

New Hampshire Youth Lacrosse Association Rules

Approved March 2018

1. Program Eligibility

- 1.1. Town recreation, school or private program must adhere to the New Hampshire Youth Lacrosse Association age restrictions.
- 1.2. Each Program is considered a league member in good standing having
 - a. Paid team fees, as determined by the NHYLA, including league fees and festival fees to the Treasurer by March 1
 - b. Completed team registration on NHYLA site by March 1. There will be a late fee of \$50/team. Registration form includes agreement that the teams are formed in accordance with NHYLA player eligibility rules and regulations
 - i. Each Program must have a particular Geo Descriptor that locates the base of their program (i.e. Exeter, Hampstead, Laconia, etc. Town programs may also add an additional name (i.e. Lakes Region, John Stark, etc.) but they must have a town that describes their location
 - c. Rosters are submitted to the NHYLA by April 1
 - i. The roster must include all players participating on the team as well as any coaches (max 3) that will be on the sidelines for NHYLA scheduled games. Programs failing to have the roster submitted to NHYLA will be assessed an additional \$50.00 per team. Failure to pay the fine will result in the missing teams schedule to be pulled from the league for that season.
 - ii. Every roster entry must have the players name, town, age, grade and jersey number. If any one of these pieces of information is not present, then the roster entry is considered incomplete and then in violation. If the total number of violations represent 30% or greater of the possible, roster entries then this team is found in violation.
 - iii. For any team that is missing 30% of the required informationⁱⁱ that team will forfeit each game played until all the information has been supplied to NHYLA and verified. If the team adds the information within one week of the game being played the actual results of the game will be officially recognized by NHYLA. If the violation continues more than 4 weeks, then all games for that team will be forfeit for the entire season. Admission to the NHYLA End of Year Festival will be revoked.
 - iv. Once rosters have been submitted to NHYLA and a player is listed on the roster, but no information is provided or there is missing information required by NHYLA the program will be notified by email and must rectify the missing information within 48 hours. Once the program has either added or fixed the condition preventing the information from

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being displayed, it must notify NHYLA. It is not the responsibility of NHYLA to fix the roster, but to only monitor and verify that the information is present and accurate as possible.

Failure to comply will result in the player being suspended until the information is brought into compliance.

- d. Certificate of insurance must be on record with the NHYLA by March 1. If no certificate of insurance is received, then that program will not receive a schedule. A late fee of \$50/team will be assessed to cover schedule change fees.
- e. All head and assistant coaches must be US Lacrosse level 1 certified – verification must be provided to the respective VP.
 - i. Coach is warned by email with the program director being included in the message. The coach must respond either by email or phone message within 72 hours after the message being sent. The coach must then prove that they have contacted US Lacrosse to find out why they are in violation and start to rectify or show certification from US Lacrosse indicating they are in good standing.
 - ii. Failure to comply will result in a one game suspension to start. Failure to comply within two weeks will result in a two-game suspension. Failure to comply within four weeks will result in a suspension for the remainder of the season including the NHYLA End of Year Festival.
 - iii. If the team does not have a certified coach on the sideline, then that team cannot play. That certified coach must be on the roster or the respective VP contacted with the roster update.
 - iv. All coaches must be on the roster. If not on the roster, then they are not allowed on the coach's sideline. Max of 3 coaches on the sidelines, may have more on the roster.
- f. Each 8U team and small field 10U team may have one "parent helper" whose function is to assist the head and/or assistant coach in organizing the players on the sideline before and during games. The parent helper does not coach or instruct the players in the game of lacrosse. The parent helper must be a member of US Lacrosse and undergo and pass a background check.
- g. All programs must have a minimum of one person attend an individual and separate boys' AND girls' rules review training annually. It is recommended that all coaches attend the meeting. Programs must certify that the information presented in the training has been presented to all of the individual program head and assistant coaches prior to the season's first game. Failure to certify this will exclude the entire program from the year-end festival.
 - i. Rules training must be sponsored by a NHYLA registered program(s) and run by a US Lacrosse certified Youth Official Trainer.

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ii. Note

1. Training will not just cover the changes in the rules but the basics of the rules themselves.
2. We must acknowledge that there will be a fee to the trainers to conduct these trainings.

h. Programs must submit required information per the Rules and By-Laws as requested by the NHYLA. Failure to do so may result in suspensions, disqualifications from year-end festival or other penalty as determined by the NHYLA Executive Board

- 1.3. No Program will be allowed to be a member of the NHYLA who refuses to play a league scheduled game with another Program in their division. Any Program refusing to play another Program in NHYLA shall lose the privilege of playing any/all teams in the NHYLA to include participation in the year-end festival.
- 1.4. Should a challenge arise that questions a programs and/or players eligibility to participate in NHYLA, then NHYLA Officers, or a committee formed by the Officers, will investigate. If it is determined that an organization has purposefully broken rules and regulations of program and/or player eligibility, the organization will be subject to sanctions as determined and subsequently voted on by the NHYLA Board.
- 1.5. Only the respective VP can award forfeits. No team or program is allowed to forfeit a game.

2. Competition Committee

- 2.1. NHYLA will have a Competition Committee that will consist of the President, Boys VP, Girls VP and as many volunteers from all programs (limit 1 per program).
- 2.2. Divisions will be proposed by the Competition Committee, by the January meeting, based off of the number of teams from the previous season. The Competition Committee has the ability to create new divisions as needed, prior to the schedule being created, with the desired size of the division to be 12-16 teams.

Programs will have the ability to place their teams into the divisions that they want. The Competition Committee will provide some guidelines/recommendations for division placement for programs with one or more teams in the same division. The Competition Committee will review placement and work with programs to balance out the divisions as needed. The Competition Committee has the final say in division placement.

The Competition Committee has the ability to adjust individual team up/down divisions after the 3rd week of the season.

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2.3. Team must have played at least 2 games to be eligible to be moved.

3. Player Age & Eligibility

3.1. Each player and at least one parent must sign and submit a code of conduct pledge and contract at registration. The town is responsible for keeping the Code of Conduct on file for the current season and can be subject to an audit by NHYLA.

3.2. Teams will be based on grade level first, providing that current age eligibility requirements are met.

Grade levels are defined as follows:

- **14U** - 8th and 7th grades
- **12U** - 6th and 5th grades
- **10U** - 4th and 3rd grades
- **8U** - 2nd and 1st grades

US Lacrosse establishes eligibility guidelines in order to promote the game of lacrosse among the youth of America in a safe and sportsmanlike environment. To best achieve this goal, US Lacrosse believes that leagues, associations, and other organizers of youth lacrosse should seek to provide playing opportunities that, as much as possible, establish a "level playing field" among players of similar age, size, and ability.

Age and Eligibility Guidelines are not considered "game-day rules" and are not enforced as game-day rules by officials. Exceptions to age divisions cannot be made on game day and all coaches must adhere to classifications as determined by NHYLA.

Players who are participating in any high-school level program such as a high school freshman, JV-B, junior varsity, varsity or club team are not eligible for 14U competition in the same season. This means that a player who is age-eligible for 14U but plays on a high school level team shall not concurrently play on a youth league 14U team.

The following age groupings are determined as of the August 31st preceding competition.

- **14U:** All players must be 14 years old or younger on the August 31st preceding competition.
- **12U:** All players must be 12 years old or younger on the August 31st preceding competition.
- **10U:** All players must be 10 years old or younger on the August 31st preceding competition.
- **8U:** All players must be 8 years old or younger on the August 31st preceding competition.

Waivers for age eligible players to play down can be requested following NHYLA's waiver process. A waiver is required from the league, not the local town program. All waiver requests must include accurate details regarding date of birth, height, weight and level of experience. They must be submitted by March 1st prior to the start of the spring season to the respective VP.

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- 3.3. Girls will have the option of playing either with the boys using boy's lacrosse rules or playing girls lacrosse.
- 3.4. Boys currently do not have the option of playing in the girl's league.
- 3.5. A player will play for the organization associated with his town as follows:
 - A. If the player's town has a program. They must play for that program or
 - B. If there is no program in the player's town, they must play for the program which is associated with the program town's high school jurisdiction; or
 - C. If there is no program falling under the high school's jurisdiction; the player can play for any program he/she chooses. Players who currently play for a program outside or their town or outside of the high school jurisdiction must play for their town or high school jurisdiction, if the town in which they reside launches a new program or school jurisdiction changes to one in which a program is currently running.
- 3.6. All players participating in NHYLA must be NH residents.

4. League Play, All field play will follow US Lacrosse youth rules unless specified below!

4.1. General (Boys and Girls)

4.1.1. Home team responsibilities-The home team is responsible for:

- A. Securing Dedicated Scorekeeper and Timekeeper for the game. Preferably this is two separate people; however one person may do both timing and scorekeeping. However under no circumstances can this be a coach or assistant coach of the teams playing the game
- B. Game clock
- C. Scoreboard visible to both teams benches
- D. Paying referees
- E. Extra line judges, ball chasers etc., as needed
- F. Provide alternate jerseys or pinnies if both team have the same color

4.1.2. Reschedule cancelled games. In the event that the 2 coaches are unable to come to an agreement then either coach can approach the perspective VP to set a date. The date chosen by the VP will be final.

4.1.3. Players shall be limited to one team roster to be filed with the VP of their respective division. Players will be allowed to play up within their age bracket or at the next higher age bracket for no more than two (2) out of eight (8) league games. Players playing more than two games on a

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higher (or older) team will be considered a member of that higher (or older) team from that point forward and only eligible to play for that team including in the year-end festival.

- 4.1.4. Head coach must provide a roster of their players to the opposing coach prior to the start of the game. Roster must include at a minimum: team name and division, player first name, last initial, and jersey number. Failure to provide a roster will be reported to the respective VP by coach and result in loss of possession on opening faceoff\draw. Second violation results in a forfeit. If a team has members “playing up” that day, then the coach should also provide a roster from that player’s primary team or list the team the player is on.
- 4.1.5. A coach or town representative must submit a report of an incident if requested by a respective VP within 72 hours of the request.
- 4.1.6. Tie breaker for team seeding are as follows:
1. Points = (Wins (in the division) * 2 + Ties)/Games played in the division: Note this is not system calculated, completed manually at end of season.
 2. Head to Head
 3. Strength of Schedule (Wins\Ties of opponents. Wins=2pt, Ties=1pt)
- 4.1.7. Any coach, player or individual ejected from a game must be reported to the appropriate VP within 72 hours of the event by both home and away teams through the Program’s Director. This is regardless of the respective VP’s request or the timing of the respective VP’s request. All related information must be provided by all parties at the time of report submission.
- Boy’s Coach Receiving an unsportsmanlike conduct penalty for 1 minute or more must
- (a) Report the incident to their Program Administrator at the end of the game
 - (b) Report to the NHYLA Boys VP within 48 hours
 - (c) Penalties
 1. First Offense – Warning
 2. Second Offense – 1 Game Suspension
 3. Third Offense – Coach is suspended and must appear before NHYLA executive board for review. Could result in multi-game suspension
- Officials must notify the boys youth official coordinator after the game.
- 4.1.8. Any player who leaves the bench area during the game where an altercation is taking place, shall receive a two game disqualification for the next two scheduled league games or NHYLA event. All altercations must be reported to the respective VP within 24 hours of the incident.
- 4.1.9. NHYLA will follow the NFHS Concussion Management Guidelines as posted on the NHYLA.org website.
- 4.1.10. Players may have any eye blacking as long as it is not deemed obscene by officials and coaches

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4.2. Boys Only

4.2.1. Playing Rules – new 2018 rules highlighted in yellow.

All Levels
Keep Score
Substitutions - On the fly
Pre-Game Line Up - Starters
Face Offs - Start game and after each goal - Wing play allowed
Timeouts - 2 Per Half
Regulation NOCSAE Ball
Goals 6 X 6
Full Equipment Required, goalie armpads are optional
No defensive player, other than a properly equipped goalie, can enter their own crease with the perceived intent on blocking a shot or acting as a goalie. Defensive players can be in or pass through the crease but never with the perceived intention of blocking a shot. 2nd offense by the same player is an unsportsmanlike penalty.
Failure to wear the required mouthpiece, unless it comes out during play, is now a technical foul, no fishhook - Technical foul
Contact of any degree made to an opponent head while actively making a stick check is a slashing penalty
Spectators in addition to players, coaches, and team personnel can cause a time-serving unsportsmanlike penalty

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8U - Short Field Only	10U - Short Field
Players – 7 versus 7 of which one can be a goalie. Goals may not be upside down	Players – 7 versus 7 of which one can be a goalie. Goals may not be upside down
Length of Game - (4) 12-minute running or 8-minute stop quarters	Length of Game - (4) 12-minute running or 8-minute stop quarters
Offsides 3 players on defensive end of field 4 players on offensive end of field	Offsides 3 players on defensive end of field 4 players on offensive end of field
Penalties: Player leaves the field. No time-serving penalties. Penalties used as a teachable moment to explain the foul that has been committed. -Stick checks below shoulder -no body checking	Penalties: Enforced per NFHS rules Player serves penalty time. -Stick checks below shoulder -no body checking
	Any player who accumulates 3 personal fouls or 5 minutes in personal fouls penalty time shall be disqualified from the game
Raking is allowed. If a loose ball cannot be picked up due to three or more players being caught in a scrum or scramble officials should wait approximately four seconds before stopping play and awarding the ball via alternate possession rules	Raking is allowed. If a loose ball cannot be picked up due to three or more players being caught in a scrum or scramble officials should wait approximately four seconds before stopping play and awarding the ball via alternate possession rules
Coaches - 1 allowed on the field	Coaches - Allowed whole sideline but restricted from other team's bench and scorer's table; Not Allowed on field - 30 sec technical
Referees - 1 Youth, 2 recommended	Referees - 1 Youth, 2 recommended
Counts - None, goalie 4 seconds	Counts - None, goalie 4 seconds

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10U - Full Field	12U	14U
Players – 10 versus 10 of which one can be a goalie. <u>Goals may not be upside down</u>	Players – 10 versus 10 of which one can be a goalie. <u>Goals may not be upside down</u>	Players – 10 versus 10 of which one can be a goalie. <u>Goals may not be upside down</u>
Length of Game - (4) 12-minute running or 8-minute stop quarters	Length of Game - (4) 10 minute stop quarters	Length of Game - (4) 10 minute stop quarters
Offsides 4 players on defensive end of field 6 players on offensive end of field	Offsides 4 players on defensive end of field 6 players on offensive end of field	Offsides 4 players on defensive end of field 6 players on offensive end of field
Penalties: Enforced per NFHS rules Player serves penalty time. -Stick checks below shoulder -no body checking	Penalties: Enforced per NFHS rules Player serves penalty time. -Stick checks below shoulder -no body checking	Penalties: Enforced per NFHS rules Player serves penalty time
Raking is allowed. If a loose ball cannot be picked up due to three or more players being caught in a scrum or scramble officials should wait approximately four seconds before stopping play and awarding the ball via alternate possession rules	Raking is allowed. If a loose ball cannot be picked up due to three or more players being caught in a scrum or scramble officials should wait approximately four seconds before stopping play and awarding the ball via alternate possession rules	Raking allowed
Coaches - Allowed whole sideline but restricted from other team's bench and scorer's table; Not Allowed on field - 30 sec technical	Coaches - Restricted to coaches' box; Not Allowed on field - 30 sec technical	Coaches - Restricted to coaches' box; Not Allowed on field - 30 sec technical
Referees - 2 Youth	Referees - 1 NHLOA, 1 Youth	Referees - 1 NHLOA, 1 Youth
Counts - None, goalie 4 seconds	Counts - Defensive 20 seconds Offensive 10 seconds, goalie 4 seconds	Counts - Defensive 20 seconds Offensive 10 seconds, goalie 4 seconds
Any player who accumulates 3 personal fouls or 5 minutes in personal fouls penalty time shall be disqualified from the game	Any player who accumulates 3 personal fouls or 5 minutes in personal fouls penalty time shall be disqualified from the game During the last two minutes of regulation play, stalling rules are in effect for the team that is ahead by four goals or less. When the score differential is five goals or more, neither team is forced to keep the ball in the goal area unless warned to "keep it in"	Any player who accumulates 3 personal fouls or 5 minutes in personal fouls penalty time shall be disqualified from the game During the last two minutes of regulation play, stalling rules are in effect for the team that is ahead by four goals or less. When the score differential is five goals or more, neither team is forced to keep the ball in the goal area unless warned to "keep it in"

4.2.2. No long sticks (42 inches or longer) will be allowed at the 10U and 8U levels. It is recommended at the 12U and 14U level that long sticks not be taller than the top of the player's helmet.

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4.2.3. Division: 10U – Will consist of both regulation field (10v10) and small field (7v7) divisions. Teams must register for one of the divisions at the start of the season and cannot switch during the season. Small field will follow 8U field guidelines. 10U small field will follow the same rules for 10U play. Field size is not a game time decision.

4.2.4. Division: 8U – the field recommendation shall measure 40 yards wide by 50-60 yards long. The middle area of a standard field (restraining line to restraining line) should be used. The wing line shall serve as the goal lines.

4.2.5. Starting from a faceoff, 8U and 10U short field, players are required to attempt 1 pass or bring the ball through X before a shot on the goal. Failure to do so results in the other team gaining possession.

4.3. Girls Only

4.3.1. Playing Rules – new 2018 rules highlighted in yellow.

All Levels
Player's sticks may touch the ground over the center circle and restraining line on the draw.
During the draw, both sticks must be parallel to and above the center line.

8U - Short Field Only	10U – Short Field
Players – 7 versus 7 of which one can be a goalie. <u>Goals may not be upside down</u>	Players – 7 versus 7 of which one can be a goalie. <u>Goals may not be upside down</u>
Field – 60-70 yds by 30-40 yds.	Field – 60-70 yds by 30-40 yds.
Halves start with draw – after goal, girl on the team that was scored on get the ball on the goal line extended, her defensive side of field. All players 4m away	Halves start with draw – after goal, draw. Mercy Rule Applies at 4 goals. Three players allowed at draw. All others to be below 8m. May not be above 8m until after possession.
Markings – Goal Circle, Goal line, 8m arc and Center line – used as restraining line with two back (plus goalie)	Markings – Goal Circle, Goal line, 8m arc and Center line – used as restraining line with two back (plus goalie)
Regulation or soft ball. Eyewear required	Regulation or soft ball. Eyewear required
Goals – as high school 6' by 6'	Goals – as high school 6' by 6'
20 minute halves No OT	20 minute halves No OT
Two time outs per game	Two time outs per game
Keep Score using time keeper and score keeper at table	Keep Score using time keeper and score keeper at table
One Pass Rule	One Pass Rule

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<p>Cards are not used. Player will leave field briefly and be replaced.</p> <p>NO CONTACT. Illegal, intentional or dangerous contact and unsporting conduct are major fouls and player is off field for short time and replaced.</p>	<p>Carded Players leave field and serve penalty and must be replaced.</p> <p>NO CONTACT – excessive contact cardable</p>
<p>One officials required, two recommended One coach may be on the field for coaching,</p>	<p>One officials required, two recommended</p>
<p>Youth Rules a. Contested ball by two players only. Third player results in ball being awarded by alternate possession b. 1 on 1 defense only c. 3 sec closely guarded d. Players may not kick the ball e. no covering allowed at any time.</p>	<p>Youth Rules a. Contested ball by two players only. Third player results in ball being awarded by alternate possession b. 1 on 1 defense only in the midfield, may double ball in critical scoring area c. 3 sec closely guarded d. Players may not kick the ball e. no covering allowed at any time.</p>

10U – Full Field	12U	14U
Players – 12 versus 12 including Goalie	Players – 12 versus 12 including Goalie	Players – 12 versus 12 including Goalie
Field – Regulation.	Field – Regulation.	Field – Regulation.
Markings – All Standard HS Markings – Conventional offsides	Markings – All Standard HS Markings – Conventional offsides	Markings – All Standard HS Markings – Conventional offsides
No checking	Modified checking	Modified checking
No Overtime, No deputy	No Overtime, No deputy	Two (2) three minute overtimes. Sudden Victory.
Halves start with draw – after goal, draw. Mercy Rule Applies at 4 goals Players below restraining line may not cross until possession is established	Halves start with draw – after goal, draw. Mercy Rule Applies at 4 goals Players below restraining line may not cross until possession is established	Halves start with draw – after goal, draw. Mercy Rule Applies at 4 goals Players below restraining line may not cross until possession is established
Regulation ball. Eyewear required	Regulation ball. Eyewear required	Regulation ball. Eyewear required
Goals – as high school 6’ by 6’	Goals – as high school 6’ by 6’	Goals – as high school 6’ by 6’
One Pass Rule	One Pass Rule	No Pass Rule
20 minute halves No OT	25 minute halves OT sudden victory	25 minute halves, stopped time last two minutes OT sudden victory
Two time outs per game	Two time outs per game	Two time outs per game

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Two officials required for full field	Two officials required for full field	Two officials required for full field, one must be local rated of above.
Keep Score using time keeper and score keeper at table	Keep Score using time keeper and score keeper at table	Keep Score using time keeper and score keeper at table
Carded Players leave field and must be replaced. . NO CONTACT – excessive contact cardable	Carded Players leave field, team plays short 2 minutes for yellow and duration of game for red.	Carded Players leave field, team plays short 2 minutes for yellow and duration of game for red.
Youth Rules a. Contested ball by two players only. Third player results in ball being awarded by alternate possession b. 1 on 1 defense only in the midfield, may double ball in critical scoring area c. 3 sec closely guarded d. Players may not kick the ball.	Youth Rules a. 3 sec closely guarded b. Players may kick the ball	Youth Rules a. 3 sec closely guarded b. Players may kick the ball.

- 4.3.2. Pass Rule (only applies to 8U, 10U, and 12U. Does not apply to 14U) One attempted pass is required after the ball and the ball carrier completely cross their respective offensive restraining line before a shot can be taken at the goal. An additional pass is not required until the ball leaves the offensive side of the field beyond the restraining line. If a shot is taken before the pass is attempted, it is considered a goal circle violation and the ball is awarded to the goal keeper.
- 4.3.3. Teams shall play under rule levels as defined by US Lacrosse rules Book current edition with clarification that 10U teams in NHYLA elect to play regulation size field with all appropriate markings.
- 4.3.4. 10U – Will consist of both regulation field (12v12) and small field (7v7) divisions. Teams must register for one of the divisions at the start of the season and cannot switch during the season. 10U small field will follow US Lacrosse rules for 10U play. Field size at 10U is not a game time decision.
- 4.3.5. Girls Uniforms – only as respecting team logos and permanent decorative and trim elements of team jerseys and kilts need not be strictly enforced. All provisions regarding predominant colors, numbering, etc. remain in force.
- 4.3.6. Unsportsmanlike conduct by coaches and/or players will not be tolerated. Obscenities need not be used for language to draw a penalty. Tone, intent, and body language can all contribute to unsportsmanlike conduct. Players and coaches will exhibit the highest level of sportsmanship at all times.

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5. Officials

- 5.1. The home team is responsible for securing and paying for certified officials for their home games.
 - 5.1.1. Boys Games – it is required to have 2 qualified officials at all 14U, 12U and 10U (regulation field) games. 8U and 10U (small field) requires 1 qualified official (2 recommended).
 - 5.1.2. Girls Games – it is required to have 2 qualified umpires at all 14U, 12U and 10U (regulation field) games. 8U and 10U (small field) requires 1 qualified umpire (2 recommended).
- 5.2. NHYLA will schedule the officials for all NHYLA Girl's league games. If the program does not use the NHYLA scheduled officials, then the game will not count. If the program schedules their own officials and the NHYLA scheduled officials show up as well, then the program is responsible for paying all the officials. A program may schedule their own officials for a league game if agreed to by either the NHYLA President or Girls VP.
- 5.3. To all towns or programs that play in a NHYLA game or scrimmage; all officials must be certified by NHLOA, MDOC or US Lacrosse. The official's certification must be current for the year and carry insurance. If the required officials, as stated in rule 5.1, are not present, then the game must not be played. If the game is played, then both coaches will face suspension for the next NHYLA game or event. First offense – 1 game suspension, Second offense – suspended until they come before the NHYLA executive board.
 - 5.3.1. US Lacrosse Rules Test – every official* working NHYLA games shall take and pass the annual US Lacrosse youth rules test in order to officiate NHYLA youth games. NHYLA Youth Officials must pass the annual youth test in accordance with US Lacrosse requirements, as well as ensure familiarity with respective nuances with the youth games and NHYLA specific youth rules.
*NHLOA officials will be subject to a youth rules review during their mandatory pre-season meetings. This review will be conducted by US Lacrosse certified youth official trainer and a representative of NHYLA.
- 5.4. A current, accurate and up to date referee list must be made available through NHYLA by the respective Official's Coordinators. It is the responsibility of the towns or programs to review the list and ensure the official's that are hired are qualified as per rule 5.2. Failure to do so will be possible grounds for the specified game being qualified as a forfeit or replay of game at the home teams expense.
- 5.5. If the referee deems that the game is out of control, he/she is to stop/end the game.
- 5.6. All towns must allow US Lacrosse patched officials, whether youth or adult to officiate over games in their town if assigned or hired (they must be current and insured).
- 5.7. Referees are responsible for reporting the final score to both the home and visiting coaches. The referee(s) has/have the definitive say as to the final score of the contest.

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6. Rules

- 6.1. The respective VPs, empowered by the authority of NHYLA organization, are responsible for rule interpretation, arbitration of disputes pertaining to rules and the management of the rules exception process. Any determination delivered by the respective VP is reviewable by the NHYLA President and upon their request may be sent back to the respective VP for re-review or sent to a special review process determined by the NHYLA President. Once the determination is approved the decision will be binding to all parties.
- 6.2. The Boy's VP will be responsible for exceptions to the boy's eligibility rules. The Girl's VP will be responsible for exceptions to the girl's eligibility rules.
- 6.3. All monies, except office operating expenses over \$500.00, will be voted on before spending, by the Board of Directors.

7. Schedule

- 7.1. Each year the board shall determine which week the season will start. The objective is to try to have 8 games before the NHYLA festival during the 2nd weekend of June.
- 7.2. NHYLA will set the required number of games based on the available weekends between the start weekend and the year-end festival. Teams wishing to play more than the required number of games may do so, but only those required scheduled league games will count towards the seeding for the NHYLA year-end festival. If teams are schedule more than the required minimum number of games, due to an odd number of teams in the division or teams moving divisions after the start of the year, only the first X (where X is the preset required number) games will count. Any NHYLA league games that are not played are not to be scored. Towns may not declare a forfeit (only the respective VP may declare a forfeit) and may not enter any score.
- 7.3. The home team coach has the responsibility to get the final score from the referee\umpire of the game, together with the away team coach, and enter the score into the current scoring system.
- 7.4. Season End Festival – NHYLA will host a festival consisting of tiers of all teams in a division. Each tier will consist of 4 teams (the lowest tier may have 5 or 3 teams based on the number of tiers in a division). Final standings of league games will be used to determine tiers.
- 7.5. NHYLA games will primarily be scheduled on Sundays, exceptions may apply.
- 7.6. Every member organization must be a “member in good standing” to receive the team schedule at the March meeting. All teams that are scheduled must be registered and appropriate fees paid.

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1/2008 (approved)

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