

SE Fall League 2021 Polices & Procedures

1. **Location** – Kell High School 4770 Lee Waters Road Marietta, GA 30066
2. **Coaches' Check In** – Coaches must check in at the registration table the first week before their first game. Coaches will be given a team roster with pre-assigned jersey numbers for their team, along with reversible pinnies. If players change numbers with another player, please make sure we know so college coaches will be given accurate rosters.
3. **Game Times** – Game times will begin on the hour with a central horn to start and stop games. Games will begin promptly at start time, with no delays. There will be a double horn one minute before start time, and a single horn at begin game. Please make sure your team is on the field and ready or the other team will get possession.
4. **Game Length & Time Outs** – Two 22 minute running clock halves; 5 minute half time; 11 minutes between games. **No team time outs permitted at any time.**
5. **Score Keeping** – Game scores will be kept on the field by the head official. A coach from each side must sign the scorecard after the game to make it official. Scores will be updated on Tourney Machine each week.

COVID Protocols

1. **Attendees** – If you cannot safely socially distance, we ask that you wear a mask.
2. **Team Social Distancing** – We ask that one team does not crowd another team who is finishing their game. Wait until the game is over and has exited the field. Teams that finish playing, please gather your belongings quickly and have a team meeting away from field and new teams arriving.

Rules of Play

1. **Rostering Rules** – No players are permitted to play on more than one team. They are only permitted to play on the team they are rostered unless they have special permission from SE administration. An exception to this rule is for goalies.
2. **Game Scoring** – For pool play games, teams will receive 10 points for victory, 4 points for a tie, and 0 points for a loss; in addition, 1 point for each goal scored up to 5 goals (max of 5 points). Total possible points per game is 15. Total points will determine seeding for League Tournament. Seeding tie breakers will be determined by: 1) head to head record; 2) goals against; 3) goal differential; and 4) coin toss.
3. **Game Play** – We will be using US Lacrosse Rules for the league. All US Lax rules apply with the following modifications:
 1. **Game length** – two 22 min running clock halves, no overtime, no time outs
 2. **Fouls** - Games and halves may not end on a defensive penalty set up inside the CSA (major only). Officials are to add 3 seconds to the clock
 3. **Injuries** – Clock will NOT stop for injuries

4. **Mercy Rule** – When there is a 10 or more goal differential, the losing team will be rewarded the ball at the next draw
5. **Stick Checks** – We will not be conducting stick checks prior to the games
6. **Carding** – Yellow cards must leave the field for 2 minutes of elapsed time with no sub. A player who receives a second yellow card will be suspended for the rest of the game. If a player gets red carded out of a game for a flagrant foul, she cannot play the rest of the day in the league.
4. **Coaches** – The head coach shall be in control and responsible for the actions of all persons connected with his or her team (players, other coaches, fans, parents, etc). The head coach must certify that all players are eligible to play on their roster and that they are using proper equipment. If a coach gets carded, their team will have a deduction of 5 points from their total score for seeding.
5. **Inclement Weather Policy** – We will play games in rain, as long as it's not lightning. Games may be shortened, cancelled or postponed due to inclement weather. We will contact you through the tourney machine app or website with the latest updates.

