

# DFW YOUTH LACROSSE LEAGUE RULEBOOK PLAY



Version 2.4 (as of January 6, 2026)

[www.dfwlacrosse.com](http://www.dfwlacrosse.com)

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## Revision History

Revision	Changes	Member Approved Date	Author
1.0	Initial Version: Templated from THSLL with exceptions for DFWL	12.16.13	Mike Cook
2.0	<p>Removed/Revised Information Pertaining Strictly and Solely to THSLL and Unrelated to DFWL including:</p> <ul style="list-style-type: none"> <li>- District and Division Summary</li> <li>- Game Types related to Varsity and Junior Varsity games</li> <li>- District Playoffs and State Finals related to THSLL</li> <li>- All State Championship Information related to THSLL, including host, venue and timing</li> <li>- Medical Emergency Plan</li> <li>- Player Honors related to All-State and All-District Honors</li> <li>- Person of the Year, Coach of the Year and Assistant Coach of the Year</li> <li>- All-American Honors was revised to fit DFWL</li> <li>- Appendix A (Rules) was revised and formatted into the rulebook for DFWL and youth play</li> <li>- Appendix B (Proxy Form) was revised to for DFLW and moved to Appendix A</li> <li>- Appendix C (Sideline Policy and Background Check) was revised, sideline policy was moved into rulebook and background recommendation was removed.</li> <li>- Appendix D, G, M and N (Tournament Standards and Rules) and Appendix E (Emergency Plan) was removed</li> <li>- Appendix F (Coaches Code of Conduct) was revised and moved to Appendix B</li> <li>- Appendix H and O (Playoff Structure was removed)</li> <li>- Appendix I (Tiebreaker Policy) moved to rulebook</li> <li>- Appendix J (Timetable) and Appendix K and L (Requirements for Awards) removed</li> </ul> <p>Added Pages Numbers, Removed Header and Footer, Added Introductory Paragraph, Revised and Updated Level Description (D1, D2, D3), Updated Definition of Terms, Update Game Types, Revised Playoff Information, Added All-Star Information, Removed Lightning Policy Suggestion, Copied Exceptions from December 2013 Vote Related to League Play, Eligibility, Equipment, Play of Game</p> <p>Split Overall Rulebook into an administrative and organizational rulebook and a play of game rulebook</p>	10.3.17	David Higbee, Randy Stewart, Tracey Perry
2.1	<p>Introducing LADM for 3/4 Grade</p> <ul style="list-style-type: none"> <li>- Revised game format for 3/4 Bantam Youth Game Length</li> <li>- 15 Minute Running Quarters</li> </ul>	1.8.18	David Higbee
2.2	<p>Rule 7 o - FaceOff Rule more clearly defined</p> <p>Rule 7 p - One Pass Rule more clearly defined</p>	11.14.23	Desireé Gildea

2.3	Rule 7 o - Added Faceoff re-starts only at the beginning of the game, quarters and halftime. Rule 8 m - Updated overtime rules Rule 20 e - Recording equipment on sidelines and parameters	1.28.25	Desireé Gildea
2.4	Rule 7 o - Changed back to having faceoffs; returning to this rule from rule book 2.2 (Play) version.	1.6.2026	Desireé Gildea

## SECTION I | LEAGUE INFORMATION

1. **Introduction:** This document determines the rules for the Dallas Fort Worth Youth Lacrosse League (DFWL) and is under strict control of the DFWL Board of Directors (the “Board”). The Board is composed of volunteers throughout the North Texas area.
  - a. The DFWL was established in 2013 designed to provide bantam and youth players the best possible lacrosse experience by simplifying and streamlining the lacrosse season while providing community based programs additional opportunities during the year. The DFWL is committed to community based (school based) programs. Our commitment to all programs extends beyond simple participation - we offer a vote on all game related issues no matter how large or small a program is. This vote is extremely important because it creates DFWL ownership within all its members. We encourage all member programs to be actively involved at the league level with a single goal in mind and that is to grow the game of lacrosse in North Texas in a responsible way that benefits the families and players that participate.
  
2. **Overview:** The Dallas Fort Worth Youth Lacrosse League (DFWL) (the “League”) is the governing body and membership association for boys’ lacrosse (DFWL Member School Programs) at the youth level in North Texas. The youth level is defined as grades Kindergarten through eighth.
  
3. **DFWL Guiding Principles:**
  - a. Creating a structured environment in which student athletes, coaches, administrators, and parents benefit from membership in an organization that facilitates the growth and rewards of playing lacrosse.
  - b. Promoting and protecting the health of participating student athletes by establishing uniform rules of play and cultivating the ideals of good sportsmanship, loyalty, and fair play.
  - c. Working in harmony with the interscholastic governing bodies of DFWL Member School Programs, and other concerned Texas constituencies.
  - d. Establishing and maintaining a process for continuous improvement of the League, by working with DFWL Member School Programs, and other concerned Texas constituencies.
  - e. Building school based boy’s lacrosse Teams in Texas (all players on a Team attend the same source youth, and ideally lacrosse is recognized as a school sport by the athletic director, and if a public youth recognized as a school sport by the independent school district.)
  
4. **DFWL Membership:** Member programs, that comprise the league, are either single school or community-based organizations, voted into membership by the members of the DFWL. All member organizations submit and maintain information pertinent to both the membership and the board and the league.
  
5. **Definition of Terms:**
  - a. **Program or Association:** single school or community-based organization with membership in the DFWL who pay dues and abide by the by-laws and rules of the DFWL
  - b. **Team:** a single group of boys of similar age/grade range playing together within a DFWL member program or association

- c. **League:** Includes all males Kindergarten through 8<sup>th</sup> grade within the North Texas or DFW area. The league is divided into districts and divisions based upon the geography and the skill level of individual teams within each member program
- d. **District:** a grouping of member programs based upon geography, wherein member programs play to determine playoff seeding
- e. **Division:** a grouping of teams based upon skill level, divisions include DI, DII and DIII
  - i. DI: the most competitive and skilled level of players
  - ii. DII: a mix of skill level with players having some experience playing
  - iii. DIII: primarily made up of first year and inexperienced players

## SECTION II | GENERAL GAME PLAY OVERVIEW

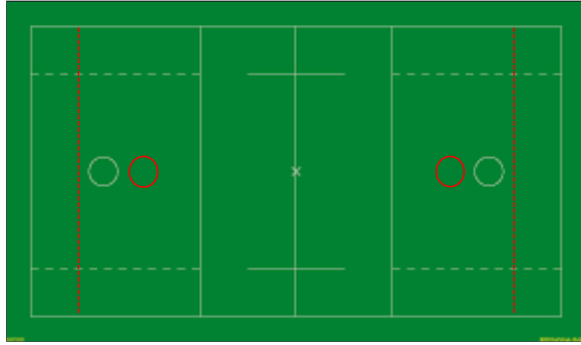
### 6. Equipment:

- a. **Mouth Guards:** All players must wear and properly use - including goalie violation is not a penalty unless repeated -make a penalty (w/ possession, lose possession; w/o possession, 30 second technical)
- b. **Shoulder Pads:** All players must wear lacrosse shoulder pads. Football shoulder pads and pads from other sports are prohibited.
- c. **Helmets:** Lacrosse Helmets only, must be NOCSAE certified. Hockey helmets are prohibited.
- d. **Arm Pads:** All players, except for the goalie, must wear arm pads
- e. **Gloves:** Top side of all fingers must be completely protected - protection must be secured to the fingers Worn-out or cut-out gloves are not permitted and fingers must remain “in” the gloves. Unsafe gloves are not to be assessed a penalty - but must be removed from the game immediately. (may return if repaired)
- f. **Crosses:** DFWL recommends that coaches assess players’ size, strength, and skill in determining proper long crosse length for defense players. DFWL further recommends that a long crosse should not be taller than the player at any youth level. Crosse length to conform to NCAA requirements, with the following modifications:
  - i. Bantam: (Grades 1-4)- 36-40” (No Long Poles allowed)
  - ii. Youth: (Grades 5-8) – 40-42” & 52-72” Illegal Crosse - Penalty by Book
  - iii. Pocket Depth: must meet NCAA rules, and can be checked by official at the official’s discretion.

### 7. Play of Game Bantam:

- a. **Site Administrator:** The home team will provide a Game Site Administrator. The role of Game Site Administrator may be combined with the home team's responsibility for a timekeeper. The Game Site Administrator will be responsible in-part for the administration of the Sportsmanship Card and ensuring that the program policies are adhered to by all participants.
- b. 1<sup>st</sup>/2nd Grade:
  - i. 60 yards long x 55 yards wide (coned off to make it less wide, home team discretion)
  - ii. 5 vs 5 (no positions)
  - iii. No coach on field
  - iv. Goal area, Regular size crease and Regular size goals with hector, or 4x4 goals
  - v. 10-minute running quarters
  - vi. Coaches sub on fly, or dead ball (request of ref)
  - vii. 2 minutes between quarters; 5 minutes in between halves
  - viii. Face off at a dot / “x”, but no midfield line
  - ix. No timeouts
- c. 3<sup>rd</sup>/4th Grade:
  - i. Modified shortened field (see diagram below) – Recommended field modifications are:
  - ii. Shift each end line 10-15 yards closer to midfield (reduces field length from 110 yds to 80-90 yards). Use cones to mark new end line.
  - iii. Continue to use existing sidelines.

- iv. Continue to use existing midline and restraining lines.
- v. Temporary creases used around goals



- vi.
  - vii. No timeouts
  - viii. Only one referee is required for 3<sup>rd</sup>/4<sup>th</sup>
    - 1. A second referee can be arranged through the home team
- d. Game Personnel:**
- i. 1<sup>st</sup>/2<sup>nd</sup> grade teams:
    - 1. Five or six players if a goalie is used in lieu of a Hector the Rejecter in goal. 1 Defenseman, 1 Attackman, and 3 Midfielders.
  - ii. 3<sup>rd</sup>/4<sup>th</sup> grade teams:
    - 1. 7v7 plus goalie – 2 Attack, 2 Defense, 3 Middies, 1 Goalie
- e. Playing Field:** A 60 x 55 field is recommended for first and second grade teams.
- i. Both Head Coaches may agree to play on any size field available. The home team is responsible for marking the field (with cones at a minimum).
- f. Goals and Nets:** The goals & nets at game sites shall be legal as they are. The NCAA rules as to the color, size and type of pipe shall not apply. However, the home team should make every effort to comply with the NCAA rules & specifications. Hector the Rejecter is used at the first and second grade level. Recommended that the home team supply both "Hectors"; however, visiting team should have a "Hector" available. 4x4 goals may be substituted
- g. Coaching Box and Team Area:** A maximum of three coaches/assistants/trainers per team in the bench area or coaching box and no coaches on the field of play for first and second grade teams.
- h. Limit Lines, Spectator and Media:** Parents must sit on the opposite side of the field from the coaching area. This is league policy. It assists the coaches in keeping the players' attention.
- i. Crosse Dimensions:** Player may have 36 to 40 inch crosses and they are not required to conform to the NCAA 2010 Crosse Specifications.
- j. Personal Equipment:** All pads, including mouthpiece, are required
- k. Timekeeper:** The home team is responsible for a person to run the time clock and air horn. This person may also be responsible for the Game Site Administrator duties.
- l. Length of Game:** There will be four 10-minute running clock quarters with a 5-minute half time. The clock will only stop for injury.
- m. Sudden-Victory Overtime:** The score is not kept at this level therefore no overtime periods
- n. Play of Game:** The game is to be played with emphasis on the proper development of stick, team, and sportsmanship skills. All quarters will start with a faceoff no matter the score.
- o. Face-offs and Advantage Rule at 5 goal difference:** There will be a face-off to continue to work on developing the face-off skills. If the winning team gains possession, the whistle is blown, and awarded to the trailing team. If the trailing team wins possession, there must be a clear possession and opportunity to have an offensive possession. Teams may not intentionally lose a face-off and then attempt to take the ball away immediately.
- i. Facing Off Violations: Does not apply at the Bantam level
  - ii. 3<sup>rd</sup>/4<sup>th</sup> Grade LADM Modification: During face-offs, the regular rules for the restraining lines/wing area will be applied. However, during normal play, a team will be credited with "advancing" the

ball into the offensive zone once they cross midfield. There will be no requirement to advance into the restraining box.

iii. Mercy Rule- allows a team down by 5 or more to start with the ball at midfield.

p. **One-Pass Rule:**

**During the normal course of play** *One pass ATTEMPT is required between two players in the offensive half of the field.* This pass does not need to be completed but must be attempted in an effort to teach players passing and ball movement. This also discourages a team from giving the ball to a very strong player who then runs through an entire defense to score. That is not teaching the proper way to play lacrosse.

**When there is a 5-goal advantage-** *There must be a COMPLETED pass in the offensive half of the field and the ball must go through X before attempting a shot on goal.* This can be accomplished by running or passing through X. Once this is completed, the referee will announce the offensive team is "hot" and is able to attempt a shot.

If there is a shot that does not result in a goal as long as the offense recovers the ball on the ground or because the ball has gone out of bounds and the offense was closest, the offense is still hot and does not need to complete another pass. .

If a shot is taken before the referee confirms the offensive team is "hot", the ball will be awarded to the defensive team.

- q. **Scoring:** A team scores when the ball crosses the face of the plane of the goal. A ball may not be rolled under Hector the Rejector.
- r. **Advancing the Ball:** Does not apply to first and second grade teams, 4-second goalie count only for third and fourth grade teams.
- s. **Body Checking:** Incidental body contact is allowed; however, players must always play the ball. There is no "man-ball" or takeout checks. The definition of an illegal check: the player lowers his head or shoulder in an attempt to put another player on the ground or takes two or three running steps at an opposing player before making contact. Players may make contact in an upright position within 5 yards of the ball. A ground ball situation in which there are multiple players "swarmed" around a ground ball will be considered a play-on situation. If no possession is gained, then the ball is awarded by alternate possession. The intent is to prevent injuries and to keep the ball off the ground as much as possible.
- t. **Substitution:** All substitutions will be on the fly.
- u. **Official Timeouts:** Officials are required to call timeout if there is an apparent injury.
- v. **Team Timeouts:** No time outs at the bantam level. The 2 minutes in between quarters may be used for this purpose.
- w. **Offsides** will be called if more than 5 field players cross the midfield line
  - i. 3<sup>rd</sup>/4<sup>th</sup> Grade
- x. **Slashing:** All stick checks must be two-handed. One-handed checks should be called as a "slash". A Slash does not have to make contact with a player or his stick to be a penalty. This is a developmental league for many of our players and these are good habits to reinforce, especially during a game.
- y. **Unsportsmanlike Conduct:** No player, substitute, non-playing member of a squad, coach, parent or anyone officially connected with a competing team shall: Use threatening or profane language or gestures at any time during the game. Continual question of official's calls or non-calls in an argumentative manner or to attempt to influence calls will be considered unsportsmanlike conduct.  
Note:
- z. Games are played under the auspices of the US Lacrosse Sportsmanship Card which prohibits poor fan, coach or player behavior and authorizes the officials to cancel the game if the behavior continues.
- aa. **Penalty Enforcement:** No penalties are served by bantam players however they must be substituted.

The slow whistle technique will not be used at the bantam level

## 8. Play of Game Youth:

- a. **Site Administrator:** The home team will provide a Game Site Administrator. The Game Site Administrator will present themselves to the referee prior to the opening face-off. The Game Site Administrator will be responsible in-part for the administration of the Sportsmanship Card and ensuring that the program policies are adhered to by all participants.
- b. **Playing Field:** Play on regulation size field is preferred. However, both Head Coaches may agree to play on any size field available.
- c. **Goals and Nets:** the goals & nets at game sites shall be legal as they are. The NCAA rules as to the color, size and type of pipe shall not apply. However, the home team should make every effort to comply with the NCAA rules & specifications.
- d. **Table Area and Benches:** Only players serving penalty time, players ready to substitute on the fly, and official scorers and timers are allowed in the special substitution area. The home team may have three adults in this area: One to keep score, one to work the game clock and one to track penalty time. The Visiting team is permitted a maximum of two people in the table area. If the Home team cannot provide enough adults, the visiting team will be expected to perform these tasks.
- e. **Coaching Box and Team Area:** A maximum of 3 coaches/assistants/trainers per team in the bench area or coaching box.
- f. **Limit Lines, Spectators and Media:** Limit lines are not required, however, spectators and media are not allowed behind the end lines or immediately behind the benches or table areas. Spectators attending will watch games from the opposite side of the field from coaches and players. Site Administrators are responsible for enforcing this rule and should remind coaches and spectators to comply. Any violation of this rule will result in a delay of game penalty being called. Exception: If field constraints require that spectators be on the same side of the field as the bench area they should remain a reasonable distance from the bench area and refrain from coaching their children.
- g. **The Ball:** A minimum of 4 balls shall be available at each end line and where field restrictions dictate sideline balls may be kept in a bag at the table.
  - i. Note: if neither team can supply NOCSAE legal balls the game will not be played.
- h. **Crosse Dimensions:** The crosse will conform to NCAA length, and pocket depth however the head does not have to comply with current the current NCAA rule. Sticks should be to NHFS Standards
  - i. Currently there are no stick checks at the youth level
- i. **Personal Equipment:** Home teams are responsible for contrasting jersey colors and will wear pinnies, if needed. Shorts, under-jerseys, compression shorts and sweat pants may vary in color but under-jerseys must be tucked in if extending below the waist. (Exception: If the under-jersey is an integral part of the uniform or team name or logo is displayed the jersey may remain untucked.) Gloves may vary in color. Worn out or cut out gloves are not permitted the top side of fingers must be protected, fingers must remain in the gloves. Gloves deemed unsafe will be removed from play, but no penalty assessed. Cups and rib pads are recommended. Goalies can wear arm pads and shin guards as long as they are not oversized. Mouth guards must be properly used.
  - i. Prohibited items: Baseball cleats (metal or hard plastic cleats), shoulder pads from other sports and hockey helmets
- j. **Timekeeper:** The Home team will provide the timekeeper. If the Home team cannot provide a timekeeper the visiting team will do so. At all game sites, the Official shall end each period with a sounding of a whistle, whether or not the field is equipped with a visible game clock and a loud automatic horn.
- k. **Shot Clock Operator:** Not required
- l. **Length of Game:** The regulation playing time of a game shall be 60 minutes, divided into 4 periods of 15 minutes, running clock, each with a 5 minute half time. Exception: If weather or waning light warrants an abbreviated playing time both head coaches must agree to the time.
  - i. Stop clock on injury timeout and last two minutes of the game

- m. **Sudden-Victory Overtime:** In the event of a tie at the end of at the end of regulation, a single 4 minute sudden-victory overtime period will be played for regular season games. One time-out per team will be allowed in OT. For regular season games, if after 1 OT period is completed, and the teams remain tied, the game ends in a tie. Playoff games will include as many sudden-victory overtime periods as necessary to determine a winner. One time-out for each team will be granted for each OT period.
- n. **Play of the Game:** The game is to be played with emphasis on the proper development of stick, team, and sportsmanship skills.
- o. **Facing Off:** Advantage rule at any time during the game there is a 5-goal difference the trailing team will be awarded the ball at midfield. Coaches have the option to waive this and continue to face-off. If the free clear option is chosen each quarter will start with a face-off unless the quarter ends with a flag down.
  - i. One Pass Rule: Teams with a five-goal lead are required to complete one pass through to "X" while in their offensive half of the field, before attempting a shot on goal. X is defined as the area directly behind the goal. Requirement is reset with change of possession, or there is a whistle.
  - ii. Note: the ball may be either passed or run through X
  - iii. The 1-Pass and Advantage rule may be waived at any level. If waived coaches are encouraged to play within the spirit of the game.
  - iv. The Advantage and 1Pass Rule will not be implemented during play-offs RULES ONCE THE ATTACK AREA IS GAINED
- p. **Body Checking:** "Limited" Body checking is permitted. However, members agreed that "take-out" checks would not be taught or tolerated on the field of play. "No Tolerance", Take-out checks, as defined as follows:
  - i. Definition: A Take-out check is when the player lowers his head or shoulder with the force and intent to take out (\*put on the ground) the other player.
  - ii. Any body-check considered more aggressive or more physical than necessary to stop the advancement of a player with possession or to keep or move a player away from a loose ball. This includes but is not limited to; any check where a player makes contact with sufficient force and intent to knock down or injure an opposing player or any check made in a reckless or intimidating manner.
  - iii. Any take-out check will be penalized as "unnecessary roughness". The offending player will serve a 2 or 3 minute, non-releasable penalty. An excessively violent violation of this rule may result in an ejection.
- q. **Official Timeouts:** Officials are required to suspend play immediately when they see a player is injured and that player is not re-entering the game. The Player's coach should tend to the player and remove him from the field of play as soon as possible. Whether or not a player is in the scrimmage area is not important. Our first priority is safety. The injured player must leave the field until the next dead ball situation.
- r. **Slashing:** All stick checks must be two handed. A slash does not have to make contact to be a penalty if, in the judgment of the official, the player did not exhibit control. This is a developmental league for many of our players and these are good habits to reinforce. A slash to the head shall be a non-releasable penalty.
- s. **Unsportsmanlike Conduct:** No player, substitute, non-playing member of a squad, coach, parent or anyone officially connected with a competing team shall: Use threatening, profane or obscene language or gestures at any time during the game. Non-compliance of this rule will result in a one-minute, non-releasable penalty.

## 9. Conduct Policy:

- a. Inappropriate conduct by a team official, player, coach or spectator has cannot be tolerated. This conduct must be dealt with immediately and if possible adhere to the following sequence (spitting,

cursing or touching enables an official to bypass the sequence):

- i. Verbal Warning, Technical Foul and Personal Foul
- b. Games are played under the auspices of the US Lacrosse Sportsmanship Card which prohibits poor fan, coach or player behavior and authorizes the officials to cancel the game if the behavior continues.

10. **Illegal Procedure:** A field player may not assume the position of goalie (without the proper goalie equipment)

- a. This is a safety issue, no slow whistle, play will be stopped immediately and a technical foul awarded.

11. **Stalling:** It shall be the responsibility of the team in possession to attack the goal.

- a. A team in possession of the ball in its offensive half of the field will be required to "get it in (10 second count)/keep it in" the attack area if:
  - i. At any time during the course of the game, if in the judgment of the officials, that team is keeping the ball from play by not attacking the goal.
  - ii. Exception: If the offensive team has the ball in the attack area and the defensive team is not playing the ball. The defensive team must attempt to play the ball within the attack area in order for a stalling warning to be issued against the offensive team. This exception does not apply outside the attack area, but the offensive team's responsibility to attack the goal remains.
  - iii. Automatically, in the last two minutes of the fourth quarter if the team in possession is leading. When a team is warned for stalling in the attack area, a "keep it in" warning will be administered.
  - iv. If the score is tied, neither team is required to keep the ball in the attack area, unless warned to keep it in (See item above).
  - v. Once a stalling warning has been issued it will remain in effect until:
    1. The defensive team gains possession
    2. A goal is scored by the offensive team;
    3. The period ends, resulting in a faceoff; or the offensive team causes the ball to go outside the attack goal area and touches the ball before the defensive team gains possession. In this case a stalling violation is called, and the defensive team is awarded the ball.
    4. Note: A team in possession of the ball in the attack goal area, after it has been warned to "keep it in, " cannot be penalized for stalling unless it causes the ball to go outside the attack goal area.
    5. Once a warning has been issued, a stalling violation will be called if the ball comes out of the attack goal area in any manner, except for the following:
    6. A shot by the offensive team; or
    7. A loose ball leaves the attack area after being last touched (or deflected) by the defensive team.
    8. A 10-second count starts when the offensive team regains possession. The stalling warning remains in effect.
  - vi. **Penalty Enforcement:** Fouls by the goalie will be served by the In-Home
  - vii. The goalie will serve unsportsmanlike conduct violations.
    1. Replacement goalie will be given a two-minute warmup period.

12. **5 Goal Advantage Rule:** Coaches may agree to waive this rule prior to the start of game

- a. Free clear following goal for team losing by 5 goals or more
- b. Option to waive by disadvantaged team and continue with faceoffs
- c. Must complete a pass and go through "X"; resets if ball touches the ground
- d. "X" is defined as the area directly behind the goal as if you extended the base pipes out from the cage to create an "X"
- e. Advantage can be waived by opposing coaches with officials at 5/6 and 7/8 levels in any division
- f. A team remains "hot" after a shot if offensive team (in "advantage") maintains possession - Defensive foul – offense stays hot, even if the ball hit the ground because of the penalty

13. **Faceoff:** To begin every quarter unless team has possession at end of quarter and a penalty is being served
14. **One Handed Check:** One handed checks will not be allowed. Personal foul (a slash) whether contact is made or not, even if just attempted
15. **Body Checks:** Take-Out Checks/Excessive Body-Checks are prohibited at every age level.
  - a. A Take-Out Check/Excessive Body-Check is defined as:
    - i. Any body-check in which the player lowers his head or shoulder with the force and intent to put the other player on the ground
    - ii. Any body-check considered more aggressive or more physical than necessary to stop the advancement of the player carrying the ball or to keep or move a player away from a loose ball. This includes but is not limited to: (i) any check in which a player makes contact with sufficient force and intent to knock down the opposing player; (ii) any check in which a player makes contact with sufficient force and intent to injure the opposing player; and (iii) any check made in a reckless or intimidating manner.
    - iii. Penalty: Two- or three-minute non-releasable foul, at the official's discretion. An excessively violent violation of this rule may result in an ejection.
16. **Substitutions:** No horn on any out-of-bounds ball and no horn on non-time serving penalties, inadvertent whistles, and officials' time-outs (not including injuries)
17. **Offsides:** A violation will result in the ball being awarded to the offended team in their offensive half of the field.
  - a. For example: Team A is clearing the ball and passes midfield, when A1 goes offsides. It may take the official a moment or two to conduct a count of Team A's players and while doing so the ball may advance up the field. Once offsides is confirmed, the whistle will blow and the ball will be brought back to the midfield and awarded to Team B on their offensive half of the field.
  - b. This will also apply when Team A has possession of the ball in their attack zone when one of their defenders crosses the midfield line (possibly to substitute) resulting in an offside situation. The ball will be brought to the midfield and awarded to Team B. The ball will be brought up whether or not Team A had possession.
18. **Goals and Nets:** The goals and nets at game sites shall be legal as they are, regardless if they comply with NCAA rules. The NCAA rules as to the color, size and type of pipe shall not apply; however, the home Team should make every effort to comply with the NCAA rules and specifications
19. **Playing Field:** Home Teams will make all possible efforts to provide a field which meets NCAA specifications as outlined in the section entitled "The Field", Local conditions may require field size modifications.
  - a. **Field Markings:** Required field markings shall be the responsibility of the home team and every possible effort should be made to mark the field accordingly. Acceptable markings can be in the form of but not limited to paint, chalk, washable paint/chalk, tape, or any other removable material (ex: portable crease). It is the responsibility of the home team to check with the field property owner on acceptable markings and guidelines.
    - i. No penalty shall be assessed for a home team unable to mark a turf playing field, as long as there are existing football markings, due to school or city guidelines.
    - ii. Additionally, it is the responsibility of the home team to notify the visiting team of any known field issues (for example, lack of lines or using football sidelines for the width or using tape) within three days of the scheduled game date. Both coaches must agree on the field before the game can be played.
    - iii. If the visiting coach does not agree on the modified playing surface, it is the responsibility of both the home and away coaches to come to a compromise, reschedule, or swap home/away

status with the home team being responsible for official and venue expenses. Failure to do so should be reported in the game report to the local coordinator for escalation.

- b. The delayed start of a game due to the field not being ready for play, at the contracted starting time or failure of the home Team Site Administrator to introduce himself/herself to the Officials, will subject the home Team to a technical foul with the in-home serving 30 seconds and the ball awarded to the visitor to start the game.

20. **Sideline Policy:** Limit lines are not required, however, spectators and media are not allowed behind the end lines or immediately behind the bench or table areas.

- a. The Team benches and table are to be on the opposite side of the field from the spectators. If the home Team does not move the spectators or team benches to comply with this rule in a reasonable time (as determined by the officials), the home Team receives a non-releasable 3-minute penalty at the start of the game to be served by the in-home player
- b. The field and all limit lines should be marked in accordance with the NCAA rulebook. All spectators shall be on the opposite side of the field from the team benches. The team box should contain a maximum of 3 coaches in the coaching box in front of the players. One certified team trainer may be on the sidelines behind the players. Only players in uniform may be on the sidelines, one team trainer may be on the team side, but not in the team box.
- c. The score table shall not contain more than 4) people, to include 2 from the home team and 2 from the visitors' team. The home team is the official scorekeeper/game timer/penalty timer at the score table. The visiting team has a scorekeeper and assistant at the score table. The home team site administrator has full access to the facility and should have constant communication with the score table.
- d. It is the responsibility of the home team and home team site administrator to manage this policy. The home team and away team Site Administrator must check in with the score table and officials. It is at the discretion of the officials to assess any game-time penalties resulting from absence of this policy.
- e. VEO/HUDL/Trace or any video recording devices need to be on the parents' sidelines, opposite of the player's bench, between the 45 yd. To 45 yd. and back from the sidelines approx. 5-10 yards.

21. **Referees:** During the DFWL season, all games shall be officiated as assigned through the established League scheduling process and as described in agreements with approved League officials.

- a. Payment: Except for All-Star games and so designated by the Board, payment of official's fees shall be the sole responsibility of each Member Team. Failure to pay official's fees may result in forfeiture of League games.
- b. Rainout Procedures: Game Day cancellations should be made by a phone call and email to DFWL administrator, assignor and coaches no later than two hours prior to the scheduled game time. In the event games are cancelled less than two (2) hours prior to game time, Member Teams are responsible for paying officials for such scheduled games. Officials will also be paid for suspended games.

22. **Rules of Play:** Games will be played in accordance with all NCAA lacrosse rules, with exceptions made in this rulebook and approved by the DFWL Member Teams.

- a. Non DFWL-Member Play: During the DFWL season through and including the date(s) of the playoffs, no DFWL Member Team shall play, including scrimmages, a non-DFWL team without the prior written consent of the DFWL Board. Violators of this rule may be subject to sanctions, to include, but not limited to, game forfeiture, ineligibility for Playoffs and Championships, and coach and/or Team probation or suspension.

23. **Mandatory Games:**

- a. **Games:** Each team is allowed to play both district and non-district (including out-of-division) games. District games are based upon the number of teams assigned by the league. District games are required season games to be eligible for playoffs. These games must be designated as their appropriate District

games types at the time they are scheduled. These will be considered the "count" games towards the District standings.

- b. **Allowable Games:** During the DFWL season, Member Teams are allowed to schedule out-of-district and out-of-division games. There is no minimum or maximum number of games allowed. They will be scheduled through the approved League scheduling process and in conjunction with agreements between the League and approved officials. Opponents may only be other DFWL Member Teams or out-of-state "guest" teams otherwise considered sanctioned by the League's representative through the approved scheduling process. All allowable games count in a Member School Program's overall record. Scrimmages of all forms are not 'allowed games' and may not be reported as such to any entity. Any scrimmage played during the DFWL season will be considered a situational practice and does not result in a final score regardless of the presence of officials.

24. **Player Honors:** The League will recognize member submitted DI participants as All-Stars. The League will host two All-Star games for DI 5<sup>th</sup>/6<sup>th</sup> grade and D1 7<sup>th</sup>/8<sup>th</sup> grade

- a. All-Star and All-Star Game: Member teams at D1 youth, will submit players to be recognized as All-Stars and be eligible to play and participate in the end-of-season All-Star game to be played during the weekend of playoffs.

25. **Team Site Administrator Role:** Each Member Team shall have at least one person designated as a Site Administrator (for both home and away games). The home Team Site Administrator shall be the governing Site Administrator.

- a. Functions:
  - i. The function of this role is to address any crowd control, security and/or medical issues.
  - ii. The Site Administrator should be familiar with and know how to implement any emergency plan or procedures that may be required or set by their school or Member School Program.
  - iii. This person is also the contact for any last minute or emergency issues concerning the game itself.
  - iv. This person should carry a mobile phone at the field so that they can make or receive any emergency contacts.
  - v. The Home Team Site Administrator and Away Team Site Administrator should greet the referees as they arrive to the field as discuss any issues, and check in with the table 10 minutes prior to game.
  - vi. The Home Team Site Administrator is also responsible for referee payment by voucher or check before the game.
  - vii. The Home Site Administrator or designated security is responsible for escorting officials off the field at the end of the game.

26. **Sportsmanship:** Sportsmanship rule applies to all teams participating in a regular season DII or DIII game. At any time during the game there is a 15-goal differential there will be a mandatory running clock for the remainder of the game. Traditional penalty time will apply and be kept with stop/starts. The clock will be stopped for official timeouts or team time outs. After the running clock has started, at any time during the remainder of the game the score differential falls below 15 goals, the running clock will still be in effect. This rule applies to all DII or DIII district or non-district regular season games only. Post-season games and games with DI teams are exempt from this rule.