

BOYS' FIELD LACROSSE

2016-2017

1. SEASON OF PLAY

Boys = Spring Season

2. LEVELS OF COMPETITION

Senior (Varsity) Boys

3. ELIGIBILITY

The following classifications shall apply for Senior BOYS' LACROSSE:

A/AA under - 951 students

AAA 951 and over

Note: School classification is based on enrolment on October 31st of the PREVIOUS school year.

Note: According to ARTICLE XV; Section 1, a team may opt to play at a higher classification if they declare their intention by the Declaration of Play deadlines.

A school/team must conduct a 'bona fide' high school program consisting of a minimum of four (4) practices during a minimum four-week period under the supervision of a teacher-coach as certified by the school principal.

A school must participate in an Association-approved league if one is held. If there is no league, then the team must play six (6) regulation length games or two (2) separate tournaments games/competitions.

Any student who appears on a game sheet for a professional lacrosse game (MLL or NLL) is not eligible for participation at the OFSAA Lacrosse Festival.

The athlete's birth certificate indicates that he has **not reached his 19th birthday by January 1st** prior to the start of the school year in which the competition is held.

4. ELIGIBILITY SHEETS

The eligibility sheets must be to the convener five (5) days prior to the team's first game.

5. GAME TIME

Usually the game will start not before 3:30 (no earlier without the Convener's knowledge and both Principals' permission).

6. HOME SCHOOL RESPOSIBILITIES

- NCAA approved white game balls for each game (2 game balls and 3 on each end line) must be

used.

- Provide a proper field, lined, with pylons and nets. Any football, rugby or soccer goal posts that are in play shall be sufficiently padded
- Tables and chairs for score keepers.
- Provide minor officials.
- Each home team is required to supply game balls.
- Each team is responsible for bringing a ball boy or girl.
- Use official score sheets;
- As of April 2011, player benches must be on the same side of the playing field. Spectator areas will be on the opposite side of the players' benches. Where this cannot physically be possible, the players' bench areas must be clearly defined and spectator areas are not to be in those areas

7. PAYMENT OF OFFICIALS

Schools will be billed at the end of the season. Schools will split the officiating costs.

The visiting team is responsible for transportation costs to and from the competition.

If a gate is charged at an NRHSAA league or playoff game, then all expenses will be paid from the gate and then the rest will be divided equally between home and visiting team.

In the event a playoff game is played at a neutral site then the cost of the officials will be shared equally between participating teams.

8. REPORTING SCORES

The home team will report the scores to the Athletic Convener in charge. The official score sheet must be received by the convener no later than 2 full school days following the competition.

9. OFFICIALS

No games will be played unless there are two carded referees.

10. OFFICIAL RULE BOOK

To govern Field Lacrosse, the NRHSAA Constitution policies are applied first, then NRHSAA Sport Specific rules for Field Lacrosse and then "The International Lacrosse Rules" book will be in effect.

11. GAME FORFEITURES

The following policies are in place for game forfeitures:

- (1) Should a team forfeit a game with less than 48 hours' notice, all costs associated with the game shall be charged to the forfeiting school.
- (2) Should a team forfeit a game, the forfeiting team will be given a loss as a result of the forfeit.
- (3) Should a team forfeit two (2) games during regular season play, the team shall be removed from the league and all points earned in games played against that team shall

be removed from league standings.

- (4) A team that forfeits a game during the regular season loses all rights with regards to tie breaking procedures. (ie if the team is tied for 3rd, the team will be relegated to 4th place).
- (5) A team that forfeits a playoff game shall also forfeit the right to play any further playoff games at the current or subsequent level of playoffs (ie when two teams qualify for SOSSA).

12. LEAGUE AND PLAYOFF FORMAT FOR NRHSAA BOYS' LACROSSE

The format for league competition and playoffs will be determined at the Convener's Individual Sport Body Meeting. All schools participating are to send a representative to the Convener's Individual Sport Meeting otherwise forfeit all rights for input into the league and playoff format.

All schools participating are to send a representative to the Conveners Individual Sport Body Meeting otherwise forfeit all rights for input in the league and play-off format.

Any game/match not played, will be recorded by the convener as a win for the school who did not forfeit. In team sports where standings are used to determine playoffs, the win/loss achieved against teams that drop out will be taken away (not added) to teams that are still yet to play them.

13. PLAY-OFF FORMAT FOR ZONE 3 AND 4 BOYS' LACROSSE (NRHSAA/NCAA)

If one association has one team only then the NCAA champion plays the NRHSAA champion for zone championship. Winner goes to SOSSA. If a second entry to SOSSA exists, then the second place finisher in the zone champions association may challenge the runner up in the zone final for the second entry into SOSSA. If a challenge game takes place then the runner up in the zone final will host the challenge game.

When both associations (NRHSAA and NCAA) each have two or more teams in a classification, then the zone play downs would feature the top two teams on each side qualify for the playoffs. There would be a crossover 1st from one association playing 2nd from the other association and vice versa in the semi-finals, and the two winners would then play in the zone finals. If the zone has two entries to SOSSA, both the winner and runner up in the zone final would qualify for SOSSA (there would not be a challenge game). In the semi- finals, the 1st place team from each association will host the game. In the finals, the result of the "flip" and "rotation" will host the game. One caveat to this is if both finalists are from the same association, and the rotation has the finals being hosted by the other association. In that case, the final will be hosted by the association to which both finalists belong.

14. UNIFORMS AND EQUIPMENT

All players must wear:

- Approved helmet and mask.
- Mouth piece.
- Gloves (fingers in).
- Goalie must wear throat guard.
- Team jersey with minimum of 8" #'s on front and a minimum of 10" numbers on the back, plus matching color shorts.

- No duplicate numbers shall be permitted on the same team. Track suit trousers or leggings may be worn by any player but, for that particular team, they must be of the same color.
- In cases where teams have similar colored jerseys, it is the requirement of the home team to wear contrasting jerseys/pinnies. Where no home team is identified, the team named first on the schedule will be required to wear contrasting jerseys/pinnies.
- All uniforms must be intact at the start of each game.
- All competitors are expected to dress in uniforms that are neat, clean and which maintain the integrity of the school's name, colors and logos.
- No sport club insignia on uniforms shall be permitted. A sport club is defined as a community, provincially or nationally based organization whose primary purpose is participation in organized competition in single or multi-sport programs. Sponsorship recognition is permitted to be visible but must conform to the placement guidelines outlined in OFSAA By-Law 6, Section 2(h).
- Student/athletes must remain fully clothed in the appropriate team uniform in the competition area, AND use the designated locker room or change area to change to and from competition attire.
- Knee braces must be approved by the head official.
- **No dowel rods allowed.**
- No wooden Shafts

All offending equipment must be repaired or removed subject to the referee's discretion.

15. **TIMING OF THE GAMES**

Single games will be 12 minute quarters with a three minute rest at quarter and five minutes at half.

Jamboree Games:

All games will allow for a minimum 10 minute warm-up period. All games will have the following intervals between periods: 2 minutes between the 1 and 2nd quarters, 5 minutes at half time, and 3 minutes between the 3rd and 4th quarters. Teams who are not ready to begin on time shall be assessed an "avoidable lateness" technical foul to start the game. Teams that are more than 10 minutes late to start the match shall forfeit the match at the discretion of the Jamboree Convener.

Teams will be allowed 2 one minute timeouts per half regardless of the timing format.

A game which has finished the third (3rd) quarter is deemed complete if play is stopped by the referee at or beyond this point. Any game which is stopped prior to the end of the third (3rd) quarter will be considered a "suspended game" and will be continued from the point that the game was stopped once play can resume. The time remaining, score, penalties, game sheet etc. will all continue from the point that the game was suspended.

Overtime, if necessary, will be 2, 4 minute periods (NOT SUDDEN DEATH). THEN, IF THE GAME IS STILL TIED, there will be 4 MINUTE SUDDEN DEATH PERIODS until there is a winner.

16. **FIELD LACROSSE SUSPENSIONS AND EJECTIONS**

- A player is ineligible for OFSAA competition if previously suspended for a breach of the rules while playing under the jurisdiction of either the school Association or the Ontario Lacrosse Association, assuming that the suspension period covers the OFSAA Festival dates.

- Any player given an intent to injure penalty (including off-the-ball leg slashes, and pulling the face mask) will be ejected from NRHSAA play.
- The third man into an off-play altercation will be ejected from NRHSAA play.
- Players who accumulate five (5) minutes in personal fouls will be suspended for the duration of that match.
- Any expulsion penalty must be reported to both the Referee-in-Chief and the Festival Convener, and will result in suspension for the remainder of NRHSAA play.
- Goaltenders receiving a penalty shall serve their own penalty provided that the team has a second goaltender dressed. Where a team only has one goaltender dressed, they must declare a “designated defender” prior to the game, who shall serve all goaltender time served penalties other than expulsion.
- Only Captains may speak to officials.

17. TIE BREAKING PROCEDURES

These procedures shall be used when determining a play-off position when a league schedule leads to play-offs:

- (1) Record between tied teams;
- (2) Record against teams higher in the standings (1 above, then 2 above, etc.);
- (3) Record against teams lower in the standings (1 below, then 2 below, etc.);
- (4)
 - (a) coin flip to determine playoff position only. The conveners will perform the coin flip. The school that is alphabetically highest will have “heads” in the coin flip. The convener will notify schools of the results.
 - (b) Playoff on a neutral field/court or a coin flip for home field will be conducted if both coaches agree, if it is to determine the final playoff position.
 - (c) In the event of a four way tie, the conveners, in consultation with the NRHSAA executive and the schools involved, will determine a tie breaking procedure.

18. ZONE QUALIFICATION TO SOSSA

One (1) champion from each zone will go to SOSSA. The SOSSA championship will be held in the spring at least one week prior to OFSAA. Check www.sossa.on.ca and www.ofsaa.on.ca for dates, times and locations.