



PAGLA PLAYDAY RULES

2016 US Women's Lacrosse Rules with the following modifications....

Protective Eyewear and mouth guard is required

1. 12 v 12 full field. (3-4th grade division 7v7 modified field).
2. 4 x 25 minute games, running clock. NO timeouts. A short stoppage of play will occur in the middle of the game to allow teams to switch sides (orchestrated by the officials). This is NOT time for team instruction, just time to allow goaltenders to switch cages.
3. The 3-second closely guarded rule will be enforced.
4. **GOALIES – 3rd-4th ONLY:**
Each team must use a Rage Cage Shooting Net or a Goalie.
5. **2-PASS RULE – 3-4th ONLY:**
A team must attempt 2 passes while still maintaining POSSESSION before taking a shot. These 2 passes can be made anywhere on the field.
6. **OFF-SIDES:**
5-8th – regular USL off-sides rules apply.
3-4th – 4 players on offense, 4 on defense (plus goalkeeper) – 2 players from the offensive team (plus goalkeeper), and 2 players from the defensive team must stay behind the restraining line. Restraining line is at mid-field.
7. **CHECKING:**
5-8th – Modified checking applies per US Lacrosse rules for this level
3-4th – NO CHECKING WILL BE TOLERATED IN THIS DIVISION
8. **THE DRAW:** Games will start with a center draw. **The number of players around the circle during a draw is restricted to 3 players from each team for all levels.**
9. **GOALS:** After each goal, play will resume with a center draw. Teams trailing by 4 goals or more have the option to start with possession instead of a center draw.
10. **SUBSTITUTIONS:** Subs are on the fly, NOT on a stand situation. There will be a substitution box on each field. Substitutions may be made after a goal.
11. **YELLOW CARDS:** A yellow-carded player is suspended for 2 minutes of elapsed playing time and serves this time in the penalty area. A substitute may not take her place, and the team must play down one player below the restraining line. This is a non-releasable

card. A second yellow card to the same individual will result in her ejection from the game.

See USL rules for all situations concerning yellow cards.

Yellow cards will be issued for any stick contact near the head as well as for cross-checks and a 2 minute penalty will be served.

12. RED CARDS: A red-carded player or coach is ejected from the current game and will not be permitted to participate in the next game. Team must play short for full 4 minutes with a red card.
13. OVERTIME: There is NO overtime in preliminary divisional play or consolations. A Braveheart Competition will decide all championship or semi-final games that are tied at the end of regulation. The team that scores first wins the Braveheart competition and the game.
14. COACHING: All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sideline (giving direction to one's own team on points of strategy and position) is permitted, provided:
 - The tone of the voice is instructive and not derogatory;
 - Each coach or substitute remains on their own half of the field between the substitution area and the end line.
 - No coach, substitute, or spectator makes derogatory remarks or gestures to the umpires, other coaches, players, substitutes, or spectators;
 - No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.
15. SUSPENDED AND TERMINATED GAMES: If in the opinion of game officials, a game must be suspended for any reason the game may be resumed but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games.
16. INJURY: Delays of the game due to injury may result in shortened game times. All games must end 4 min prior to the next scheduled game on that field. Ice for injuries will be placed at the center of each sideline. Field Marshals will be assigned to each field and can summon the trainer to your field in case of injury or emergency.
17. HOME TEAM: The Home Team will be the team that appears first on the game schedule. The Home Team will supply the game ball, unless supplied by the Tournament. The game ball will be subject to Umpire approval. **The Home Team will be required to switch to alternate jerseys/or wear pinnies to accommodate a color conflict as declared by the umpire.** If the Home Team cannot supply alternate jerseys, the Visitor Team will change. The Home Team should be on the Left Bench when facing the field. Teams are on the SAME SIDE. Spectators are opposite the bench areas.
18. Players shall NOT participate without registering an appropriately signed waiver with United Sports prior to the start of the event.

SCORING PROCEDURES

(7/8 division only)

DETERMINING WINNERS:

6 points = Win

3 points = Tie

0 points = Loss

1 point for each goal scored (up to a maximum of 5 per game).

1 point for shutout.

Minus 1 point for each player or coach ejected.

In the event of a tie in points at the end of pool play, the winner for wildcard, 1st or 2nd place in round robins or for advancement to the Semi-Finals will be determined as follows:

1. Compare head to head competition of tied teams. Winner in head to head competition advances (If there is a three team tie, proceed to next tie breaker).
2. Compare goals scored against each team. The team with the fewest goals scored against advances.
3. Compare goals scored by each team. The team with the most total goals scored in tournament play advances
4. Compare total wins by each team. The team with the most wins advances
5. Compare which team has the most shutouts. The team with the most shutouts advances.

NOTE: After each step, standings will be determined; if there is still a tie, then we will proceed to the next step, and **NO RULES WILL BE REVISITED**