



Louisville Scholastic Lacrosse League (LSLL)

Girls Spring 2021 League Operating Procedures

League Administrator: King Louie's Sports (KL)

1.0 Player Eligibility

- 1.1 A player is eligible to play if:
 - 1.1.1 Player is enrolled as a student in a middle school or elementary school, or is home-schooled in the state of Kentucky.
 - 1.1.2 Player is considered academically eligible to play sports under player's schools requirements. If the school does not have requirements or player is home schooled, KL will use academically eligible requirement criteria of standard public school, as chosen at its discretion.
 - 1.1.3 Player has not matriculated from middle school to high school before the start of the lacrosse season's first game.
 - 1.1.4 Players in the 7-8 grade division must be a student in the appropriate grade associated with their grade division.
- 1.2 No player may play up on 7–8 grade team and can only play for a single team (cannot double roster).
- 1.3 All Players must be members of U.S. Lacrosse through May 31 of the current year and their US Lacrosse membership number must be provided to their team coach as well as to LSLL. No exceptions. Players must provide their US Lacrosse numbers as part of their King Louie's online player registration to be eligible to play.
- 1.4 Each player may appear on the roster and play for ONLY ONE team for the entire season.

- 1.5 **School Enrollment & Team Formation.** The school where the player is enrolled will be her assigned team. In instances where schools do not have enough players to adequately form a team of their own, schools will be combined by LSLL.
- 1.5.1 Parish/Church association. In situations where the player's school does NOT have a team, and the player is a member of a parish who is affiliated with a school who has a team, the player will be permitted to play on that team.
- 1.5.2 Home School/non-school affiliated. Players will be assigned by geographical proximity and/or convenience to teams who are willing to accept additional players. King Louie's will have discretion to place players based on distance to practice locations and balancing team rosters.
- 1.5.3 In the event schools are combined to form a single team, ALL players associated with those schools must play for that combined team and NO other team(s).

2.0 Player Conduct

- 2.1 Player, Coach, Fan & Other Ejections:
- 2.1.1 Any player or team personnel ejected from a contest will be suspended for the next regularly scheduled LSLL league game that is played immediately following the occurrence. All ejections carry over to include seasonal playoff games. If the ejection occurs during the last game of the season, the suspension is carried over to the first game of the next year.
- 2.1.2 All incidents of ejection must be reported by head game official to the Youth Assignor and LSLL/KL Representative within 24 hours of incident.
- 2.1.3 Any player or team personnel ejected from a contest must immediately leave the field of play or general playing area accompanied by an adult. If no appropriate adult is available the player is confined to her bench area.
- 2.2 Any player engaged in post-game retaliation towards another player, team or official will be suspended for the next game.
- 2.3 Any player caught playing during the suspension period will result in the additional suspension of 2 games for both the player and the head coach.
- 2.4 Any player or coach receiving two such penalties will be suspended for the remainder of the season.
- 2.5 Un-sportsmanlike conduct by anyone connected with a program is the responsibility of the head coach and extends to assistants, fans and other team personnel. LSLL may penalize such conduct by players, coaches or team personnel by imposing sanctions that include, but are not limited to, forfeiture or suspensions.

3.0 Coach Conduct

- 3.1 Each team must have an adult coach (over the age of 21) who is a member of US Lacrosse. Any Adult in a coaching capacity on the team's sideline must have a Coaches Responsibility Form on file with LSLL/KL.
- 3.2 If the coach is ejected or must leave the contest for any reason, he/she must appoint another qualified person (member of US Lacrosse) to assume the role of coach. In the absence of this condition, the team shall forfeit the contest.
- 3.3 Coaches ejected from a game are subjected to the penalties specified in rule 2.1.
- 3.4 Following a coach's Second ejection, an email with an explanation must be submitted to LSLL/KL within 48 hours by the ejected coach. At an agreed upon time and date the coach will meet with LSLL/KL Representative to discuss appropriate actions specific to the case. LSLL/KL Representative may want to meet with others involved or others who witnessed the incident under investigation. LSLL/KL will review and investigate the incident and determine an appropriate disciplinary course of action. After reaching its decision, LSLL/KL will notify the Coach, the School Administration (where applicable), KLUB, and other involved parties.
- 3.5 Coaches will agree to follow the Code of Ethics as written in the US Lacrosse Official Rules guide.
- 3.6 All coaches and any team personnel working in a coaching capacity with the team must be members of U.S. Lacrosse.
- 3.7 Failure to include ALL players on the KL online registration website within the specified deadlines could result in disciplinary action as determined by LSLL/KL.

4.0 Officials & Officiating

- 4.1 The application and interpretation of the game rules shall be the sole responsibility of the officials.
- 4.2 Game ejections are not subject to appeal during the game. All such violations are to be reported by head game official to the KLUB Assignor and LSLL/KL Representative within 24 hours. These violations will be reported to the school's athletic director or club team's representative.
- 4.3 All league games will be officiated by two certified officials.
- 4.4 All games will be officiated following the 2020 US Lacrosse Youth Girls Rulebook.

- 4.5 LSSL/KL will be responsible for scheduling and paying game officials and league assignors for league games and post season tournament.

5.0 Team responsibilities

- 5.1 Team must be in good standing with LSSL/KL with respect to any team/player fees and paper work. Failure to meet these requirements will result in suspension of game schedule until such compliance is met.
- 5.2 Teams are required to have a member of the Coaching Staff (preferably the Head Coach) attend the Coaches' Mandatory USL Rules Interpretation meeting. Date to be set.
- 5.3 By March 1, 2021 each team is required to have one member of the coaching staff complete the US Lacrosse on-line Level 1 Coaching Course and the on-site Level 1 Instructional Clinic. It is recommended that, at a minimum, all members of the coaching staff complete the US Lacrosse on-line course.
- 5.4 In the case of a game being cancelled (due to weather or any other cause), LSSL/KL will notify teams and officials and use its best efforts to reschedule the game based on field and official availability on the first available makeup date.
- 5.5 Both teams must have available a complete team roster at the start of each LSSL game that can be reviewed by officials and LSSL/KL Representative at their request. The roster must be approved/signed by the coach to ensure that all players are eligible.
- 5.6 ***The home team is responsible for providing an official time keeper/scoreboard operator for their game and responsible for making sure the scoreboard controller is returned to either an official or to the KL concession stand staff.***

6.0 Scheduling

- 6.1 Scheduling will be done by LSSL/KL Administrator and will be published and available to all teams within 2 weeks of the start of the season. All games will be played at King Louie's on the designated days for 7/8 division. Teams will be able to access the online schedule by going to the King Louie's website. The schedule will be balanced in terms of start times, opponents and who is the home/visiting team.
- 6.2 LSSL/KL will be responsible for rescheduling any makeup games and coordinating officials for those games. Makeup games are not guaranteed and will be based on field availability.
- 6.3 LSSL/KL will coordinate directly with the KLUB Referee Assignor to coordinate officials for all games.

7.0 Game Suspensions - Weather

- 7.1 Up until the officials have assumed control of the game (when they arrive on the field), the LSLL/KL administrator, using the US Lacrosse guidelines for inclement weather, shall determine if a game should be suspended.
- 7.2 Once the officials have assumed control of the game by arriving on the field, the following will apply if in their opinion there are dangerous weather or field conditions:
 - 7.2.1 A 30-minute suspension of play. Flash or Bang rule (US Lacrosse guidelines)
 - 7.2.2 If two suspensions occur the game will be canceled subject to item 7.3 below
- 7.3 If the game cannot be rescheduled for any reason and the game has gone beyond the half, the team in the lead shall be declared the winner. If the game is tied, the game will be considered a tie.
- 7.4 If the game cannot be rescheduled for any reason and the game has NOT gone beyond half, the game will be listed as a Did Not Finish (DNF).
- 7.5 Any team personnel that did not participate due to un-sportsmanlike rule, are not to participate in the rescheduled game or the completion of the DNF game.
- 7.6 Any Playoff Game suspended for any reason will be a DNF game and will be restarted at point of suspension when rescheduled.

8.0 Forfeiture

- 8.1 In the case of a team failing to appear for an officially scheduled game or failing to make contact with the opposing coach, on-site adult coordinator, or assigned official within 15 minutes of scheduled start of the game, the team failing to appear or make contact shall forfeit the contest.
- 8.2 Any game that is played with ineligible players will be forfeited, even if the violation is discovered after the fact.
- 8.3 Games that cannot be played due to lack of officials will not be forfeited, but will be rescheduled. In the event that the game cannot be rescheduled, the game will be listed as Did Not Finish (DNF).

9.0 Appeals/ Grievances

- 9.1 All teams have a right to initiate an appeal of any suspension within twenty-four hours of the incident to the LSSL/KL Administrator.
- 9.2 Grievances regarding the League Operating Procedure or other administrative type issues should be taken to the LSSL/KL Administrator.
- 9.3 Appeals or grievances regarding the rules, application of rules, or any issues concerning officials should be addressed to the KLUB grievance contact.

10.0 League Play and Playoffs and Game Format

- 10.1 League play will be coordinated by the LSSL/KL Administrator (game dates, game times, opponents). All league games will be played on the designated game day by division. Any makeup games will be played on designated makeup days.
- 10.2 Any play-offs and play-off format will be determined by the LSSL/KL Administrator. Bracket play will be by division and be a single elimination format with seeding based on league play results. Dates and times will be published at the same time the league schedule is published by the LSSL/KL Administrator.
- 10.3 All LSSL league teams must play their complete schedule to qualify for post-season play subject to those games that are canceled by LSSL/KL due to weather or other issues.
- 10.4 For LSSL Playoffs seeding purposes, the following shall apply:
 - 10.4.1 Each LSSL league team must play all LSSL league games to be eligible to be seeded for the LSSL playoffs. Incomplete or games not rescheduled will result as a tie in the LSSL standings.
 - 10.4.2 Ties records will be broken as follows:
 - 1. Head to head play
 - 2. Avg. goals scored against
 - 3. Avg. goals scored for
 - 4. Coin Toss
- 10.5 Tournament games ending in a tie will play sudden death.
- 10.6 The 8 teams with the best records in the 7/8 league will advance to the playoffs.
- 10.7 Games will consist of two 22-minute running clock halves with a 5-minute halftime. There will be no timeouts and game stoppage will be at the official's discretion based on injury or any other matter that the officials deem necessary.

