

Girls' Festival Game Rules 2010

All players and coaches must abide by NJ Junior Girls' Lacrosse League (NJJGLL) Rules with the following exceptions/modifications:

- All games are 25 minutes running time, timed from a central location
- First double horn indicate a 2 minute warning prior to the beginning of a game
- Single horn indicates beginning of a game
- Second double horn indicates two minutes remaining in the game
- Triple horn indicates end of the game
- Modified checking– checking below the shoulder level – is permitted at both the 5/6 and 7/8 grade level
- There is NO requirement for the three-pass rule at the 5/6 level
- Penalty time will be kept by a member of the coaching or tournament staff. Penalty time begins when the whistle sounds to restart play after a penalty. A player receiving a yellow card must sit out for 3 minutes of elapsed playing time with no substitute.
- There are no horns for regular substitutions after an out of bounds ball on the sidelines and the end lines. Regular substitutions are permitted after a goal is scored and after a time out. Substitutions after an out of bounds ball and during play are through the Substitution Box only and are “on the fly.”
- If a goalie receives a penalty for a time serving foul, another player may serve the goalies penalty time.
- NO Official's Time Outs for anything other than an injury. Only exception is for broken stick/equipment.
- A random stick check may be conducted by the Officials prior to each game.
- No requests for free stick checks or Coaches Challenges during the game will be honored.
- The game clock continues to run during stoppage of play for an injury. The injured player must be escorted from the playing field as soon as it is safe to do so. Stoppage time (up to 2 minutes) may be added by an Official at the end of a game if the injury Time Out exceeds 2 minutes.
- One (1) Time Out per team permitted. This will be one (1) minute, running time. A Time Out may not be taken during the last four (4) minutes of the game.
- Two (2) points for a win. One (1) point for a tie. Overtime only permitted in playoffs. Playoffs will be decided by the total points earned in the four (4) games.
- Tiebreakers will be head to head then goals allowed, if necessary. If still tie, then goal differential. If still a tie, then coin toss.
- The Championship Game will be two (2) twenty minute halves with a two minute intermission. There will be no “mercy rule” in The Championship Game

NJ Junior Girls Lacrosse League (NJJGLL) Rules – Key Highlights

The following Code of Conduct and League Administration Rules are expected to be followed by all towns and teams participating in the Festival:

Rules:

Each team will provide a Sideline Administrator (SA) for a game. The SA is responsible for maintaining the following rules on any non-participant. Details on the SA role including instructions are available on the US Lacrosse website, www.USA Lacrosse.org

All Players, Coaches and Fans

1. Be respectful
2. No profanity
3. No threatening behavior
4. No interference (physical or verbal) with play
5. Clean up after yourselves at game site

Players

1. Good sportsmanship is expected
2. Do not make derogatory comment about other players, coaches or referees
3. Do not argue with the referees
4. Do not throw equipment

Coaches

1. Coach with positive techniques, not negative ones
2. Remember that this is youth lacrosse. Put things in perspective.
3. Understand that many times youth lacrosse is where inexperienced referees and cadets gain experience. Do not expect perfection and do not verbally attack them.
4. Do not make derogatory comments about players, coaches or referees
5. All coaches should know the rules of Women's/Youth Lacrosse

Enforcement

1. All coaches, players and parents must read and abide by The Conduct Rules.
2. Coaches are responsible for the actions of their players and spectators
3. Referees and coaches will file complaints regarding players, coaches and parents with Festival Officials
4. Players ejected from a game will sit out the next game.
5. Coaches from both teams and referees should meet before they begin of play to go over rules and any other ground rules that may apply

Girls' US Lacrosse Rules

The Festival follows the current rules as established by US Lacrosse and as modified below for NJJGLL:

Grades 5/6 and 7/8 – specific rules

1. Eleven field players and one goal keeper
2. Regular field markings including restraining line
3. Regular women's lacrosse, regulation pocket
4. Modified checking only
5. May shoot from direct free position
6. Three seconds closely guarded

Since full checking is not allowed at any level within the NJJGLL, the following compensating rule is to be followed to reward for good defense:

No holding the ball for more than three (3) seconds when:

- Closely guarded/checked
- Defense has both hands on the stick
- Defense is in a position to legally check were checking allowed (generally ahead and stick side) Count is out loud "One thousand. Two thousand. Three." And then whistle sounds.

NJJGLL Addendum to US Lacrosse Rules

1. The defender should be favored in any judgment calls. Excessive body/stick to body contact should be penalized.
2. When there is a four or more goal differential, an indirect free position at center will be taken by the team that is behind. (Indirect free position- ball must be played before scoring) (See Rule Book)

Boys' Festival Game Rules 2010

All Players and Coaches must abide by National Federation of High School (NFHS) Rules with the following exceptions/modifications:

All games are 25 minutes running time timed from a central location.

First double horn indicates a 2 minute warning prior to the beginning of a game.

Single horn indicates beginning of the game.

Second double horn indicates 2 minutes remaining in the game.

Triple horn indicates end of the game.

Teams will have 20 seconds to clear the Mid-Field line and 10 seconds to get the ball in the Attack Box (5th/6th and 7th/8th grade levels only).

Penalty time will be kept by a member of The Festival Staff. Penalty time begins when the whistle sounds to restart play after a penalty. All penalties are running time.

There are no horns for Regular Substitutions after an out-of-bounds ball on the sidelines and endlines. Regular Substitutions are permitted after a goal is scored and after a time-out. Substitutions after an out-of-bounds ball and during play are through The Substitution Box only and are "On the Fly".

The team who is winning shall keep the ball in the Attack Box during the last 2 minutes of the game (all levels).

Long poles are not permitted at the 3rd/4th grade level. Stick length is limited to a minimum of 36" and a maximum of 42" at the 3rd/4th grade level.

If a goalie receives a penalty for a time serving foul, another player may serve the goalie's penalty time.

No Official's Time Outs for anything other than an injury. The exception will be for a broken goalie stick/equipment. A random stick check will be conducted by the Officials prior to each game. No requests for free stick checks or Coaches' Challenges including the number of long poles on the field during the game will be honored.

The game clock continues to run during stoppage of play for an injury. The injured player must be escorted from the playing field as soon as it is safe to do so. Stoppage time (up to 2 minutes) may be added by an official at the end of a game if an injury Time Out exceeds 2 minutes. One (1) Time Out per team permitted (1 minute, running time). A Time Out may not be taken during the last 4 minutes of the game.

- Two (2) points for a win. One (1) point for a tie. Overtime only permitted in playoffs. Playoffs will be decided by the total points earned in the four (4) games.
- Tiebreakers will be head to head then goals allowed, if necessary. If still tie, then goal differential. If still a tie, then coin toss.
- The Championship Game will be two (2) twenty minute halves with a two minute intermission. There will be no "mercy rule" in The Championship Game

SUMMARY: Girls' & Boys' Round Robin / Championship Round Tie Breaker

All teams are in a specific bracket and will play four games within their bracket in a round robin format. 2 pts. for a win, 1 pt. for a tie (No OT in the round robin.) There will then be a playoff in each bracket (except for the 3rd/4th Grade.) Playoffs will be decided by total points earned in the 4 games. Tie-breakers will be head to head, then goals allowed – if necessary, then goal differential (maximum 7 goal differential per game counts for the tiebreaker) – if necessary, then a coin flip.

Boys: In the championship round, in the event of a tie, the boys will use a brave heart competition to determine the winner of the game. **Girls:** In the championship round, in the event of a tie, the girls will play a five-minute sudden death overtime. If the game is still tied at the end of the overtime, a three-girl penalty shot competition will be used to determine the winner of the game. All penalty shots must be taken by different players.