

## ISP Lacrosse League – Girls Format and Rules



### Game Timing:

*8 minute warmup, 25 minute halves, 2 minute half time*

### Game Format:

All Divisions play 12 v 12, full field

5<sup>th</sup> /6<sup>th</sup> grades – modified checking, 3 second rule for good defensive positioning, 3 pass rule will NOT be used, 4 goal rule will NOT be used

7<sup>th</sup>/8<sup>th</sup> grades and High School – full checking, 4 goal rule will NOT be used

The ISP Lacrosse League will follow all US Lacrosse and NFHS rules with the following specific modifications:

1. One timeout per half is permitted but there will be no timeouts in the last **FIVE** minutes of the game.
2. *8-meter shots* will be played out if the horn sounds for the end of the game or half. If the 8-meter is already in play when the game horn sounds, then the game is done at the time of the horn.
3. On all 8m free positions, defenders are entitled to the adjacent hash marks, all other players must exit the penalty zone, and may continue to move.
4. Any foul occurring between the 8m and 12m administered on the 12m fan nearest the foul.
5. Any player self-starting when a self-start is not allowed will be called for a *false start*.
6. If a shot is in flight and was released from a stick prior to the horn and goes in the goal – goal is good (same ruling as USL).
7. The team listed first on the schedule receives the first *alternate possession*.
8. Officials will determine which player is awarded a *boundary*. That player must restart play. Players may run the ball into the field and continue play without hesitation.

### Cards:

- 1 **Yellow** Card – the player must sit for 2 minutes, running clock. The official will keep time.
- 2 **Yellow** Card – the player must sit the remainder of the game and may return to the next game.
- **Red** Card (Player) – the player must sit the remainder of the game AND the next game.
- **Red** Card (Coach) – the coach must leave the game and remain away from the game until the completion of the game.

*There is a 6-goal mercy rule in all youth games (grades 5 through 8). Any team trailing by six goals will automatically receive the ball instead of the draw. It is mandatory to take the ball – no coach's discretion.*

**January 10, 2021**