

**1. SEASON OF PLAY**

Boys = Spring Season

**2. LEVELS OF COMPETITION**

Senior (Varsity) Boys, Open

**3. ELIGIBILITY**

The following classifications shall apply for Senior BOYS' LACROSSE:

A/AA                   under - 951 students

AAA                    951 and over

**Note:** School classification is based on enrolment on October 31<sup>st</sup> of the **PREVIOUS** school year.

**Note:** According to ARTICLE XV; Section 1, a team may opt to play at a higher classification if they declare their intention by the Declaration of Play deadlines.

A school/team must conduct a 'bona fide' high school program consisting of a minimum of four (4) practices during a minimum four (4) week period under the supervision of a teacher-coach as certified by the school principal.

A school must participate in an Association-approved league if one is held. If there is no league, then the team must play six (6) regulation length games or two (2) separate tournaments games/competitions.

Any student who appears on a game sheet for a professional lacrosse game (MLL or NLL) is not eligible for participation at the OFSAA Lacrosse Festival.

The athlete's birth certificate indicates that he has **not reached his 19<sup>th</sup> birthday by January 1<sup>st</sup>**, prior to the start of the school year in which the competition is held.

**4. ELIGIBILITY SHEETS**

The eligibility sheets must be to the convener forty-eight (48) hours prior to the team's first game.

**5. GAME TIME**

Usually the game will start not before 3:30pm (no earlier without the Convener's knowledge and both Principals' permission).

**6. HOME SCHOOL RESPONSIBILITIES**

- Approved game balls for each game (2 game balls and 3 on each end line) must be used.
- Provide a proper field, lined, with pylons and nets. Any football, rugby or soccer goal posts that are in play shall be sufficiently padded
- Tables and chairs for score keepers.
- Provide minor officials.
- Each home team is required to supply game balls.
- Each team is responsible for bringing a ball boy or girl.

**HOME SCHOOL RESPONSIBILITIES (Cont.)**

- Use official score sheets;
- Player benches must be on the same side of the playing field. Spectator areas will be on the opposite side of the players' benches. Where this cannot physically be possible, the players' bench areas must be clearly defined and spectator areas are not to be in those areas

**7. PAYMENT OF OFFICIALS**

Both teams are responsible for payment of the officials for all league and play-off games. Schools will share the officiating costs equally. The amount will be announced at the Field Lacrosse sport specific meeting.

The visiting team is responsible for transportation costs to and from the competition.

If a gate is charged at an NRHSAA league or playoff game, then all expenses will be paid from the gate and then the rest will be divided equally between home and visiting team.

**8. REPORTING SCORES**

The **WINNING** team will report the scores on the [www.NRHSAA.ca](http://www.NRHSAA.ca) website. The official score sheet must be received by the convener no later than two (2) full school days following the competition.

**9. OFFICIALS**

No games will be played unless there are two (2) carded referees.

**10. OFFICIAL RULE BOOK**

To govern Field Lacrosse, the NRHSAA Constitution policies are applied first, then NRHSAA Sport Specific rules for Field Lacrosse and then "The International Lacrosse Rules" book will be in effect.

**11. GAME FORFEITURES**

The following policies are in place for game forfeitures:

- (1) Should a team forfeit a game with less than forty-eight (48) hours' notice, all costs associated with the game shall be charged to the forfeiting school.
- (2) Should a team forfeit a game, the forfeiting team will be given a loss as a result of the forfeit.
- (3) Should a team forfeit two (2) games during regular season play, the team shall be removed from the league and all points earned in games played against that team shall be removed from league standings.
- (4) A team that forfeits a game during the regular season loses all rights with regards to tie breaking procedures. (i.e. if the team is tied for third (3<sup>rd</sup>), the team will be relegated to fourth (4<sup>th</sup>) place).

**GAME FORFEITURES (Cont.)**

- (5) A team that forfeits a playoff game shall also forfeit the right to play any further playoff games at the current or subsequent level of playoffs (i.e. when two (2) teams qualify for SOSSA).

**12. LEAGUE AND PLAYOFF FORMAT FOR NRHSAA BOYS' LACROSSE**

The format for league competition and playoffs will be determined at the Convener's Individual Sport Body Meeting. All schools participating are to send a representative to the Convener's Individual Sport Meeting otherwise forfeit all rights for input into the league and playoff format.

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Any game/match not played, will be recorded by the convener as a win for the school who did not forfeit. In team sports where standings are used to determine playoffs, the win/loss achieved against teams that drop out will be taken away (not added) to teams that are still yet to play them.

**13. UNIFORMS AND EQUIPMENT**

All players must wear:

- CSA Approved helmet and mask.
- Full fit interior mouth guard at all times when on the field of play.
- Gloves (fingers in).
- Shoulder pads **or chest protector.**
- Arm pads
- Athletic support and protective cup.
- Goalie must wear throat guard.
- Team jersey with minimum of 8" # 's on front and a minimum of 10" numbers on the back, plus matching color shorts.
- No duplicate numbers shall be permitted on the same team. Track suit trousers or leggings may be worn by any player but, for that particular team, they must be of the same color.
- In cases where teams have similar colored jerseys, it is the requirement of the home team to wear contrasting jerseys/pinnies. Where no home team is identified, the team named first on the schedule will be required to wear contrasting jerseys/pinnies.
- All uniforms must be intact at the start of each game.
- All competitors are expected to dress in uniforms that are neat, clean and which maintain the integrity of the school's name, colors and logos.
- No sport club insignia on uniforms shall be permitted. A sport club is defined as a community, provincially or nationally based organization whose primary purpose is participation in organized competition in single or multi-sport programs. Sponsorship recognition is permitted to be visible but must conform to the placement guidelines outlined in OFSAA By-Law 6, Section 2(h).
- Student/athletes must remain fully clothed in the appropriate team uniform in the competition area, AND use the designated locker room or change area to change to and from competition attire.
- Knee braces must be approved by the head official.
- **No dowel rods allowed.**
- No wooden shafts.

All offending equipment must be repaired or removed subject to the referee's discretion.

#### 14. TIMING OF THE GAMES

Single games will be four (4) - twelve (12) minute quarters with a three (3) minute rest after each quarter and five (5) minutes at the half.

##### **Jamboree Games:**

All games will allow for a minimum ten (10) minute warm-up period. All games will have the following intervals between periods: two (2) minutes between the first (1<sup>st</sup>) and second (2<sup>nd</sup>) quarters, five (5) minutes at half time, and three (3) minutes between the third (3<sup>rd</sup>) and fourth (4<sup>th</sup>) quarters.

Teams who are not ready to begin on time shall be assessed an "avoidable lateness" technical foul to start the game. Teams that are more than ten (10) minutes late to start the match shall forfeit the match at the discretion of the Jamboree Convener.

Teams will be allowed two (2) - one (1) minute timeouts per half regardless of the timing format.

A game which has finished the third (3<sup>rd</sup>) quarter is deemed complete if play is stopped by the referee at or beyond this point. Any game which is stopped prior to the end of the third (3<sup>rd</sup>) quarter will be considered a "suspended game" and will be continued from the point that the game was stopped once play can resume. The time remaining, score, penalties, game sheet etc. will all continue from the point that the game was suspended.

Overtime: In the event of the score being tied at the end of regulation playing time, play shall be continued, after a 2-minute intermission, with sudden victory overtime. In sudden victory overtime teams shall play periods of 4-minutes each until a goal is scored, thus deciding a winner. The game ends upon the scoring of the first goal. There will be a 2-minute intermission between sudden victory periods. All periods of overtime shall start with a face-off. The teams shall change ends between overtime periods.

#### 15. FIELD LACROSSE SUSPENSIONS AND EJECTIONS

- A player is ineligible for OFSAA competition if previously suspended for a breach of the rules while playing under the jurisdiction of either the school Association or the Ontario Lacrosse Association, assuming that the suspension period covers the OFSAA Festival dates.
- Any player given an intent to injure penalty (including off-the-ball leg slashes, and pulling the face mask) will be ejected from NRHSAA play.
- The third man into an off-play altercation will be ejected from NRHSAA play.
- Players who accumulate five (5) minutes in personal fouls will be suspended for the duration of that match.
- Any expulsion penalty must be reported to both the Referee-in-Chief and the Festival Convener, and will result in suspension for the remainder of NRHSAA play.
- Goaltenders receiving a penalty shall serve their own penalty provided that the team has a second goaltender dressed. Where a team only has one goaltender dressed, they must declare a "designated defender" prior to the game, who shall serve all goaltender time served penalties other than expulsion.

- Only Captains may speak to officials.

**16. TIE BREAKING PROCEDURES**

These procedures shall be used when determining a play-off position when a league schedule leads to play-offs:

- (1) Record between tied teams;
- (2) Record against teams higher in the standings (1 above, then 2 above, etc.);
- (3) Record against teams lower in the standings (1 below, then 2 below, etc.);
- (4)
  - (a) Coin flip to determine playoff position only. The conveners will perform the coin flip. The school that is alphabetically highest will have "heads" in the coin flip. The convener will notify schools of the results.
  - (b) Playoff on a neutral field/court or a coin flip for home field will be conducted if both coaches agree, if it is to determine the final playoff position.
  - (c) In the event of a four (4) way tie, the conveners, in consultation with the NRHSAA executive and the schools involved, will determine a tie breaking procedure.

**17. ZONE QUALIFICATION TO SOSSA**

One (1) champion from each zone will go to SOSSA.