

DAKOTA PREMIER LACROSSE LEAGUE

OPERATING POLICIES



Document Change Log

Change Date	Author	Description
February 10, 2017	Corey Mitchell	Original Document Published
March 20, 2017	Corey Mitchell	Modified rules to enhance safety of boy's JV division
April 28, 2017	Corey Mitchell	Added Page Numbers
January 31, 2018	Corey Mitchell	Added roster constraints; CHILL Manager section; Game personnel; Updated floater policy for JV/Varsity

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Important Contacts

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Fees and Deadlines

Fees must be received by the corresponding deadlines as described. Failure to remit payment of fees by the listed deadlines will result in sanctions including late fees and/or the team not being allowed to participate in league play.

Team Registration and Team Fees Due

Deadline: March 1, 2018 11:59 PM

Team registration will be available online. Payment of team fee can be done by credit/debit card or electronic check with registration and are non-refundable. Fees are the same for boys and girls teams of the same class and age division. A late fee of \$100 will be applied for payments received after the deadline.

Division	Team Fee
Varsity	\$500
16U	\$475
14U	\$450
12U Class 10	\$425
12U Class 7	\$325

Scheduling Cutoff

Deadline: March 17, 2018 11:59 PM

Scheduling Activities will commence after the cutoff and will include only those teams who have registered and paid. No team registrations will be accepted after the cutoff.

Preliminary Schedule and Game Fees Published

Deadline: March 24, 2018 11:59 PM

Preliminary schedule will include approximately 10-14 games (playing each team twice) and fee schedule to be paid by the Game Fee Due Date below. League Championship games are not included in the preliminary schedule but will be based on 3 tournament games.

Game Fees Due

Deadline: April 1, 2018 11:59 PM

Fees associated with game costs include costs to pay for referees to officiate games and travel if necessary. Only teams who have paid the team fee **AND** game fees by the deadline will be eligible. All other teams will be removed from the schedule and not allowed to participate in league play. No refunds will be given for cancelled games. The game fees will be directly based on league schedule plus 3 games at league championship tournament. The table below reflects the cost per game.

	Class 10: Boys 10v10 or Girls 12v12	Class 7: Boys 7v7 or Girls 7v7
Varsity/19U	\$60	--
16U	\$52.50	--
14U	\$30	--
12U	\$25	\$25

Verifiable Rosters Due

Deadline: April 7, 2017 11:59 PM

A complete roster must be submitted for each team that includes the following details for all players **AND** coaches:

- US Lacrosse number
- First Name
- Last Name
- Date of Birth – US Lacrosse offers the ability for players to verify their age on the US Lacrosse site. This must be completed.
- Jersey Number
- Profile Photo

All teams must post a single verifiable roster of all players and coaches on DakotaPremierLacrosse.com prior to the deadline. This roster will be locked after the deadline. Additions or edits may be requested after this date by submitting player information and the reason for requesting a roster change to the league. League approval is required before any roster changes may be made after the date the roster is locked.

Cases where it is appropriate to request an edit are when a new player moves into your program's city or town or if a player in your city or town signs up late. Other extenuating circumstances may exist. Requests will be reviewed on a case-by-case basis.

Players who play for another team in another league during the spring season are ineligible for league play and may not be added to any roster.

Players may only be listed on 1 roster and may only play games for the team they are rostered to play on. The only exception to this is when players float between JV and Varsity.

Schedule Published

Deadline: April 2, 2017

The regular season schedule will be published. The schedule will not include league championships seed pairings.

Final Payment Date

April 1 at 11:59 PM

No payments or registrations will be accepted after this date.

Benefits

Team Fees and Game Fees will cover standard business of the League including, but not limited to the following:

- Tournament expenses other than officials
- Officials fees
- Officials assigner
- Coach and referee development
- Meeting expenses
- General operations, including liability insurance for the League
- Growth initiatives
- Scheduling and website expenses
- Stipends for league coordinators

Late Payments

A late fee of \$100 will be assessed for any payment not received by the due dates described above.

- If a team registers after the team registration date but before the scheduling cutoff, the late fee is assessed.
- If a game fee payment is not received by the due date, the team will be removed from the schedule until the late fee is paid. Late payments will be accepted up until the final payment date. After that date, payments received will not be accepted and will be returned or destroyed.
- The late fee must be included with the late payment or it will not be accepted.

Team Requirements

Team identity

Teams must register electronically on the league website by the registration deadline each year. No other registration method will be available.

Uniforms

US Lacrosse uniform requirements will be followed with the following modifications.

Reversible pinnies may be substituted for standard game jerseys thereby nullifying the rule requiring the shoulder pads to be covered. Permanent numbers are required on the front and back of the jersey.

Insurance

All players, coaches and officials must be registered members of US Lacrosse. US Lacrosse coverage is not enforceable unless all team players, coaches, and personnel are registered members of US Lacrosse.

Program Contact

Teams must provide the name and email of the head of the organization responsible for hiring and overseeing all coaches.

Coaches

All teams must have at least one coach for each team and provide the names, email addresses and cell phone numbers of all coaches in all leagues in online spreadsheets provided at the beginning of each season.

Game Personnel

Each team must provide 1 person to work at the scorer's table for every game they play. The table worker will either keep score on the scoresheet or run the game clock including game time and penalty time(s). It is highly recommended that each team designate the same table worker for all games so scoresheets and game clock operation are consistent and reliable.

Each team must provide 1 person to act as a CHILL manager for every game they play. The CHILL manager will help manage sideline behavior and work in cooperation with the other team's CHILL manager and the officiating crew. Further description of the CHILL manager duties are listed below. It is highly recommended that each team designates the same person to act as the CHILL manager for the entire season for consistency and officiating support.

CHILL Manager

WHAT DOES A CHILL MANAGER DO?

- Focuses attention on the issue of sportsmanship (simply by existing)
- Remains calm with a respected demeanor
- Provides support to those who want to promote good sportsmanship (doesn't tolerate poor sportsmanship)
- Steps in to diffuse situations:
- Make presence known (refs and parents)
- Physically moves to be near an area of concern
- Acknowledges that "it's not how we do things here" when addressing a situation and asks for cooperation
- State if the behavior does not change, that we have no choice but to ask them to leave (share a CHILL card with them)

- Between quarters or at half time, inform refs of a potential issue
- As a last resort – get Ref attention, stop the game and have refs ask person to leave the field

CHILL MANAGER SUPPORT

- www.chillmanager.org – Parent Pulse section for discussion with other parents. Ask questions, provide thoughts and suggestions.
- www.chillmanager.blogspot.com - A blog on different sportsmanship issues

Coach Requirements

Coach Definition

For the purposes of this section, anyone who is in the coaches area during the game is considered to be a coach. Athletic trainers and emergency medical technicians are not considered to be coaches and should be in the table area, not the coach's area.

US Lacrosse Certified Coach

A “certified coach” is any person who has completed the requirements for US Lacrosse Level 1 Coaching Certification or Canadian Lacrosse Association Equivalent. A minimum of a level 1 certification is required for all coaches who will be on the sideline for games. For details on these requirements, please visit <http://www.uslacrosse.org/coaches/coaching-education-program/certification> and the links on that page.

Other Personnel

Statisticians must remain in the table area and may not coach.

Photographer/Videographer personnel may set up on the spectator sideline at the midline area or in permanent seating behind players benches. They may not be in the coaches area or table area during games.

Insurance

For all leagues, all coaches participating in League sponsored events, including standing in the coaches area during a game, must be fully insured for liability claims through US Lacrosse membership as a coach.

Code of Conduct

All coaches must complete the Coaches Code of Conduct agreement electronically by registering as a Dakota Premier Lacrosse League coach at <http://southdakotalacrosse.com/Registration/Default.asp?n=&org=SOUTHDAKOTALACROSSE.COM&cat=Dakota+Premier+Lacrosse+League> or by going to DakotaPremierLacrosse.com, clicking the Register Now button, and selecting the “Dakota Premier Lacrosse League” category, and registering as a DPLL coach.

Forfeits

If a team does not have a coach who is US Lacrosse Level 1 Certified, the team forfeits the game. This includes situations where no US Lacrosse Level 1 Certified coach is present to start the game and where the game starts with a US Lacrosse Level 1 Certified coach or coaches but due to ejections or other reasons no US Lacrosse Level 1 Certified coaches are available to complete that game. If it is later determined that a team continued playing a game after no US Lacrosse Level 1 Certified coaches remained available in the coach's area, the game will be declared a forfeit and suspensions will be assessed as described in the Suspensions description of this section.

Suspensions

If anyone is determined to have been in the coaches area during a game without being US Lacrosse Level 1 Certified, the person in violation will be suspended for two games and the head coach will be suspended for one game. Multiple violations can result in expulsion a longer suspension of the offending coach and of the head coach, at the discretion of the commissioner.

Number of Coaches

For all games at the 10U, 12U, and 14U, there is a limit of 3 coaches in the coaching area at any one time from the opening face-off to the conclusion of the game. For 16U and Varsity, there is a limit of 4 coaches. Violations of these rules may result in suspension of the head coach and of the additional coaches.

Other Personnel

All spectators must be on the side of the field opposite the players benches and table area except when there is permanent seating on the bench side (in which case any bench-side spectators must be in that seating and not on the field). Exceptions: The following personnel may be stationed on the bench side behind the table or behind the bench area: (1) table personnel (2) athletic trainers or EMTs (3) official sideline managers (4) league personnel and league-sponsored coach evaluators (5) game officials waiting for the next game to begin. In addition, board members from the Member associations or employees from the athletic departments of the schools sponsoring the teams in the game may be stationed behind the bench area for their respective teams, at least 10 yards from the sideline.

Background Checks

An NCSI background check is required for coaching certification purposes. This can be purchased through US Lacrosse upon logging in.

General Eligibility

1. Players participating in Dakota Premier Lacrosse League events must be students aged 19 or younger on the August 31 preceding the start of league play.

2. Only students who are fully enrolled in elementary, middle, or high school are eligible to participate in league play.
3. Students who have graduated from a high school at the end of the first semester of their senior year will be eligible to play during the spring season of the same senior year.
4. The following age breakdown applies to league play for the 2017 season.

Date of Birth	
Born 9/1/2009 through 8/31/2011	8U
Born 9/1/2007 through 8/31/2009	10U
Born 9/1/2005 through 8/31/2007	12U
Born 9/1/2003 through 8/31/2005	14U
Born 9/1/2001 through 8/31/2003	16U
Born 9/1/1998 through 8/31/2003	JV
Born 9/1/1998 through 8/31/2003	19U/Varsity

Discipline Policy

1. A player shall not at any time, regardless of the quantity
2. Use, consume or have in possession a beverage containing alcohol
3. Use, consume or have in possession tobacco
4. Use, consume or have in possession, any other controlled substance (except for prescription drugs legitimately prescribed to that individual)
5. Buy, sell or give away any other controlled substance
6. A coach or team official shall not, in the presence of any players or officials, during, immediately preceding or following a game, practice or scrimmage or at any time on event grounds, regardless of quantity:
 - a. Use, consume or have in possession a beverage containing alcohol;
 - b. Use, consume or have in possession tobacco; or
 - c. Use, consume or have in possession, any other controlled substance (except for prescription drugs legitimately prescribed to that individual).
 - d. Buy, sell or give away any other controlled substance.
7. A player or coach shall not engage in sexual, racial or religious harassment, violence or any form of hazing
8. A player or coach shall not engage in fighting before, during or after a League event. This policy addresses additional penalties that will be imposed on the team.
9. A player or coach shall not assault any person.
10. The team will notify the League Director in writing of any violation of this policy within twenty-four (24) hours of its discovery.
11. Penalties:
 - a. First Violation. The player or coach shall lose eligibility for either the next two (2) games or fourteen (14) days, whichever is greater.
 - b. Second Violation. The player or coach shall lose eligibility for either the next six (6) games or twenty-one (21) days, whichever is greater.
 - c. Third or Subsequent Violation: The player or coach shall lose eligibility for either the next twelve (12) games or forty-two (42) days, whichever is greater.

- d. In all situations where a team's season ends prior to the expiration of a suspension, the suspension will carry over to the next season. The count of the number of days is held constant until the day of that player's team's first game of the next season.

12. Applying the Penalty:

- a. The number of violations shall be counted consecutively throughout the player's or coach's career. The number of violations does not reset to zero at the beginning of each year.
- b. Additional penalties shall be served consecutively.
- c. The penalty shall start being served when the League Director notifies the head coach of the player or assistant coach who has violated any bylaw or operating policy (or the League notifies the organization if the head coach is penalized).
- d. If a coach or leader of the organization becomes aware of a violation of this policy, he or she must ensure that the suspension begins being served immediately and will notify the League Director as soon as possible.
- e. Scrimmages will not be counted toward the count of the number of games, but suspended players and coaches are not eligible to participate.
- f. Players and coaches may participate in team practices while suspended.

13. Parents and spectators:

- a. The League reserves the right to bar parents, spectators, and other parties from attending league events (including games, practices, and meetings) for offenses including, but not limited to, use or possession of alcohol, tobacco, or controlled substances not legally prescribed to the individual at league events
- b. Public intoxication or being under the influence of controlled substances not legally prescribed to the individual at league events
- c. Engaging in sexual, racial or religious harassment, violence or any form of hazing
- d. Threatening any person
- e. Engaging in abusive behavior toward a game official, coach, player, or other party
- f. Penalties may range from a suspension from League events for a certain time period to a lifetime ban from League events as well as the possibility of forfeiture of games in which a suspended or banned individual attends.

In-Game Ejection

1. Any player, coach, parent or anyone else connected with a team who is ejected from a League game or event will be subject to the penalties of this policy.
2. The team will notify the League Director and Referee in Chief in writing of any violation of this policy within twenty-four (24) hours.
3. Penalties for players and coaches in all divisions of the DPLL:
 - a. First Violation Penalty
 - i. A player ejected from a game shall be suspended for the remainder of the current game and at least the next League game in that league. The player may remain in the bench area but may not participate further.

- ii. A coach, parent or any other adult associated with a team receiving a second ejection shall be banned from the game premises for the remainder of the current game and at least the next eight (8) League games in that league.
 - iii. At the conclusion of this second suspension, the player, coach, or other adult must apply to the League and be granted reinstatement before that player will be eligible to participate in or the coach or other adult be eligible to attend further League events.
 - c. Third or Subsequent Violation Penalty
 - i. A player, coach, parent or any other adult associated with a team receiving a third ejection shall be banned from all League games and events for a calendar year.
 - ii. That person must apply to the League Director and be granted reinstatement after a period of one (1) year from the date of the ejection before that player will be eligible to participate in or the coach or other adult be eligible to attend further League events.
- 6. For all leagues
 - a. A suspended player may not play in any game, and a banned adult may not attend any other League game or event, until the suspension is served in the same league as the ejection.
 - b. A suspended player may attend games in the bench area, but may not wear any equipment.
 - c. Players or coaches who receive two (2) Unsportsmanlike Conduct penalties in a single game are automatically ejected and are subject to the appropriate penalties above.
 - d. If a coach is ejected from a game for any reason, they must leave the property immediately or be subject to adding one (1) or more games to the penalty.
 - e. If the ejected coach is the only eligible coach for that team, then that team forfeits the game. If a head coach is ejected at any level and it is discovered after the end of the game that the person who completed the game as head coach was not an eligible coach according to League policies, the game will be declared a forfeit and additional suspensions will be assessed.
 - f. An ejected or suspended adult (e.g. coach, parent, manager, or spectator) may not be on or around the field, in the stands, in the parking lot, or otherwise within sight of the field and may not communicate with coaches, players, officials or anyone else associated with either team at the game site.
 - g. The League may impose additional penalties for any ejection based on the circumstances.
- 7. Applying the Penalty
 - a. The number of violations will be carried over from year to year, regardless of the level of play. However, each complete season (including playoffs) free of ejection will reduce the count of ejection for that person by one (1).
 - b. The count of violations will be carried with the offender should that person move to a different team or level of play.

- c. All suspensions will be served in games within the jurisdiction of the League. Suspensions will not be served in games outside of the area of League jurisdiction and players and coaches are eligible to participate subject to the rules in effect in the other jurisdiction.
- d. When an ejection occurs in a game outside the jurisdiction of the League, penalties will be enforced as if the game had occurred in a game within the League jurisdiction. Teams must self-report any such ejection; if an ejection is not self-reported and the League learns of it through other channels, the head coach of that team will serve an additional suspension of four (4) games or more.
- e. Scrimmages will not be counted for the purposes of satisfying the game count for a suspension but suspended players are not eligible to participate. However, if a scrimmage is officiated and a player, coach or other person officially connected with the team is ejected, it is treated as if it were a regular game and will be penalized under this policy.
- f. Playoff games are treated no differently for the purposes of suspensions. Suspensions will be served during playoff games if they fall within the term of the suspension, and ejections occurring in playoff games follow the above rules for suspensions.

Eligibility Documentation, Changes and Enforcement

1. Team or program representatives must notify the President in writing of any player who becomes ineligible for any reason within twenty-four (24) hours of learning of the ineligible status of the player.
2. Use of an ineligible player, including a suspended player, is not permitted under any circumstances and can result in a forfeit of any games in which the ineligible player is used.
3. Any forfeits will be recorded with a score of 1-0 in favor of the offended team and will count in the league results for playoff eligibility. If the game was played and then forfeited due to an ineligible player for example, individual stats are preserved from the game except for the ineligible player(s). The statistics from ineligible players are erased, including the removal of their goals and any goals on which they assisted from the opposing goalie's goals against average and save percentage.
4. Repeated use of ineligible players will be reviewed by the League and the offending team may be placed on probation or suspended from the League.
5. The League Director will have final and absolute authority to impose penalties for use of ineligible players, including, but not limited to, player suspensions, coach suspensions, forfeiture of games, playoff bans, and termination of membership in the League.
6. Teams may request in writing a review of a League decision regarding the use ineligible players and the League officials, consisting of the League Director, Referee in Chief, and Officials Assigner, will meet to hear the evidence. The League officials will make a final and binding decision by majority vote within 24 hours of the hearing and the League Director will notify the team and the all teams within the same division of the decision within 24 hours of the decision. No further appeals will be heard.

Game Scheduling

1. Hosting Requirements

- a. Fields must be painted abiding by US Lacrosse field painting requirements.
- b. Additionally, at least one field must be painted with cross-field lines at both ends of the field allowing for 7v7 cross-field play.
- c. Host sites must provide goals for all games.
- d. Host sites must provide legal game balls, including at least 6 balls on each end line for each game played.
- e. Host sites must provide a scoreboard, either electronic or manual for each game.
- f. Host sites must provide an electronic timer for each game. Examples of acceptable timers are a Lax Clock (LaxClock.com), a Lacrosse scoreboard app on a smart phone, or other device capable of tracking game time and penalty time. In any case, special attention should be paid to battery life to ensure the scoreboard does not cease operation during game play.
- g. Host sites must provide an on-site medical first responder for events where games are played at the 16U, JV and Varsity level. A medical first responder may include an athletic trainer, paramedic, EMT, or other medical professional qualified to assist injured players in a first responder capacity.

2. Scheduling Changes

- a. Requests for rescheduling for any reason must be made to the opposing team's head coach, the League Director and the Officials Assigner by an email addressed to all three. Any changes or additions will be subject to approval by the League Director and the Officials Assigner. Rescheduling is not automatic: all requests are subject to approval by the League. Note that any changes may jeopardize the assignment of officials to those games.
- b. Weather/Field Condition Cancellations:
 - i. The host site is responsible for notifying the league director, assigner, officials and the team(s) of weather and field condition related cancellations for scheduled games.

3. Suspended game policies

- a. The League follows the NFHS guidelines when weather related issues come up during a game. In some cases, on-site medical first responders require a policy that is more restrictive. In those cases, the more restrictive policy will be enforced. Once a game has started, officials must suspend a game if there are visible lightning bolts or audible thunder. This calls for the removal of athletes from the field to vehicles or permanent structures. The game may resume if there are 30 consecutive minutes with no visible lightning bolts or audible thunder. A game shall never be delayed more than an hour for ongoing weather issues. If the game is terminated due to weather, the score is as stands if the coaches agree. However, if the coaches cannot agree, then the following rules apply:
 - i. Any game that has is suspended due to weather or other cause shall be deemed complete if 3 full quarters or more have been played. This

means that at the end of the 3rd quarter, the game may be deemed complete if unable to finish due to cancelation.

- ii. If a game cannot be finished but enough time has elapsed to deem the game complete, the score at the time of cancelation will stand.
- iii. If a game cannot be completed but is not deemed complete, a makeup date will be sought.
 - 1. If a makeup date can be found and agreed upon by both teams, the game will resume where it left off.
 - 2. If a makeup date cannot be found, the game score will revert to 0-0 and end in a tie.

4. Delays/No-Shows

- a. A “no-show” is defined as a team that does not have US Lacrosse Level 1 Certified coach and at least 10 legally equipped and dressed players, or 7 legally equipped and dressed players for B division games, including a legally equipped goalkeeper present within 10 minutes of the scheduled game time. The “no-show” team is responsible for full payment of officials (and travel expenses, if applicable) as well as paying for the officials if the game is rescheduled. If any team has two “no-show” forfeits in one season, that team is ineligible for post-season play.
 - i. Exception: if a team is in transit, but delayed due to conditions out of their control and a coach can contact the other coach via a phone conversation prior to the start of the game to let them know their team is running late, and if the game can still be played with sufficient light, then no penalty shall be assessed beyond those mandated by the NFHS rules.

5. Facility Safety

- a. Each host site is responsible for providing a safe facility for spectators, players, coaches, officials, and other game personnel. This includes, but is not limited to, making sure the field is safe, having a plan to deal with injuries, and having a plan to deal with severe weather. There should be ample room behind beyond the end lines and beyond the sidelines to accommodate shots out of bounds without coming in contact with spectators, vehicles, or any other personal property.

6. Responsibility for Game Costs

- a. Costs associated with hosting games, including field rental, medical first responders as defined above, tape, spray paint, and goals, are the responsibility of the host site.

League Rules, Game Rules and Modifications

Rules

- 1. NFHS Rules will be used for all 16U, JV and Varsity League contests with the noted exceptions.
 - a. JV Specific Rules:

- i. Floaters: Programs must FREEZE their top 10 players as Varsity-only players. Any other player on the varsity roster may float down and play in JV games. The number of floating players may not cause the roster of the JV team to exceed 20.
 - ii. FOR JUNIOR VARSITY GAMES, ONLY: at the coaches certification meeting, both referees shall have coaches call over all players over the legal 16U age and have a discussion with those players. The officials are to remind these players that they are to play under control especially when playing against a smaller or younger player. Players are to be identified in the score book as a floater but are NOT required to wear identification during the game.
 - iii. 1-handed stick checks are prohibited
2. US Lacrosse Youth rules specific to the age group playing will be used for all 14U and younger contests.
3. Coach Unsportsmanlike Conduct
 - a. 14U, 12U, 10U, and 8U games, any unsportsmanlike conduct penalty against a coach that the officials choose to report to the League will result in a one game suspension for that coach even if the coach was not ejected from the game. If the coach is ejected, this penalty is not added to the automatic suspension associated with the ejection.
4. Sportsmanship should be regarded as a top priority. Demonstrating respect for fans, opponents, officials, teammates, and self is one of the best parts of this game and should be upheld by all who participate. Verbal or physical harassment or abuse by any person on the event grounds will not be tolerated.
 - a. Any player, coach, fan, or official penalized for discriminatory or racial epithets will be ejected from the game and suspended for the remainder of the season. Game play will be suspended until the offending person has left the premises.
5. Concussion policy: The League policy regarding concussions is that any player who is suspected of having a concussion must be removed from the game or practice and not be allowed to return until the parents submit to the head coach written clearance from a medical doctor (other than a coach or the parent of any player associated with the team) stating that the player can return to play. This includes cases where a player is removed from a game by the officials under the concussion rule and cases where a concussion is suspected by an athletic trainer, an emergency medical technician, or one of the player's coaches. In no case can a player suspected of a concussion return to play on the same day even if the player has written clearance from a medical doctor. Violation of these rules may result in suspensions and game forfeits as well as other sanctions as determined by the League.

Payment of Officials

Officials Fees

Officials are paid fees detailed in the Compensation section of the Officials area on SouthDakotaLacrosse.com.

Assignments

1. The official's assigner will attempt to assign 2 officials to every DPLL game. In some cases, it may be necessary to proceed with only 1 official due to the low number of certified officials.
2. Officials for non-league games, tournaments, or exhibition games are not paid by the League. Teams must arrange compensation for officials on their own.

Awards

The Dakota Premier Lacrosse League Awards process will follow the DPLL Awards Guide published on SouthDakotaLacrosse.com.

Travel and League Hotels

The Dakota Premier Lacrosse League works with Travel Team USA to secure hotels and room blocks for league events. Because Travel Team USA and their associated hotels are a large league sponsor, your cooperation to stay in the hotels secured by Travel Team USA is very highly encouraged. We work to secure hotels that fit every budget and amenity requirements. Hotel booking information will be posted on the league website as hotels are secured. You will be able to book your rooms right online by following the links posted on our site.