

WSLA
Washington Schoolgirls Lacrosse Association
2017 GAME RULES

WSLA Youth and High School teams shall abide by the current edition of the 2017 USL Women's or Girls Youth Rule Book as it applies to their level of play. Teams shall also abide by the following **additional** game rules adopted by the WSLA.

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

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 or Girls Youth 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, that 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 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 on their team 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 officials 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 for a minor foul.
- 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 second delay of game card and the opposing team shall begin the second half with a free position for a major 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. Officials are not responsible for or required to determine a player's eligibility to participate in a game.

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Communication with Officials for ALL Youth Divisions (U11, U13 and U15):

- Only the head coach or captains may communicate with the officials during the play of the game with one exception: For the purpose of teaching/learning ALL U11 players may speak with the official during the play of the game.
- Head coaches and captains may ask the officials questions prior to the start of the game, during timeouts and during half time.
- Officials shall address questions during timeouts and halftime.
- Coaches, players and other team personnel shall not make comments to the officials during the game.
- Coaches, players and other team personnel shall not make negative comments about the officials or about the officiating during the game.
- Coaches, players and other team personnel shall not make negative comments to the officials after the game.
- A violation of these rules shall constitute a misconduct foul and result in the issuance of a yellow or red card to the head coach.

Additional U15 Rules:

- **Modified Checking:** Games shall be played with modified checking. Full checking is not allowed.
- **Mercy rule:** The 4 goal differential mercy rule is not used at this level of play.
- **Contact:** Body contact that does not displace or disadvantage an opponent is allowed.

Additional U13 Rules:

- **Duration of Play:** 20 minute running time per half.
- **Modified Checking:** Modified checking is not allowed.
- **Passing:** After a team gains possession of the ball or after the team's goalkeeper passes the ball, the ball must be passed at least once, or one pass attempted, before a shot is made.
- **Mercy rule:** Should one team lead by 4 or more goals, the play will begin with a free position at center for the team with fewer goals.

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.
- **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 or after the team's goalkeeper passes the ball, the ball must be passed at least twice, or two 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.
- **Restart of Play after a goal:** A free position at center will be given to the team that was just scored upon.
- **Contested Ground Balls:** Ground balls may be contested by more than two players and it will not be a foul.