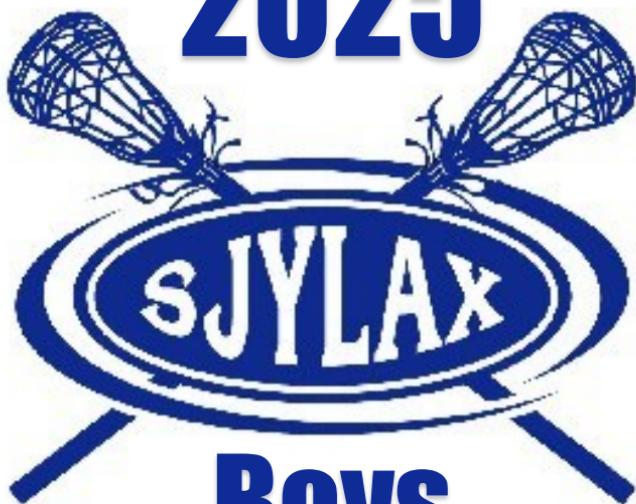


2025



Boys

Pocket

Rules

Guide

Message from the President

Welcome to the 2025 South Jersey Youth Lacrosse Season! We enter a new beginning in our area with increased numbers, teams, and a new schedule format to assist development and competition.

- Please remind your parents this season that:
 - This is youth lacrosse – the kids are still learning the game at certain levels, the coaches are volunteers, and the refs are essential to our season operating. Please remember this and when necessary, remind your fellow parents. Lets make this a positive environment for everyone!
 - We encourage you to cheer for your team and your son, please refrain from commenting on the opposing team's players or coaching or addressing them directly.
 - 6 Yard Rule: No spectators can be within 6 yards of any sideline and may not be within a fenced in area if applicable to a location.
- Please familiarize yourself with the rules in this handbook and review them in a pre-game meeting with the opposing coach and referees to avoid any in-game confusion.
 - Only HEAD coaches may address/talk to the referees. Assistant coaches addressing the referees may result in a bench penalty.

RESPECT THE GAME, RESPECT THE REFS, RESPECT EACH OTHER!

Thank you to all the volunteers that make this season possible – the coaches, admins, parents and more. Let's continue to grow the game in our area and increase the positive impact it can have on our lives.

With Gratitude,

Chad Flexon

President SJYLAX

SJYLL (SJYLAX) Sportsmanship Statement

Objectives:

- To acknowledge that the game will be played with properly rostered players by said towns with sportsmanship.
- Confirmation that players are verified within the league system

(Section 4 of Rules of Play: Player Qualifications).

- These player qualifications are based upon the high school they would play at based on their PRIMARY RESIDENCE.

Waivers are required if playing for a non-designated program.

SJYLL Age Chart must be followed.

- To encourage goal differential not to exceed 15+ goals. At this time there is no fee or penalty for lopsided scores. However, the league is encouraging programs to make a conscious effort to prevent blowout victories.

Note: The coach of the team using an illegal player shall be suspended for two game days, and that team shall become ineligible for any playoffs, titles, or awards. (7.1.1.3 in Rules of Play)

Requirements:

- Home team responsibility to have available to be read at all home games prior to start.
- Statement will be available digitally on the league website as well.
- Read aloud by the home team head coach to visiting coaches and referees.
- This will occur the same time when coaches certify all players are properly equipped with the referees.

“By participating in the game(s) today, both head coaches acknowledge that all players are verified via the league operating system. We will be held responsible for our players, assistant coaches, and parents to assure a positive atmosphere at all times today. Both coaches will strive to keep the game safe, competitive, and will display sportsmanship if the scoring differential exceeds 15 goals.”

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TIMEKEEPER GUIDELINES

Each Home Team is responsible to provide Timekeeper(s). In the event a team fails to provide a Timekeeper, game time can be kept by the referee.

For any game, the referee can keep game and/or penalty time if agreed upon.

Timekeeper(s) should be at the field at least 15 minutes before the start of the game to coordinate with coaches and referees.

CLOCKS:

The table should have three (3) clocks: (1) Game Time Clock; (2) Penalty Clocks. Check to make sure the clocks work and there are extra batteries for clocks. Use of a phone/tablet application is permitted.

TIME FORMAT:

Check the Guide to make sure you know the time format and overtime rules for the game.

- Scoopers, = Two 25 minute halves (coaches on field as officials, NO REF or fees)
- 1st/2nd, 3rd/4th, and 5th/6th B are all Running Clock Games
 - Two 25 minute halves (5 minute half time)
 - \$70 per official (if one ref, each team = \$35)
- 5th/6th A, 7th/8th B, and 7th/8th A are all Stop Clock Games
 - Four 10 minute quarters (5 minute half time)
 - \$70 per official

START / STOP of CLOCK:

- * Clock starts and stops on the referees' whistle if the game is in stop clock mode.
- * Clock stops for time-outs. Referees will keep time on time outs.
- * Clock stops for injuries.

NOTIFICATION OF REMAINING GAME TIME:

- * Count down **OUT LOUD** the last 10 seconds from 10 to 0 for end of each period and for penalties. Use of a horn is optional to signify the end each period.
- * Announce 1 minute before the end of each quarter;
2 minute warning in last quarter.
- * Provide time remaining if asked by coaches or referees.

PENALTY CLOCK MANAGEMENT:

Stop Clock - penalties times stop/start on the whistle;

Running Clock - penalties start on the next whistle and runs until the penalty is served. Running clock penalties stop if there is a time out called or an injury.

"MERCY" CLOCK

For all Stopped clock games (5/6A, 7/8 A, 7/8 B) once a difference of 10 goals or more is reached the timer will go to a running time format. If the differential drops below 10 stopped time is resumed.

PENALTY GUIDELINES

Releasable and Non-Releasable - If a non-releasable penalty the official will raise hands over his/her head, touching palms and say "Non-releasable" otherwise the penalty is "releasable." Penalty times are 30 seconds, 1 minute, 2 minutes and 3 minutes depending on the type of penalty.

Recording Penalties - Penalties are recorded for each team in the order that they are given by the official. Become familiar with the referee's hand signals for penalties. Under PER (Period) record the number of the period. Under NO. record the jersey number of the player with the penalty. Under OFFENSE record the type of penalty, e.g., slash, offside, unsportsmanlike conduct. Under MIN, record the length of the penalty in minutes, e.g., 30 seconds or 0.5, 1, 2 or 3. Under TIME record the time remaining for the period (ask the Timekeeper). Check the Guide under PLAYER DISQUALIFICATION to see when a player is disqualified from returning to the game.

Releasing Penalties - Players with a penalty are to stay in the box until the end of the penalty. They should be on one knee but can stand for the last 10 seconds. A player substituting for them can stand alongside of them for the last 10 seconds and be released after the penalty expires. For penalties, call "***Release***" at the end of the penalty. If the player leaves before the time ends and the timekeeper calls "release," notify the coach and officials.

Penalties are released if the full time of the penalty is served or if it is a releasable penalty and a goal is scored by the opposition (referee will blow the whistle when the goal is scored and players serving releasable penalties are free to return to play).

If there is a penalty being served at the time of a face off the player can not be released until possession is called by the referee unless the wing position is open.

2024

- One handed checks, referee discretion at 5/6 and 7/8 divisions.
- 52-72 inch longpoles are eligible at same divisions.

2025:

- Point of emphasis to prevent ZONE defenses at 5/6 and 7/8 divisions. (30 second penalty)
- 3/4 A Division is full field (10 vs 10) without longpoles
- 7 goal Mercy Rule regarding Faceoffs at 5th/6th & 7th/8th Divisions
- 6 yard spectator rule (no spectator within 6 yards of any sideline)



Personal Fouls are those of a serious nature that include either a safety or sportsmanship violation. The penalty for a personal foul results in a one to three minute suspension from play and possession to the team that was fouled.

SIGNAL

PERSONAL FOUL DESCRIPTION



Slashing

Occurs when a player's stick viciously contacts an opponent in any area other than the stick or gloved hand on the stick.



Tripping

Occurs when a player obstructs his opponent at or below the waist with the crosse, hands, arms, feet or legs.



Cross Checking

Occurs when a player uses the handle of his crosse between his hands to make contact with an opponent.



Unnecessary Roughness

Occurs when a player strikes an opponent with his stick or body using excessive or violent force.





Unsportsmanlike Conduct

Occurs when any player or coach commits an act which is considered unsportsmanlike by an official.

Non-releasable - Arguing with official, using threatening or obscene language or gestures, bating or taunting, or any other act officials deem unsportsmanlike.

Releasable - Repeatedly committing same technical foul, not returning to field immediately, and a substitute deliberately not complying with rules for entering game.

SIGNAL	PERSONAL FOUL DESCRIPTION
	<p>Illegal Equipment (Stick)</p> <p>A player may not use equipment that doesn't conform to specifications. For example: cutting palms out of gloves or altering protective equipment like shoulder and arm pads, non-regulation lacrosse helmets and mouth guards, Jewelry, unless religious or medical alert items taped.</p>
	<p>Illegal Body Checking</p> <p>Occurs when any of the following actions takes place:</p> <ol style="list-style-type: none"> 1. Body checking an opponent who is not in possession of the ball or within five yards of a loose ball; 2. Avoidable body check of an opponent after he has passed or shot the ball; 3. Body checking an opponent from the rear or at or below the waist; 4. Body checking an opponent above the shoulders. A body check must be below the shoulders and above the waist, and both hands of the player applying the body check must remain in contact with his crosse.



Technical Fouls are those of a less serious nature and involve players being illegally disadvantaged or gaining an unfair advantage over another player. The penalty for a technical foul is a thirty-second suspension if the team fouled has possession of the ball when the foul is committed, or possession of the ball awarded to the team that was fouled if they did not have possession when the foul was committed.

SIGNAL

TECHNICAL FOUL DESCRIPTION



Holding

Occurs when a player impedes the movement of an opponent or an opponent's crosse. Include holding an opponent with a free hand and holding the body of an opponent with a stick.



Interference

Occurs when a player interferes in any manner with the free movement of an opponent, except when that opponent has possession of the ball, the ball is in flight and within five yards of the player, or both players are within five yards of a loose ball.



Offsides

Occurs when a team does not have at least four players on its defensive side of the midfield line or at least three players on its offensive side of the midfield line.







Pushing

Occurs when a player thrusts or shoves a player from behind.



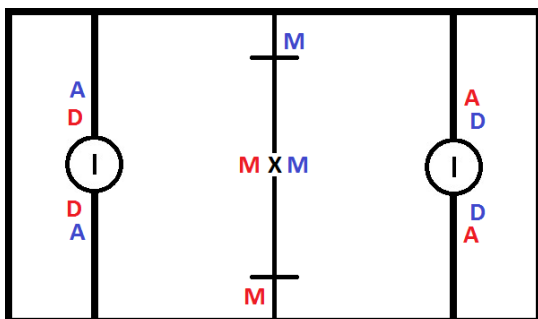
Screening or Moving Pick

Occurs when an offensive player moves into and makes contact with a defensive player with the purpose of blocking him from the man he is defending.

SIGNAL		TECHNICAL FOUL DESCRIPTION		
	Stalling or Delay of Game	Occurs when a team intentionally holds the ball, without conducting normal offensive play, with the intent of delaying the game.		
	Crease Violation	Usually from stepping into the crease while on offense.		
	Warding Off	Occurs when a player in possession of the ball uses his free hand or arm to hold, push or control the direction of the crosse or body of the player applying the check.		
	Withholding Ball from Play	Lying or sitting on a loose ball. Clamping a ball longer than necessary to pick it up.		
AGE GROUP		MINIMUM - MAXIMUM LENGTH		
		Short Pole	Long Pole	Goalkeeper
6U		Should be no more than the distance from ground to player waist. No minimum.		
8U		37" - 42"	N/A	37" - 54"
10U		37" - 42"	47" - 54"	37" - 54"
12U		40" - 42"	52" - 72"	40" - 72"
14U		40" - 42"	52" - 72"	40" - 72"

MODIFIED FACE-OFF

A modified face-off will be utilized for younger divisions. Where designated in the Guide, a face-off will only be conducted at the start of each half. Wings will not release unless the ball is raked from the center middle to them.



***** Face-off positioning when playing modified field with reduced players.***

RESTART AFTER GOAL FOR MODIFIED FACE-OFF:

The goalie or official will remove the ball from the goal and it will be given to the team that was scored on along the goal line extended in the alley. The whistle will be blown by the official and play will resume.

2022 - All Faceoffs are now STAND UP NEUTRAL GRIP - SUNG. No knee down, no motorcycle grip

RULE CHANGES AND POINTS OF EMPHASIS

Spectator control - PENALTIES WILL BE ASSESSED TO THE TEAM OF THE OFFENDER

- **6 YARD RULE:** No spectator can be within a fenced field, track, etc. Bleachers if available must be used as opposed to self seating on sideline. No spectator may be within 6 yards of any sideline. Officials have the right to move you and stop the game.
- First offense - Verbal warning to coach - intent is to let the coach handle it
- Second offense - Loss of Possession
- Third offense - 30 second penalty (served by In-home) Delay of Game
- Fourth offense - 1 min penalty full time (served by In-home) Unsportsmanlike
 - Removal of spectator from game

Incomplete field prep results in loss of initial faceoff for Home Team - REF'S DISCRETION

1. Need creases, endlines, & restraining boxes marked
2. Functional horn must be available
3. Home team must have ADULT time keeper

Long Sticks for 5/6 and 7/8 are 52-72 inches

ALL STICK PENALTIES are a 2 minute full time penalty (

- A. To avoid issues coaches/referees should address any potential problem sticks BEFORE the game.
- B. One Handed checks may be legal if a controlled check, discretion of referee (5/6 and 7/8 divisions)

Pregame line-up

We encourage all team in divisions 3/4 and up do a Pregame lineup with the referees

Reminders

- **1/2 A/B and 3/4 B** will have NO time serving penalties. Player is removed from the field, new player subbed on and the fouled team is awarded a Fast Break— midfielders lined up at the mid line, one player from fouled team is advanced 5 yards ahead of the mid line (closer to the attacking goal) given the ball. One whistle restarts the play
- All Faceoffs are now STAND UP NEUTRAL GRIP - SUNG. No knee down, no motorcycle grip
- Over and Back Rule
- **No ZONE defenses at the 5/6 or 7/8 divisions (30 second penalty)**

2025 SLYLAX BOYS Scoopers RULE GUIDE

FIELD SETUP:	Modified Field (35 yd X 60 yd); BOX LAX GOALS 4X4
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches. Coaches allowed on the field
NUMBER OF PLAYERS:	6v6; 2D, 2M, 2A; NO Goalie. 4X4 BOX LAX GOALS
PLAYER EQUIPMENT:	Helmets & Gloves Only.
LONG POLES:	NOT Permitted.
BALL REQUIREMENTS:	Soft Ball, Pink in color.
FACE-OFFS:	F/O at start of each half. Wings cannot release unless ball raked down line to them. Ball given in D alley after goal.
PASS REQUIREMENTS:	Mandatory 1 Pass Attempt in Offensive Zone on Change of Possession.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK CHECKS:	NO STICK CHECKS ARE PERMITTED
BODY CHECKS:	NOT Permitted. Boxing out & incidental contact permitted.
OVER & BACK/FAST RESTARTS	NOT Enforced. NOT Enforced.
ADVANCEMENT COUNTS:	NOT Enforced.
STALLING/GET IN - KEEP IN:	NOT Enforced.
FREE CLEAR:	After 4 Goal Differential (i.e. 5-1)
PENALTIES:	Player removed and subbed. Fouled team gets the ball and the rules are explained for all players to understand why illegal.
PLAYER DISQUALIFICATION:	Not Applicable.
CLOCK:	Two (2) 25 Minute Running Clock Halves.
TIMEOUTS:	Not Applicable.
OVERTIME:	None.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather.
GAME POSTPONEMENT:	Must provide Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	Not Applicable. Festival play cancelled for weather will not be rescheduled.
FAILURE TO SHOW:	Will result in \$50 Fine paid within 7 days.
NUMBER OF REFEREES:	None; One (1) Coach from each team will officiate.
REFEREE FEES:	Not Applicable.

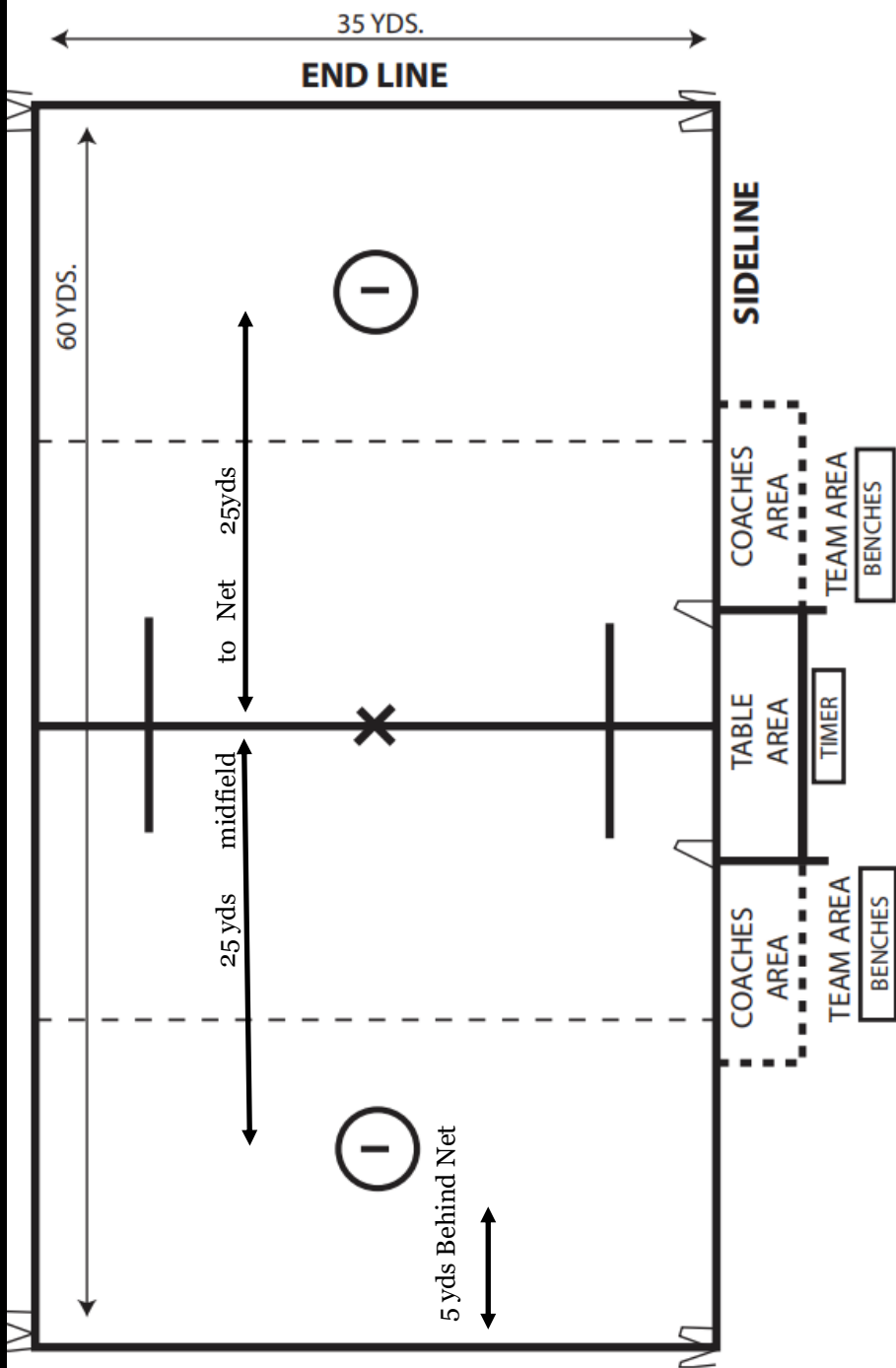
2025 SLYLAX BOYS 1/2 B RULE GUIDE

FIELD SETUP:	Modified Field (35 yd X 60 yd); 4x4 Box lax goals
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches. 1 coach allowed on the field
NUMBER OF PLAYERS:	6v6; 2D, 2M, 2A; <u>Goalie Optional (Coaches understand that the opponent may have goalie. Teams with no goalie, awarded extra field player.)</u>
PLAYER EQUIPMENT:	Full Pads. Approved Goalie Equipment
LONG POLES:	NOT Permitted.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	F/O at start of each half. Wings cannot release unless ball raked down line to them. Ball given in D alley after goal .
PASS REQUIREMENTS:	Mandatory 1 Pass Attempt in Offensive Zone on Change of Possession.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK CHECKS:	NO STICK CHECKS PERMITTED
BODY CHECKS:	NOT Permitted. Boxing out & incidental contact permitted.
OVER & BACK/FAST RESTART	NOT Enforced. NOT Enforced.
ADVANCEMENT COUNTS:	NOT Enforced.
STALLING/GET IN - KEEP IN:	NOT Enforced.
FREE CLEAR:	After 4 Goal Differential (i.e. 5-1)
PENALTIES:	Player removed and subbed. Free clear and team starts with ball in offensive half of field.
PLAYER DISQUALIFICATION:	Not Applicable.
CLOCK:	Two (2) 25 Minute Running Clock Halves.
TIMEOUTS:	Not Applicable.
OVERTIME:	None.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILURE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams paid within 7 days.
NUMBER OF REFEREES:	1
REFEREE FEES:	\$70 per official (split between teams)

2025 SLYLAX BOYS 1/2 A RULE GUIDE

FIELD SETUP:	Modified Field (35 yd X 60 yd); 4x4 Box lax goals
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches. 1 coach allowed on the field
NUMBER OF PLAYERS:	6v6; 2D, 2M, 2A; Goalie REQUIRED
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	NOT Permitted.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	F/O at start of each half. Wings cannot release unless ball raked down line to them. Ball given in D alley after goal .
PASS REQUIREMENTS:	Mandatory 1 Pass Attempt in Offensive Zone on Change of Possession.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK CHECKS:	NO STICK CHECKS PERMITTED
BODY CHECKS:	NOT Permitted. Boxing out & incidental contact permitted.
OVER & BACK/FAST RESTART	NOT Enforced. NOT Enforced.
ADVANCEMENT COUNTS:	NOT Enforced.
STALLING/GET IN - KEEP IN:	NOT Enforced.
FREE CLEAR:	After 4 Goal Differential (i.e. 5-1)
PENALTIES:	Player removed and subbed. Free clear and team starts with ball in offensive half of field.
PLAYER DISQUALIFICATION:	Not Applicable.
CLOCK:	Two (2) 25 Minute Running Clock Halves.
TIMEOUTS:	Not Applicable.
OVERTIME:	None.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILURE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams paid within 7 days.
NUMBER OF REFEREES:	1
REFEREE FEES:	\$70 per official (split between teams)

2025 SLYLAX BOYS Scoopers, 1/2,- MOFIFIED FIELD 35 x 60 yds



2025 SLYLAX BOYS 3/4 B RULE GUIDE

FIELD SETUP:	Modified Field (40 yd X 80 yd); IF modifying turf field lines. Goals halfway between GLE & restraining lines (20 yd line). 30 yds midfield to goals, 10 yds behind net. Use restraining lines as sidelines. Use Pop up creases or
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	8v8; 2D, 3M, 2A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	NOT Permitted.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	F/O at start of each half. Wings cannot release unless ball raked down line to them. Ball given in D alley after goal.
PASS REQUIREMENTS:	Mandatory 1 Pass Attempt in Offensive Zone on Change of Possession.
DEFENSE:	Man-to-Man; NO Zone Defense.
STICK CHECKS:	Poke & Lift ONLY, NO DOWNWARD CHECKS Glove taps OK
BODY CHECKS:	NOT Permitted. Boxing out & incidental contact permitted.
OVER & BACK/FAST RESTARTS:	NOT Enforced. NOT Enforced.
ADVANCEMENT COUNTS:	NOT Enforced.
STALLING/GET IN - KEEP IN:	NOT Enforced.
FREE CLEAR:	After 4 Goal Differential (i.e. 5-1)
PENALTIES:	FAST BREAK - player removed and subbed. Fouled team gets fast break advantage-restart middies at mid line-fouled team gets 5 yd advantage-single whistle restart.
PLAYER DISQUALIFICATION:	Disqualified after 3 personal fouls or 5 minutes personal foul time.
CLOCK:	Two (2) 25 Minute Running Clock Halves. Game considered complete after 5 min. 30 sec. of 2nd half.
TIMEOUTS:	One (1) per half; cannot be used within 4 Minutes of any half.
OVERTIME:	None.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILURE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams paid within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$70 per referee, EACH TEAM PAYS 1 REF

The diagram illustrates the layout of a soccer field for a 100m x 60m field. The field is divided into three main sections: two end zones (each 10m wide) and a central playing area (60m wide). The end zones are labeled "END LINE" and contain a "10 yds Behind Net" area. The central playing area is labeled "60 yds" and contains a "30 yds from midfield to each goal" area. The field is surrounded by a "SIDELINE" and "END LINE". The end zones are labeled "COACHES AREA", "TEAM AREA", and "BENCHES". The central playing area is labeled "TABLE AREA" and "TIMER".

2025 SLYLAX BOYS 3/4 A RULE GUIDE

FIELD SETUP:	Standard Field. (5 yd each side of midfield substitution box)
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	10v10; 3D, 3M, 3A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	NOT Permitted.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	F/O at start of each half. Wings cannot release unless ball raked down line to them. Ball given in D alley after goal
PASS REQUIREMENTS:	Mandatory 1 Successful Pass in Offensive Zone on Change of Possession.
DEFENSE:	NO Zone Defense. (30 sec penalty)
STICK CHECKS:	Poke & Lift ONLY, NO DOWNWARD CHECKS - glove taps ok
BODY CHECKS:	NOT Permitted. Boxing out & incidental contact permitted.
OVER & BACK/FAST RESTARTS:	NOT Enforced. NOT Enforced.
ADVANCEMENT COUNTS:	NOT Enforced.
STALLING/GET IN - KEEP IN:	NOT Enforced.
FREE CLEAR:	MERCY RULE* at 7 goal or more differential. Losing team's coach can opt to not take faceoff and receive ball at midfield.
PENALTIES:	Player will serve time (Running Clock); team will play man down.
PLAYER DISQUALIFICATION:	Disqualified after 3 personal fouls or 5 minutes personal foul time.
CLOCK:	Two (2) 25 Minute Running Clock Halves. Game considered complete after 5 min. 30 sec. of 2nd half.
TIMEOUTS:	One (1) per half; cannot be used within 4 Minutes of any half.
OVERTIME:	None.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILURE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams paid within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$70 per referee, EACH TEAM PAYS 1 REF.

2025 SLYLAX BOYS 5/6 B RULE GUIDE

FIELD SETUP:	Standard Field. (5 yd each side of midfield substitution box)
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	Standard 10v10; 3D, 3M, 3A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	MAX 4 ON THE FIELD - 52-72 inch length.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	Standard HS F/O rules. NO pinch and carry.
PASS REQUIREMENTS:	Not Applicable.
DEFENSE:	NO Zone Defense. (30 sec penalty)
STICK/BODY CHECKS:	Permitted/LIMITED CONTACT - minimal contact within a lacrosse play -e.g. Slide, man/ball. No open field checks
STICK(CROSSE) CHECKS:	ONE per game. Not in last 2 minutes of running clock game
OVER & BACK/FAST RESTARTS:	Enforced. D must establish 5yds before engaging
ADVANCEMENT COUNTS:	Enforced. 20 Second Defensive; 10 Second Offensive.
STALLING/GET IN - KEEP IN:	Enforced for final 2 Minutes unless team is ahead by 4 or more goals.
FREE CLEAR:	MERCY RULE* at 7 goal or more differential. Losing team's coach can opt to not take faceoff and receive ball at midfield.
PENALTIES:	Player will serve time (Running Clock); team will play man down.
PLAYER DISQUALIFICATION:	Disqualified after 3 personal fouls or 5 minutes personal foul time.
CLOCK:	Two (2) 25 Minute Running Clock Halves. Game considered complete after 5 min. 30 sec. of 2nd half.
TIMEOUTS:	One (1) per half; cannot be used within 4 Minutes of any half.
OVERTIME:	None.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hoting team must provide 2 alternate dates.
FAILURE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams paid within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$70 per referee, EACH TEAM PAYS 1 REF

2025 SLYLAX BOYS 5/6 A RULE GUIDE

FIELD SETUP:	Standard Field. (5 yd each side of midfield substitution box)
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	Standard 10v10; 3D, 3M, 3A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	MAX 4 ON THE FIELD - 52-72 inch length
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	Standard HS F/O rules. NO pinch and carry.
PASS REQUIREMENTS:	Not Applicable.
DEFENSE:	NO Zone Defense. (30 sec penalty)
STICK/BODY CHECKS:	Permitted/LIMITED CONTACT - minimal contact within a lacrosse play-e.g. Slide, man/ball. No open field checks
STICK(CROSSE) CHECKS:	ONE per game.
OVER & BACK/FAST RESTARTS:	Enforced. Enforced - D must establish 5yds before engaging
ADVANCEMENT COUNTS:	Enforced. 20 Second Defensive; 10 Second Offensive.
STALLING/GET IN - KEEP IN:	Enforced for final 2 Minutes unless team is ahead by 4 or more goals.
FREE CLEAR:	MERCY RULE* at 7 goal or more differential. Losing team's coach can opt to not take faceoff and receive ball at midfield.
PENALTIES:	Player will serve time; team will play man down.
PLAYER DISQUALIFICATION:	Disqualified after 3 personal fouls or 5 minutes personal foul time.
CLOCK:	Four (4) 10 Minutes Stop Clock Qtrs. Game considered complete after completing 1/2 of 3rd Quarter. Running clock at 10+ diff.
TIMEOUTS:	Two (2) per half; no time restraint for when they can be used.
OVERTIME:	One (1) 4 Minute Running Clock OT with Sudden Victory.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILURE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams paid within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$70 per referee, EACH TEAM PAYS 1 REF

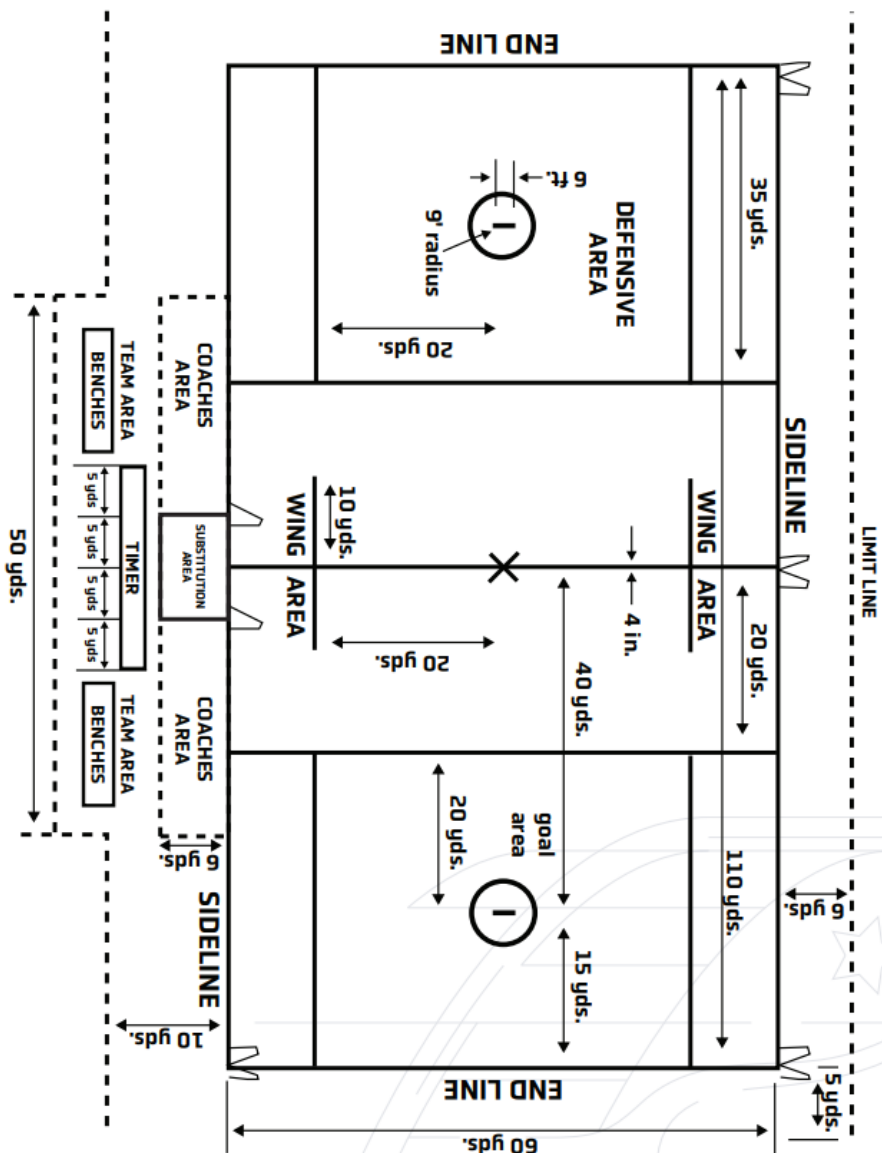
2025 SLYLAX BOYS 7/8 B RULE GUIDE

FIELD SETUP:	Standard Field. (5 yd each side of midfield substitution box)
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	Standard 10v10; 3D, 3M, 3A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	MAX 4 ON THE FIELD - 52-72 inch length.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	Standard HS F/O rules. NO pinch and carry.
PASS REQUIREMENTS:	Not Applicable.
DEFENSE:	NO Zone Defense. (30 sec penalty)
STICK/BODY CHECKS:	Permitted./permitted in accordance to US Lacrosse rules
STICK(CROSSE) CHECK	ONE per game— not in last 2 min of running clock game
OVER & BACK/FAST RESTARTS:	Enforced. D <u>must</u> establish 5yds before engaging
ADVANCEMENT COUNTS:	Enforced. 20 Second Defensive; 10 Second Offensive.
STALLING/GET IN - KEEP IN:	Enforced for final 2 Minutes unless team is ahead by 4 or more goals.
FREE CLEAR:	MERCY RULE* at 7 goal or more differential. Losing team's coach can opt to not take faceoff and receive ball at midfield.
PENALTIES:	Player will serve time; team will play man down.
PLAYER DISQUALIFICATION:	Disqualified after 3 personal fouls or 5 minutes personal foul time.
CLOCK:	Four (4) 10 Min Stop Clock Quarters. Game is complete after completing 1/2 of 3rd Quarter. 10 goal diff moves to running clock
TIMEOUTS:	One (1) per half; cannot be used within 4 Minutes of any half.
OVERTIME:	One (1) 4 Minute Running Clock OT with Sudden Victory.
GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILURE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams paid within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$70 per referee, EACH TEAM PAYS 1 REF

2025 SLYLAX BOYS 7/8 A RULE GUIDE

FIELD SETUP:	Standard Field. (5 yd each side of midfield substitution box)
NUMBER OF COACHES:	Four (4) Total Allowed; One (1) Designated Head Coach & Three (3) Assistant Coaches.
NUMBER OF PLAYERS:	Standard 10v10; 3D, 3M, 3A, 1 Goalie
PLAYER EQUIPMENT:	Full Pads. Only properly equipped goalie allowed in goal.
LONG POLES:	MAX 4 ON THE FIELD - 52-72 inch length.
BALL REQUIREMENTS:	Standard ball, white in color, NOCSEA Certified.
FACE-OFFS:	Standard HS F/O rules. NO pinch and carry.
PASS REQUIREMENTS:	Not Applicable.
DEFENSE:	NO Zone Defense. (30 sec penalty)
STICK/BODY CHECKS:	Permitted./Permitted in accordance to US Lacrosse Rules.
STICK(CROSSE) CHECK	ONE permitted per game
OVER & BACK/FAST RESTARTS:	Enforced. D must establish 5yds before engaging
ADVANCEMENT COUNTS:	Enforced. 20 Second Defensive; 10 Second Offensive.
STALLING/GET IN - KEEP IN:	Enforced for final 2 Minutes unless team is ahead by 4 or more goals.
FREE CLEAR:	MERCY RULE* at 7 goal or more differential. Losing team's coach can opt to not take faceoff and receive ball at midfield.
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GAME CANCELLATIONS:	Cancelled within one (1) week) of game deemed a forfeit unless for weather. Games scheduled for last week of season and cancelled for weather ONLY will not count towards standings.
GAME POSTPONEMENT:	Must provide Referee & Coaches minimum of 4 HR notice.
GAME RESCHEDULING:	All games must be scheduled for makeup by Monday of last week of regular season or will result in forfeit for hosting team. Hosting team must provide 2 alternate dates.
FAILURE TO SHOW:	Will result in Fine equivalent to all referee fees for all effected teams paid within 7 days.
NUMBER OF REFEREES:	2
REFEREE FEES:	\$70 per referee, EACH TEAM PAYS 1 REF

2025 SLYLAX BOYS STANDARD FIELD



GAME INFORMATION:

DATE: _____

ZebraWEB ID:

HOME TEAM:

VISITOR: TEAM:

FINAL SCORE:

HOME

VISITOR

TEAM:

TEAM:

OVERTIME: ☐

OFFICIALS:

***** Referee(s), please print name & Initial next to name.**

REF #1 NAME:

REF #2 NAME:

COMMENTS:

*** Referee(s), please review all comments & initial on next available line to confirm accuracy of events.

[illegible]

GAME INFORMATION:

DATE: _____

ZebraWEB ID: _____

HOME TEAM: _____

VISITOR: TEAM: _____

FINAL SCORE:

HOME

VISITOR

TEAM: _____

TEAM: _____

OVERTIME: ☐**OFFICIALS:****** Referee(s), please print name & Initial next to name.*

REF #1 NAME: _____

REF #2 NAME: _____

COMMENTS:**** Referee(s), please review all comments & initial on next available line to confirm accuracy of events.*

GAME INFORMATION:

DATE: _____

ZebraWEB ID:

HOME TEAM:

VISITOR: TEAM:

FINAL SCORE:

HOME

VISITOR

TEAM:

TEAM:

OVERTIME: ☐

OFFICIALS:

***** Referee(s), please print name & Initial next to name.**

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REF #2 NAME:

COMMENTS:

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[illegible]

GAME INFORMATION:

DATE: _____

ZebraWEB ID: _____

HOME TEAM: _____

VISITOR: TEAM: _____

FINAL SCORE:

HOME

VISITOR

TEAM: _____

TEAM: _____

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[illegible]

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FINAL SCORE:

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TEAM:

TEAM:

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[illegible]

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[illegible]

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REF #1 NAME: _____

REF #2 NAME: _____

COMMENTS:**** Referee(s), please review all comments & initial on next available line to confirm accuracy of events.*

PROCEDURE FOR CONFIRMING GAMES

The following procedures shall be followed by coaches and/or town Field Coordinators of all teams at all levels to confirm weekly game schedules:

1. Hosting towns shall contact visiting head coaches and assigned referee(s) via e-mail no later than the **Wednesday** prior to the game and confirm the following:
 - Game Date
 - Game Time
 - Game Location
 - Any potential issues; (current field conditions, parking, etc.)
2. Hosting towns will not be held liable if coach and referee contact information is missing or incorrect within ZebraWeb but should notify the Division Coordinator as specified on page 44.

Games that are to be “postponed” **MUST** follow the **PROCEDURES FOR POSTPONING GAMES** on page 44.

- Whenever possible, the decision to “Postpone” a game for **inclement weather** or **unforeseen emergency** should occur at least **4 hours prior to start time**.
- “Postponement” of games with a start time of 9:00 am must be made by 7:30 am.
- A request to “Postpone” a game for any other reason than **inclement weather** or **unforeseen emergency** shall require a **minimum 2 week notification**. This includes **Religious obligations** and **tournaments** outside of SJYLAX. It will be at the discretion of the opposing team(s) to accept a forfeit or reschedule if the 1 week notification is not adhered to.

TOWNS WHO FAIL TO ADHERE TO POSTPONEMENT RULES WILL BE SUBJECT TO A FINE AT THE DISCRETION OF THE LEAGUE BOARD.

PROCEDURE FOR POSTPONING GAMES

Used by town admins in the event of **inclement weather** or other **unforeseen emergencies**. If your field coordinator is responsible to postpone games, they must have Town Administrator permission level in ZebraWeb.

Let's talk semantics; **Canceling** and **Postponing** are two completely different things in the system and cause two different actions by the system.

These are league scheduled games - they are not to be Canceled, they are to be Postponed.

Postponed leaves the game in the schedule and allows for a simple reschedule to occur. **Cancel** in the system removes the game from the schedule, un-assigns the officials, requires a manual rebuild of the game in the schedule, and requires all new assignments to occur.

1. Whenever possible, the decision to "Postpone" a game for **inclement weather** or **unforeseen emergency** should occur at least **4 hours prior to start time**. "Postponement" of games with a start time of 9:00 am must be made by 7:30 am.
2. A request to "Postpone" a game for any other reason than **inclement weather** or **unforeseen emergency** shall require a **minimum 2 week notification**. This includes **Religious obligations and tournaments** outside of SJYLAX. It will be at the discretion of the opposing team(s) to accept a forfeit or reschedule if the 1 week notification is not adhered to.
3. Log on to ZebraWeb and enter into **ZEBRAWEB.org Sports Officials Assigning System Portal** (second box from the left)
4. Hover your mouse over **Games** in the green pull down menu and select **Postpone Game(s)** from the pull down.
5. Select the field you are postponing the game on, enter the date and hit submit - the schedule for all your games on that field will appear.
6. Check the postpone box on the far right next to the games you are postponing, enter the reason, any additional comments and hit postpone.

******At this point all coaches and officials that are affected by this game should get a text and an email showing the postpone and your reason******

7. If the **Postpone** is made within 24 hours of game time, a phone call to the officials and coaches is to be made. Email should be sufficient with more than 24 hours notice.
8. Work out the details of the new date, time, and location (if necessary) with the other teams and email those details to the appropriate Division Coordinator:
9. Dennis Jablonoski (djablonoski@verizon.net) **on all boys changes**
10. Once the schedulers confirm that the officials can be assigned according to the new game details, the change will be made to the **Postponed** game.

PROCEDURE FOR COACHES TO RATE OFFICIALS & INPUT GAME NOTES

1. Log on to ZebraWeb
2. On the Main Console choose the blue box in the middle called **Official's Ratings and Forms Center**.
3. Choose either **Rate Officials** or **Forms Center**

RATE OFFICIALS:

1. When rating officials choose the link for **Rate Officials**
2. When rating an official - use the **Select Game to Rate** pull down, select the game and click **GO**.
3. Fill out the form on the and click **Submit Rating**

ENTERING GAME NOTES:

1. When enter post game notes, select the link **Post Game Notes**
2. Use the game **Select Game** pull down to select the game you wish to post note for.
3. Type you comments in the box provided up to 5,000 characters and click **Save Note**.

VIEW OFFICIALS REPORTS & POST GAME NOTES:

To see the officials game report:

1. Click the third box from the left **Official's Game Reports**
2. Enter the search criteria that you think will be best to find the game you want to view and hit submit.
3. Use the **Select Game** pull down to find the game you want to view and click the game.

To see notes the coaches put in:

1. Click the 3rd box on the right that says **Post Game Notes**
2. Enter the search criteria that you think will be best to find the game you want to view and hit **GO**
3. Use the **Select Game** pull down to find the game you want to view and click the game.

SCHEDULE:

[illegible]

<u>IMPORTANT CONTACTS:</u>		
NAME	E-MAIL	PHONE
SJY Boys' President - Chad Flexon	sjyouthlacrosseleague@gmail.com	856-287-2833
SJY Sergeant at Arms - Lee Robledo	Lee.robledo@nfiindustries.com	609-352-6574
Assignor / Head Referee - Dennis Jablonoski	djablonoski@verizon.net	