RULES OF PLAY & LEAGUE INFORMATION

NO UNIFORM = NO PLAY!

- All players must be registered, have their own equipment & wear a mouthpiece (bring your own water). Players will check in with their coach or scorekeeper before each game.
- Turf shoes or court shoes only, **NO** CLEATS!
- Sharing uniforms with a non-registered player will result in both parties being expelled from the league.
- A 5-minute warm-up period will be before the game.
- Games are played as three 15-minute running-time periods with a 2-minute break between periods.
- Stop time in the last minute of the 3rd period only (if the difference is 3 goals or less).
- Each team is permitted one 30-second time-out per game (posted on the shot clock).
- **NO** timeouts in the last 2 minutes of the game.
- Overtime is a shootout (each team must use 3 different shooters).
- Teams must have a goalie or forfeit the game. Goalies must use regular field goalie sticks (unless agreed upon by the opposing coach).
- Face-offs will be done (each team must have 3 players on their defensive side of the floor). *Note: The center circle is for the draw players only until possession is gained.*
- **NO** 1-handed checks from behind, **NO** hitting into the boards (contact near the boards is part of the game), & **NO** reaching into the crease for loose balls.
- Players must be over the midline & within 3 feet of the boards for substitutions.
- Players must play the ball first. Playing the body will result in an interference call & possession awarded to the opposing player.
- Offensive players must make a "move" after setting a pick or screen; **NO** blow-ups!
- The shot clock is 30 seconds once possession is gained.
- The shot clock resets when the ball hits the goalie or the goal, or when possession changes.
- Any ball into the netting will result in a change of possession (except off a shot that hits the goal, goalie, or defensive player)
- Penalties are running time upon player entering the penalty box (2:00 min. personal foul; 5:00 min. major foul). A goal scored wipes the penalty out. Two goals wipe out a 5:00 minute penalty.
- The over-and-back rule is in effect for penalty-killing teams only (10-second clearing rule)

- Inappropriate language will result in a 10-minute player suspension (2nd offense=expulsion from game).
- Fighting will result in an automatic ejection from the game or expulsion from the league

Field 2: Game times at 4:00 & 5:00 pm

- Teams may use both doors (O & D system of substitution or 5-player rotation)
- Penalties will run off the shot clock's timer; Game clock kept on the scoreboard

Field 3: Game times at 4:40, 5:40, and 6:40 pm.

- Teams may use both doors (O & D system of substitution or 5-player rotation)
- Penalties will run off the shot clock's timer; Game clock kept on the scoreboard

LEAGUE INFORMATION

- 12 teams placed into Red & Blue Divisions
- Each team will 8 games & have 2 bye weeks (no games on 11/28 & 12/26)
- Schedules and results will be posted online at GreaterClevelandLacrosse.com
- GameSheet will be the official application for scoring the games.

BLUE DIVISION	SCHOOLS	COLORS	TEAM DIRECTOR
Bombers	Kenston / Padua	Light Grey	Brian Stepanek
Demons	Chardon / CVCA / Lake / Revere	Royal Blue	Charlie Joyce, Logan Parsons
Fighting Trout	University School / Hawken / Gilmour	White	Mike Perrino
Knights	Archbishop Hoban	Vegas Gold	Chris Idone
Titans	Chagrin Falls / Copley	Orange	Jay Lammers, Andy Ayoup
Warriors	Walsh Jesuit	Yellow	George Wright

RED DIVISION	SCHOOLS	COLORS	TEAM DIRECTOR
Explorers	Hudson	Navy blue	Brandon Schwind
Grizzlies	Wadsworth / St. Edward	Red	Nick Hassinger
Polar Bears	Jackson	Purple	Bobby Lyle
Swarm	Medina	Dark Green	Jake Kubasta
Vikings	Hoover	Black	Matt Gregory, PJ Kavanagh
Wildcats	St. Ignatius	Yellow	Kyle Bernlohr