

ROPSSAA BOYS FIELD LACROSSE

PLAYING REGULATIONS

1. **DATE**

- (a) Where possible the starting times for triple headers to be 12:00noon, 1:30pm and 3:00pm. The starting times for doubleheaders to be 1:00pm and 3:00pm. Teams must be present and ready to warm-up 20 minutes before game time.
- (b) In doubleheaders the host school to play in the second game.

2. **LOCATION**

- (a) The location of the finals will be at the school of the Convenor or at a site deemed suitable and announced by the Convenor at the pre-season coaches meeting.

3. **ELIGIBILITY**

- (a) All competitors must meet the eligibility requirements as per Article X of the ROPSSAA Constitution.
- (b) The age classifications.
 - (i) A Varsity boy shall not have attained his 19th birthday by January 1, 2009, born in 1990 or later.
 - (ii) The official birthdate shall be that recorded in the school student information system.
- (c) **Team Eligibility**
 - (i) Individuals are eligible for 1 level of competition only.
 - (ii) For team sports, individuals must have participated in at least 50% of their team's league games to be eligible for playoffs. Players missing games due to injury (INJ), or awaiting transfer approval (ATA), must appear so designated on a game sheet to maintain their eligibility. Games missed due to injury are subject to review of a doctors note. Players under game or school suspension may not have their name included on a game sheet for participation percentages.
 - (iii) All game sheets/rosters are to include the name of all those in the bench area (players, coaches, managers). In order to be in the bench area an individuals name must appear on the eligibility sheet. Players under game or school suspension may not sit in the bench area.

- (iv) Individuals are deemed to have played if their name appears on a gamesheet. Individuals must be present at a game to be included on a gamesheet.
- (v) A staff member must be present in the bench area from the start of the warmup until the last competitor has left the area.

4. OPERATING STRUCTURE

- (a) Competition will involve 10-a-side teams.
- (b) The Convenor will determine the number of conferences and the size of each conference.
- (c) All teams in each conference will play the same number of games.
- (d) In the event of a default the non-offending team will be awarded a 1-0 win.
- (e) Tie Breaking Procedures

- (i) League Play

- Ties in games during league play will stand.

- (ii) Playoff Games

- In the event of a tie at the end of regulation time in a playoff game, the tie shall be broken in accordance with the O.L.A. Rules. Two four minute halves, change ends at half (not sudden death). If still tied sudden death play will occur.

- (iii) League and Tournament Standings

- Teams with a default loss will automatically be placed last amongst the tied teams.

- A) Two Teams

- If two teams are tied in league or tournament standings, the following criteria shall be used to break the tie:

- 1) Result of game between the two teams concerned.
 - 2) Team with more wins in the season (league play).
 - 3) Team with fewer losses in the season (league play).
 - 4) Better defensive record (total points against in games involving common opponents).
 - 5) Better offensive record (total points for in games involving common opponents)
 - 6) Coin toss.

B) Three or more Teams

If three or more teams are tied in league or tournament standings, the following criteria shall be used to break the ties:

- 1) Results of the games between the tied teams.
- 2) Goal ratio ($GF \div GA$) in the games between the tied teams.
- 3) Goal ratio ($GF \div GA$) in all games involving common opponents (defaults not to be included).
- 4) Better defensive record (total points against in games involving common opponents).
- 5) Coin Toss.

(f) Playoff Structure

The convenor will determine the playoff structure based on the guidelines of item 5c and attempt to have at least 50 % plus one of the teams involved in the playoffs, with a minimum of 4 teams qualifying.

(g) Scheduled Games

- (i) Coaches are responsible for reviewing final league game schedules and playoff schedules as to locations, dates, and times to ensure their attendance.
- (ii) Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. A default fee of \$100.00 will be assessed each time a school fails to attend at the scheduled time.

Appeals may be made for the forfeiture occurring and must be submitted to ROPSSAA Council with a fee of \$25.00.

- (iii) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An abandonment fee of \$100.00 will be assessed each time (does not apply to coach ejection). Appeals may be made for the forfeiture or abandonment of a game and must be submitted to ROPSSAA Council with a fee of \$25.00.

(iv)a) Schools must bring their own warmup equipment and first aid kit.

- (b)i) Schools must endeavour to arrive no earlier than 60 minutes before game time. Teams arriving earlier than this must be supervised by the head coach in an area where students from the home school do not congregate. Schools with team members who do not travel with the head coach (in taxis, cars, on foot, etc.) must inform players that they must wait for their head coach and should ensure that the head coach is the first to arrive at the host school.

- (ii) Schools arriving for an away game between 30 and 60 minutes before game time must accompany the head coach to the competition area and liaise with the host school. The visiting team will be provided a safe waiting area and change room during this time and the visiting head coach must provide supervision of his/her players. Visiting athletes must bring all belongings with them to the competition area.
- (iii) Visiting schools are entitled access to the competition area at the same time as the host school, and no later than 30 minutes before the game time (pertains to the first game).
- (iv) Visiting schools are entitled access to a safe waiting area and change room at the completion of the competition.

5. ENTRIES

- (a) Each school may enter one team in the Varsity Boys league. Should there be 12 or more teams participating in the league a tier 1 and tier 2 championship will be offered. Each school must provide a representative to attend the preseason meeting. Failure to do so will exclude that school from that year's league.
- (b) Each team may dress up to 25 players per game.
- (c) All teams in each conference will play the same number of games and the convenor will attempt to keep the total number of league and playoff games played between a minimum of 6 and a maximum of 12.

note: There must be a minimum of 6 teams participating for ROPSSAA sponsorship.

6. EXPENSES

- (a) Officiating costs for all league, quarter-final and semi-final games to be shared equally amongst the two teams. Officiating costs for the championship game(s) may be met by ROPSSAA.

7. RULE AND OFFICIALS

- (a) Games shall be played as per the rules outlined in the current FIL Rule Book.

- (b) Officials

Certified O.L.A. officials will be appointed for each of the games. No match shall commence without a certified O.L.A. official present.

- (c) Minor Officials

The host team will provide 2 linespersons, 1 time keeper, a scorekeeper and two ball persons.

(d) Length of Game

(i) All regular season games, where schools are scheduled to play twice on the same day will involve (4) 12 minute quarters. All regular season games where each school is scheduled to play once on a day and all playoff games will involve (4) 15 minute quarters. In all games there will be a two-minute break between the first and second quarter, a 5 minute break at half time and a three-minute break between the third and fourth quarters.

(ii) Should a game be stopped due to weather the result will stand if at least half the game was played. In instances where less than half the game is played the game will be resumed from the point of abandonment.

(e) Field Markings

(i) Home teams are responsible for field markings (Appendix A)

8. AWARDS

(a) Gold medallions (up to a maximum of 30) will be presented to each member of the winning team. ROPSSAA silver medallions (up to a maximum of 30) will be presented to the individual members of the runner-up team.

(b) ROPSSAA trophy will be awarded to the championship team.

9. UNIFORMS

(a) All team members must wear a team jersey. (Home teams are responsible for avoiding colour conflicts).

(b) All players must wear a CSA approved helmet and mask with chinstrap properly fastened on both sides, full interior mouthguard, gloves with fingers fully encased, shoulder pads and arm pads. Goalies must also wear a throat guard and chest protector.

(c) Athletes may not change their clothing in the competitions area. For all outdoor sports, athletes must arrive dressed to compete. Visiting teams requiring the use of washroom facilities must send a staff member into the school with the team member(s). For all indoor sports, athletes must move to the designated locker room or change area to change their clothing.

10. SCORING

(a) Completed game sheets are to be presented to the referee before the start of the game. At the conclusion of the game the referee and both coaches must sign the game sheet. The winning team is responsible for forwarding the game sheet to the Athletic Convenor.

11. EQUIPMENT

- (a) Each host team shall make available the necessary equipment for the successful staging of the games (nets, pylons to mark the boundaries, a scorers table, stopwatch and referees chairs. Team benches are optional.)
- (b) Each team to provide 4 balls per game.

12. DEPARTMENT

- (a) Competitors and coaches are expected to behave in a sportsmanlike manner as per Article XVI, Section II of the ROPSSAA Constitution.
- (b) No games will be played unless a teacher coach is present and responsible for the competing team.
- (c) A player receiving five personal fouls in 1 game will be removed from the remainder of that game. All other ejections will result in an automatic suspension from the next league or playoff game. Coaches are responsible for faxing in ejection forms by 9:00am the morning following the game (Appendix B).
- (d) At the time of an ejection(s) the referee will:
 - (i) Call a time out
 - (ii) Record the names on the game sheet
 - (iii) Inform both teams
- (e) For a second ejection at any time during league and playoff games the player is automatically suspended for the remainder of the season and any playoffs.
- (f) Substitute players are confined to a designated bench area. Team benches shall be adjacent to one another, separated by the timers table.

13. JURY OF APPEAL

- (a) A Jury of Appeal constructed at the pre-season meeting will rule on all disputes which do not fall under the jurisdiction of the officials. This Jury will consist of the Convenor and four coaches from participating schools.

14. MEDICAL PERSONNEL

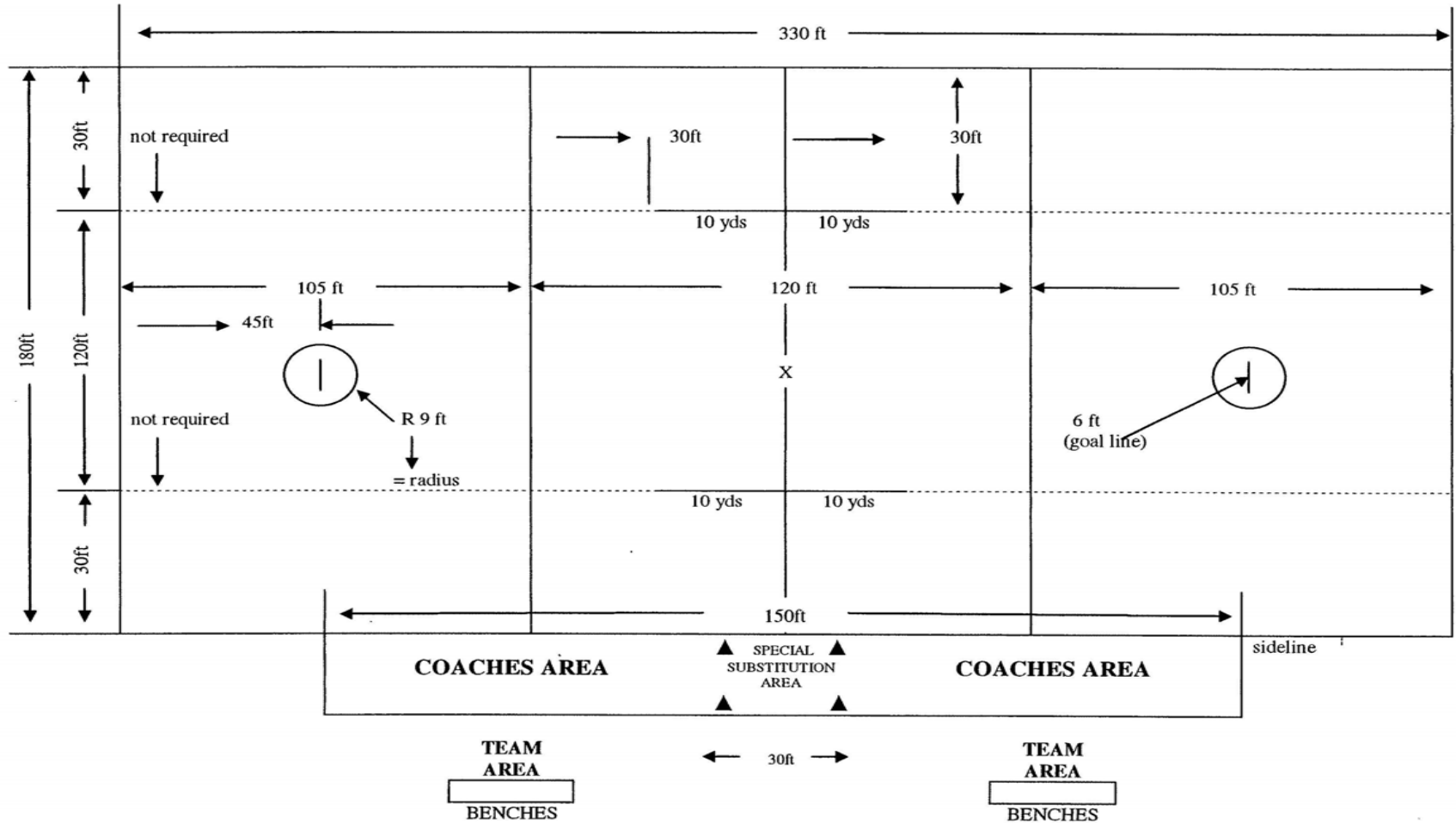
- (a) Schools are asked to bring first aid kits to all games and tournaments.
- (b) An individual who takes responsibility for providing first aid to injured students must be present during the entire competition.

15. OFSSA ENTRY

The winner of the ROPSSAA Championship game will represent ROPSSAA at Ofsaa.
The runnerup will advance should ROPSSAA be awarded a second spot.

FIELD DIMENSIONS

APPENDIX A



▲: pylons may be used to mark substitution and coaches area.
 ----- indicated line not required



**ROPSSAA
BOYS LACROSSE
EJECTION FORM**

GAME DATE: _____

**ALL EJECTIONS MUST BE REPORTED BY 9:00AM
THE MORNING FOLLOWING THE GAME
* ONE FORM PER EJECTION**

FAX TO: 905.890.0771

FROM: _____
school

_____ DPT EXT: _____ VM EXT: _____
coach EXT: _____

_____ PLAYER EJECTION _____ COACH EJECTION

_____ First Name _____ Last Name

_____ player/coach ejected at the _____ minute of the game in the _____ quarter

or
_____ player received 5 personal fouls in 1 game

Gamesheet Report:

_____ Coach Signature _____ Principal Signature

OFFICE USE:

Suspension _____ Sit Out Date(s) _____

