



### ***Sconnie Lacrosse – Fall 7v7 HS League Rules***

1. Lacrosse Field: 60-70 yards long and 30-40 yards wide, with a bold center line marked through the center of the field perpendicular to the sidelines. Goals, surrounded by standard 9-foot radius creases, shall be centered equidistant from the sidelines and placed 10 yards from the end line. If practical, other lines may be added that are proportional to the smaller field: Wing area lines 5 yards from the sidelines and 5 yards either side of the center line
2. NFHS rules and guidelines for High School lacrosse will be followed
3. League standings will be kept as 3 points for a win, 1 point for a tie, and 0 points for a loss. League games may end in a tie. First tie breaker will be record in Head to Head match ups, followed by Goals Allowed. If teams are still tied, a coin flip will determine seeding for end of league tournament.
4. All players and coaches must have current and valid U.S. Lacrosse memberships.
5. Each team must have one CEP Level 1 certified adult coach (21 years of age or older) who will be in charge of team discipline and act as the team's representative.
6. For 7 v 7 games: Onside is in effect - 2 Attack, 3 Middies, 2 Defense, 1 Goalie
7. Games are running time, 22 minute halves, with a 5 minute halftime.
8. Each team is allotted one 30 second timeout per half, and the clock continues to run. **NO TIMEOUTS UNDER 2 MINUTES!**
9. Team members must wear matching jerseys or tank tops which are numbered
10. Penalties are called and served as time and a half (i.e. a 30 second technical will be a 45 second penalty due to run time). The score table releases penalized players when their serve time has expired.
11. Each half begins with a faceoff. Wing middies must be positioned behind the wing line. Defensemen and Attackmen must remain behind the goal line extended until the referees signal possession. The goalie must remain in the crease area until possession is signaled.
12. After a goal is scored the ball is awarded to the scored upon goalie who puts the ball in play from his crease area. A referee must whistle to indicate play has recommenced.
13. Maximum of **two longsticks** on the field at a time
14. **ANY PLAYER OR COACHES EJECTED FROM A GAME, MUST SIT OUT THE FOLLOWING WEEK GAME.** Upon ejection from the game, the player or coach must leave the bench area.