



RULES OF PLAY & LEAGUE INFORMATION

**League rules can be modified or changed as needed.*

NO JERSEY = NO PLAY!

- All players must be registered, have their own equipment & wear a mouthpiece (bring own water).
- Turf shoes or court shoes only, NO CLEATS!
- Any sharing of jerseys with a non-registered player will result in both parties being expelled from the league.
- **NO** 1-handed checks from behind, **NO** hitting into the boards, & **NO** reaching into the crease for loose balls.
- A 5-minute warm-up period will be prior to 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 difference is 3 goals or less).
- Each team is permitted one, 30-second, time-out per 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).
- The “7 goal lead rule” is in effect (team that is losing by 7 or more gets the ball at the mid-line after a goal is scored).
- 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 there is a change of possession.
- Any ball into the net or soccer goal 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.
- Inappropriate language will result in a 10-minute player suspension (2nd offense=expulsion from game).
- Fighting will result in an automatic ejection from game or expulsion from the league.

GAME OPERATIONS

Field 2

- Game times at 4:00, 5:00, 6:00, & 7:00 pm
- No side switches between periods
- Teams may use both doors (O & D system of substitution or 5-player rotation).
- Penalties will run off the shot clock's timer.

Field 3

- Game times at 3:40, 4:40, 5:40, and 6:40 pm.
- Teams may side switch for the 2nd period (or stay, if agreed upon by both teams)
- Teams may use both doors (O & D system of substitution or 5-player rotation).
- Penalties will run off the shot clock's timer.

LEAGUE INFORMATION

- 18 teams placed into Red, Blue, & Green Divisions.
- Each team will have 8 playing sessions & 1 bye week.
- Schedules and results will be posted online at GreaterClevelandLacrosse.com.

Team	Division	Schools	Jersey Colors
Bees	Red	Medina	Green & Yellow
Griffins	Red	Hawken, RR, St. Ed's, Strongsville, Wooster *	Vegas Gold & Green
Explorers A	Red	Hudson	White & Navy Blue
Polar Bears A	Red	Jackson	Purple & Yellow
Vikings A	Red	Hoover	Orange & Black
Wildcats	Red	St. Ignatius	Navy blue & Yellow

Team	Division	Schools	Jersey Colors
Bombers A	Blue	Kenston	Light Blue & Navy Blue
Knights	Blue	Archbishop Hoban	Navy Blue & Vegas Gold
Preppers	Blue	University School	Black & Maroon
Tigers	Blue	Chagrin Falls	Dark Grey & Orange
Warriors	Blue	Walsh Jesuit	Maroon & Yellow
Wings	Blue	Shaker Heights, Wadsworth	Silver & Red

Team	Division	Schools	Jersey Colors
Bombers B	Green	Kenston	Light Blue & Navy Blue
Explorers B	Green	Hudson	White & Navy Blue
Polar Bears B	Green	Jackson	Purple & Yellow
Renegades	Green	CVCA, Hawken, Kent, St. V-M *	Red & Black
Stars	Green	CCC, Green, St. Ignatius, Stow-MF *	Yellow & Green
Vikings B	Green	Hoover	Orange & Black

*School assignments may change due to number of registered players.

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