduled games. Program representatives are given the months of January and February each year to check academic calendars, church calendars, check with coaches, etc. and inform the league about spring break, class trips, dances, concerts, tournaments, confirmations and other potentially conflicting events. These conflicting events are easily scheduled around *if the league is notified before the scheduling process begins in early March.*

So the schedule is out and the season has begun ...

What if my best player is going away on vacation on game day? Play the game as originally scheduled.

What if the head coach has to leave town on business that day? Play the game as originally scheduled. An assistant or a coach from another team can handle it.

What if I have 5 players home sick that day? Play the game as originally scheduled. Although not optimal, during the regular season you may borrow age/skill appropriate players from another team if necessary to field a team.

What if the weather looks bad and I don't want to make the long trip to Kennett? It's not your call; it is the home team's call. Play the game as originally scheduled.

What if I just found out there is a big school concert the same evening as our game? Play the game as originally scheduled with the boys that aren't in the concert. Although not optimal, during the regular season you may borrow age/skill appropriate players from another team if necessary to field a team.

What if neither of my goalies can make the game? In that case, some lucky young man is going to have his lifelong dream of playing in goal become reality. Play the game as originally scheduled.

Why the hard line on non-weather related rescheduling?

The boys look forward to these games. The sun is out, they are excited to play, and some adult inexplicably cancels the game ... this reflects poorly on CCLA.

- Rescheduling takes up a ton of time and is a huge imposition for all involved.
- We want to make CCLA games a desirable destination for referees. If our schedule is a perpetual moving target and refs can't count on those games, we are not a desirable destination and quality will suffer.
- Parents appreciate having a schedule in advance so they can plan their lives.

It is not CCLA's intention to be completely inflexible in these matters. On those rare occasions when unforeseeable circumstances arise and rescheduling appears to be the only viable solution, the CCLA representative must authorize it and communicate the details to the referee assignor.

8. CCLA Website

The CCLA website (www.cclalax.org) has a ton of useful information, and we recommend that you utilize it. By early April, the website will have contact information for all referees and coaches. There is a “feedback” button on the web site that any coach or parent is welcome to use at any time.

9. Behavior Expectations

Member programs agree to enforce a Parent’s Code of Conduct. CCLA expects that every coach, player and spectator will honor the game and act appropriately at all times. Any deviations from this expectation should be reported immediately to your program administrator so that the conduct at issue can be addressed by the Executive Committee. It is the responsibility of the head coach to control the behavior of assistant coaches, players & parents.

10. Responsibilities of the Head Coach

- Be sure your kids have fun and honor the game.
- Review the 1-page “CCLA Game Rule Summary” (see page 6) with both referees prior to each game to preempt any misunderstandings. Know the rules and follow them.
- Home team head coach: on game day, check www.horizonwebref.com and call the opposing head coach to confirm time & place. Don’t rely on email on game day.
- Home team head coach: provide a properly lined regulation field & game balls.
- Home team head coach: provide an adult timekeeper and someone to record penalties (remember, you can foul out of a lacrosse game). Use of the smartphone app “Lax Time & Score” is highly recommended.
- 10F, 12U & 14U home team head coach: pay both referees no later than halftime. 10S referee payments are shared by both participating teams.
- Control the behavior of assistant coaches, players & parents.
- Be the only coach on the sideline addressing the referees.
- Immediately after the game, rate the performance of referees using www.horizonwebref.com.
- If there were major game issues, contact your club administrator immediately so that proper action can be taken.