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HONORING THE GAME IN SOUTHERN PENNSYLVANIA

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To All York County Lacrosse Association Executives and Coaches:

In 2009, the South Penn Lacrosse Officials Association (SPLOA) will officiate all of the games for York County Lacrosse Association member clubs. At this time, we would like to provide you with an outline of the philosophy, rules and interpretations that will be used by SPLOA officials this spring while officiating your games.

The SPLOA philosophy regarding officiating lacrosse is based on that of the Southern Lacrosse Officials Association (SLOA), which has officiated games in Maryland since 1923. Our philosophy dictates that as officials, our primary goals are to deter injury, administrate the game and ensure fair play according to the governing rulebook.

The SPLOA officiates lacrosse games using the National Federation of State High School Associations (NFHS) lacrosse rulebook. The NFHS rulebook is available online at www.nfhs.com.

The following modifications have been made to the NFHS rulebook for youth lacrosse games officiated by the SPLOA. These modifications are based on the US Lacrosse Youth Council Rules for Youth Lacrosse and York County Lacrosse Association standards of play.

NFHS Rules Modifications for Youth Lacrosse

All Youth Levels

1. Only those coaches who are Positive Coaching Alliance (PCA) certified will be permitted in the coaches area during the game per YCLA regulations. In the event a team has no PCA certified coaches available, a single non-PCA certified coach would be permitted to coach the game for that team. Revised 01/27/2009.
2. Each team will be asked to provide a designated Sideline Manager to help encourage, maintain and manage the sportsmanlike behavior of spectators and fans.
3. Teams may start and play a game with as few as seven players per side if coaches agree.
4. Play on regulation sized fields is preferred, however the coaches and officials can agree to play on any size field available.
5. The 20 second count for advancing the ball beyond the midfield line is not in effect.
6. The 10 second count for advancing the ball into the goal area is not in effect.
7. At any point during a game when there is a four point score differential, unless waived by the coach of the trailing team, the trailing team will be given the ball at the midfield line in lieu of a face-off. This will occur as long as a four point score differential is maintained.

U9 Youth Level Only

1. Penalties will be enforced and time will be served according to NFHS rules, however a substitute player will be permitted on the field while time is being served by the offending player. This prevents a man-down situation for the offending team.
2. Both goals may be moved towards the midfield line to provide a shorter distance between them, provided alternate crease areas are present on the field.



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U9 & U11 Youth Levels Only

1. Quarters are 12 minutes long and are timed using running time.
2. The offensive stalling rule during the last two minutes of play is not in effect.
3. The allowable length range for offensive crosses is changed to 37-42 inches and the allowable length range for defensive crosses is changed to 37-72 inches.
4. All body checks (including man/ball pushing) are prohibited, and are assessed a one minute personal foul for an illegal body check. Revised 01/27/2009.
5. All one-handed checks are prohibited, and are assessed a one minute personal foul for slashing. Revised 01/27/2009.
6. If a loose ball is contested for more than five seconds without a player gaining possession, the ball will be restarted following the alternate possession rule.
7. In the event of a tie, one 15 minute overtime period will be played, with the team in the lead at the end of the overtime declared the winner. This is not a sudden-victory period. If the score is still tied at the end of the overtime period, the game will end as a tie.

U13 & U15 Youth Levels Only

1. Quarters are 10 minutes long and are timed according to NFHS rules.
2. Take-out checks are prohibited. A take-out check is defined as any body check in which a player lowers his head or shoulder with the force and intent to put another player on the ground. Take-out checks are assessed a one minute personal foul for an illegal body check. Revised 01/27/2009.
3. In the event of a tie, two 4 minute sudden-victory overtime periods will be played. If after two overtime periods the score is still tied, additional sudden-victory overtime periods may be played until a winner is determined (provided time permits and coaches and officials are in agreement).

The following rules are provided here with explanations to address common questions.

What is an illegal body check?

According to Rule 5-3 in the NFHS rulebook, an illegal body check is:

Body checking of an opponent who is not in possession of the ball or within five yards of a loose ball.

Avoidable body check of an opponent after he has passed or shot the ball.

Body checking of an opponent from the rear or at or below the waist.

Body checking of an opponent by a player, in which contact is made above the shoulders of the opponent. To be legal, such a body check shall be below the neck, and both hands of the player applying the body check shall remain in contact with his crosse. If a player who is about to be body checked turns his back or jumps in such a manner to make what started to be a legal check appear illegal, no foul is committed by the player applying the body check.

Body checking of an opponent who has any part of his body other than his feet on the ground. Blocking of an opponent with the head or initiating contact with the head (spearing).



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What is a slash?

According to Rule 5-5 in the NFHS rulebook, a slash is:

Swinging a crosse at an opponent's crosse or body with deliberate viciousness or reckless abandon, regardless of whether the opponent's crosse or body is struck.

Striking an opponent in an attempt to dislodge the ball from his crosse, unless the player in possession, in an attempt to protect his crosse, uses some part of his body other than his head or neck to ward off the thrust of the defensive player's crosse and, as a result, the defensive player's crosse strikes some part of the attacking player's body other than his head or neck.

Striking an opponent in any part of the face, neck, chest, back, shoulders, groin or head with the crosse (including its butt end), except when done by a player in the act of passing, shooting or attempting to scoop the ball. In all situations, the player's gloved hand shall be considered part of the crosse, except when in contact with a line marking.

What is unnecessary roughness?

According to Rule 5-8 in the NFHS rulebook, unnecessary roughness is:

An excessively violent infraction of the rules against holding and pushing.

Deliberate and excessively violent contact made by a defensive player against an offensive player who has established a screening position.

Any avoidable act on the part of a player that is deliberate and excessively violent, whether it be with the body or crosse. This may include a legal body check.