

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

The Olde New England Lacrosse League (ONELL) will adhere to the published NCAA Men's Lacrosse Rule Book, with the following exceptions:

Core Game Rules –

Home Team Responsibilities: The home team shall be responsible both providing for and paying two referees, securing a **regulation size field (110 yards long and from 53 1/3 to 60 yards wide)**, ensuring that the field is properly lined, providing regulation goals, providing at least six balls on each end line, and promptly reporting the final score to the League. **Home teams must provide 7 cones on the field for home games: one each all four (4) corners, one at each end of the substitution box area (2), and one at the midfield line across from substitution box and team benches (1).** The home team shall also provide accurate directions to the field location. **If the home field is determined by the officials to not be in playable condition in accordance with League rules, then the home team forfeits. The officials are paid.**

Officials: There shall be at least two (2) officials for all games for both age divisions. The home team shall be responsible for providing for and paying the officials. There shall be three (3) neutral officials for all playoff games and three (3) neutral officials for each championship game. The officials shall be secured by the League through a central assigning official, with the home team, visiting team and League each paying for one official for each playoff game. The League shall provide for and pay for officials for the championship games for both age divisions.

All ONELL officials must be certified in either MA (EMLOA) or NH, with a minimum level of experience with varsity high school games; preferably those officials who are regularly assigned elite level high school and/or NCAA games.

The home team has the prerogative to secure officials, but all teams are strongly encouraged to utilize Roy Condon and Darrell Benson as the primary assignors for officials for any Massachusetts-based home games north and south of Boston, respectively. There are no provisions for central assignors for officials in New Hampshire.

A pricing structure of \$90-125 per official per game for a two-person crew for an ONELL game (15-minute running time quarters) is highly suggested.

Any official who is on the official roster for a team shall not officiate any games in any Division involving that team. The term "team" shall be considered to include both age Divisions, whether or not the official is on the roster of only one team. (i.e., if John Smith is on roster for the MetroLacrosse Red Stale Doughnuts in the Over-30 Division, then John Smith shall not officiate any games for either the MetroLacrosse Red Stale Doughnuts or the MetroLacrosse Blue Stale Doughnuts in the Over-40 Division.)

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

Pre-Game Conference: There shall be a pre-game conference between team captains and officials to confirm the rules regarding the length and timing of quarters, breaks between quarters and halftime, 20 second clear rule, get it in and keep it in rule, number and duration of timeouts, stop time in last two minutes of each half and maximum number of long poles permitted. “In Home” player designations shall also be declared during the pre-game conference to serve penalties (short of expulsion) for their respective goalies. The home team representative shall distribute a copy of the “one-pager” Rules Summary for Officials to the officials at the pre-game conference. Each team rep should keep a hard copy of the complete ONELL Rules with their gear for easy reference during a game.

Coin Toss: If requested by either team, the head official shall conduct a coin toss to determine the choice of which goal to defend to start the game, or alternate possession. The visiting team shall “call” the coin toss in the air as “heads” or “tails”. The winner of the coin toss shall select which goal to defend to start the game, which will alternate by quarter. Otherwise alternate possession shall apply.

Game Time: ONELL games shall consist of four quarters of 15 minutes running time. However, the clock shall be stopped in the final two minutes of play of each half, and in the last two minutes of each overtime period. There shall be two minutes between quarters, and five minutes for halftime. There shall be a single overtime period consisting of ten (10) minutes of running time (no stop time in overtime) until sudden victory. If there is no score in the overtime period, the game shall end as a tie. The officials shall maintain both the game time and penalty times on the field.

However, the officials shall have the option to stop time if a team appears to be intentionally delaying the restart of play after the ball has gone out of bounds, or if the home team does not provide a sufficient of balls on the end line. The official also shall have the option to call a delay of game technical foul. Time should also be stopped for any “on field” injury of a player that requires on field assistance.

NOTE: Regular season games shall play only one overtime period of 10 minutes running time. If no score at the end of the overtime period, the game shall result in a tie.

Playoff games shall be played until sudden victory, and shall consist of as many overtime periods of 10-minute running time until one team scores the winning goal.

Time Outs: Each team shall have two time outs per half with no carry-over. Each team will have one time out per overtime period. The time out period shall be one minute in length. The game clock shall be stopped during a time out. During live play the team in possession of the ball can call a time out in either the defensive and offensive half of the field. The player in possession of the ball does not have to be in contact with the ground when the time out is called. See “Control of the Game” on page 7.

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

Face Offs: The 4-inch wide stripe and associated distance between sticks is not utilized (post 2005). The NCAA count of “Down”, “Set” then whistle shall be utilized for face offs in all League games. Beginning with the 2015 season, the NCAA rules for face off violations shall be in force, with the exception that there shall be no 30 second technical foul assessed after the third violation of the half. The rule regarding Change of possession only for face off violations; nobody is sent off for a violation.

Beginning with the 2016 season, it is a violation if a player picks up or carries the ball on the back of his stick. It is still legal to clamp the ball with the back of the stick, but upon clamping the ball must be moved, raked or directed immediately. It is illegal to use any body parts, including but not limited to the forearm, elbow or head, to initiate contact with either player’s stick.

Clears: The possessing team shall have thirty (30) seconds to advance the ball from the defensive end of the field to within the attack area (below the restraining line), consistent with NCAA rules. The time count for clears must be used in all games (the ability for teams to mutually agree to eliminate or alter the clear count is no longer permitted).

NOTE: The traditional “box” shall be used at all times for the purposes of the timed clears as well as “get it in/keep it in” situations.

Get It In and Keep It In: Within the last two minutes of regulation time in the fourth quarter, the team leading the score shall be required to “get it in and keep it in” the box/attack area below the restraining line, which shall be the same as used in high school and NCAA rules, and shall exclude the wing/alley area.

NOTE: The traditional “box” shall be used at all times for the purposes of the timed clears as well as “get it in/keep it in” situations.

Substitutions: The horn shall not be used. Teams are able to substitute “on the fly” through the substitution box area, subject to adjudication by the officials. Beginning with the 2014 season, the substitution box shall be 20 yards wide, in keeping with NCAA rules.

Slow Whistle: The slow whistle rule is not used; whistle is not blown until possession changes or the ball goes out of bounds, etc., per NCAA rules.

Alternate Possession: The alternate possession rule shall be in force.

Long Stick Personnel: Each team is permitted a maximum of four (4) “long sticks” on the field. The long stick is as defined in the Uniforms and Equipment section below.

Goal Crease Prohibitions: The NCAA “dive rule” is in force beginning with the 2014 season. For the 2016 season in plays around the crease, if a player remains grounded and releases the ball before landing in the crease, the goal will count. Players diving in to the crease will still have any goals wiped off by rule.

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

Shot Clock: The NCAA rule for a silent 30 second shot clock when a stall warning is assessed is NOT utilized by the League. The League voted for the 2016 season that there is NOT an “**Over and Back**” violation for League play.

Quick Restart: The NCAA rule for quick restarts shall be in force beginning with the 2014 season, with the exception that goalies will continue to have five (5) seconds to get back to their crease when chasing a shot before the restart of play from a dead ball situation.

NOCSAE Certified Game Balls: NOCSAE certified balls are required as game balls for League games, per the requirement for the 2014 season at all levels that all game balls must be NOCSAE certified. EMLOA officials have been instructed not to officiate games if NOCSAE certified balls are not used.

Uniforms & Equipment –

Uniforms: Teams are not required to have matching jerseys or shorts. However, the jersey must be of a like color so as not to cause confusion either for the officials or the opposing team. It is the visiting team’s responsibility to confirm that there will be no uniform color conflicts when traveling to an away game. The home team has the priority for jersey color. All jerseys must feature a number (minimum of 4”) on the back of the jersey, at a minimum.

The Crosse: The head of the crosse must be between 6.5 and 10 inches wide; the goalie’s crosse may be 10 to 12 inches wide. The attack and midfielder stick shall be between 40 and 42 inches in length. Any stick between 42 and 72 inches maximum in length shall be considered to be a defensive or “long stick.” Each team is permitted a maximum of four (4) “long sticks” on the field. The new NCAA crosse dimension regulations put in force for the 2010 and 2016 NCAA seasons shall not apply to League play.

There is no mandatory random stick check each quarter by the officials. However, the official retains the right to check a stick at any time. The opposing team captain may call for a stick check. NCAA rules apply to the resulting determination by the officials.

The Helmet: A protective helmet, equipped with face mask, chin pad and a cupped four-point chin strap fastened to all four hookups, must be worn by all men's players. All helmets and facemasks must be NOCSAE (National Operating Committee on Standards for Athletic Equipment) approved.

The Glove: All players are required to wear protective gloves. The cutting or altering of gloves is prohibited.

Protective Equipment: All players, with the exception of the goalkeeper, must wear a NOCSAE approved helmet and gloves. Shoulder pads, arm pads, rib pads and

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

mouthpieces are strongly recommended. The goalkeeper is required to wear a throat protector and chest protector, in addition to a helmet and gloves.

Illegal Equipment – Team Captain Request: A team captain can request a stick check, but not a personal equipment check. During a stick check, officials are not to check any personal equipment. However, this does not preclude officials from taking action if they happen to observe illegal equipment.

Fouls and Penalties -

Penalty Timing: In light of the fact that the ONELL utilizes 15-minute running time quarters, all penalty times shall be increased from the NCAA dictated penalty time by a factor of 50% (i.e., technical fouls are assessed 45 seconds and personal fouls are assessed 90 seconds).

However, penalty times revert to normal NCAA rules (30 or 60 seconds for most fouls) during stop time (last two minutes of 2nd quarter and 4th quarter of play).

NOTE: The player shall serve the amount of penalty time as required at the time the penalty is called, regardless of stop time or running time.

For example, a technical foul called with 2:05 remaining in the 4th quarter shall serve 45 seconds as the penalty occurred during running time. A technical foul called with 1:55 remaining in the 4th quarter shall serve only 30 seconds as the penalty occurred during stop time.

Unsportsmanlike Conduct: In addition to the “Unsportsmanlike Conduct” fouls listed in Rule 5-Section 10 of the NCAA Rule Book, the following “special conditions” shall apply:

RACIAL EPITHETS & REMARKS: A player or anyone officially connected to a team who uses a racial epithet or makes a racial remark shall receive a 4.5-minute non-releasable unsportsmanlike conduct penalty and shall be expelled from the game.

OBSCENE LANGUAGE: A minimum of three (3) minutes is to be assessed for obscene language.

MALIGNING AN OFFICIAL: Anyone officially connected with a team or any player who maligns an official, shall receive an unsportsmanlike conduct foul (4.5 minutes, non-releasable). If the same person commits a second maligning foul he shall be expelled from the game and shall serve an additional one game suspension. In the event that penalty time has not started on the first foul, additional penalty time shall not be assessed, only the expulsion.

NOTE: Penalty time for all of the above “special conditions” is **non-releasable**.

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

Body Checks: A player cannot take more than three (3) steps prior to initiating a body check.

Slashing: Slashing shall be considered to include the following actions:

- a) Swinging a crosse at an opponent's crosse or body with deliberate viciousness or reckless abandon, regardless of whether the opponent's crosse or body is struck.
- b) Striking an opponent in an attempt to dislodge the ball from his crosse, unless the player in possession, in an attempt to protect his crosse, uses some part of his body other than his head or neck to ward off the thrust of the defensive player's crosse and, as a result, the defensive player's crosse strikes some part of the attacking player's body other than his head or neck.
- c) Striking an opponent in any part of the face, on the neck, in the chest, on the back, on the shoulders, in the groin or on the head with the crosse (including its butt end), except when done by a player in the act of passing, shooting or attempting to scoop the ball.

Note: In all situations except when a player's gloved hand on his own crosse is in contact with a line marking or the ground, that hand shall be considered part of his crosse.

A.R. 14. A1, in the act of shooting or passing, strikes B1 on the head because of his legitimate follow-through motion. Has A1 committed a foul for striking an opponent on the head? RULING: No.

A.R. 15. B1, while playing A1, makes contact on A1's head with his crosse. Has a foul been committed? RULING: Contact in and of itself does not constitute a foul. The contact must be a definite blow or strike.

A.R. 16. Can a defensive player, who does not have reasonable access to an opponent's crosse and makes no apparent attempt to dislodge the ball or prevent a feeder's pass, choose to strike repeatedly the lower gloved hand on the crosse with undue force to inflict physical damage? RULING: No — slashing, personal foul.

Fighting (Section 13): Fighting IS NOT tolerated in the ONELL. Fighting is defined as a player, substitute, non-playing member of a squad, coach or anyone officially connected with a team, deliberately striking or attempting to strike anyone in a malicious manner, or leaving the bench or coaches area during an altercation. The first offense for fighting shall result in a three minute, non-releasable penalty and in the player being expelled from the game, and suspended for the next two regular season or post-season games. A second offense for fighting shall result in permanent expulsion from the League, subject to appeal.

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

“Take Out” Checks: “Take out” checks ARE NOT tolerated in the ONELL. A “take out” check shall be determined at the discretion of the official, and is in their consideration an act of flagrant “unnecessary roughness” (any act on the part of a player that is deliberate and excessively violent) so as to intentionally cause serious harm or injury to another player (such as intentionally going for an opponent’s knees or head). The first offense for a “take out” check shall result in a three minute, non-releasable penalty and in the player being expelled from the game and suspended for the next two regular season or post-season games. A second offense for a “take out” check shall result in permanent expulsion from the League, subject to appeal.

Expulsion: When any expulsion occurs, the officials must notify the ONELL Commissioner within 48 hours of the occurrence. The home team is responsible for reporting the final game score, as well as any player ejections/expulsions in the game. The visiting team also has the prerogative to report ejections/expulsions. Beginning with the 2014 season, an additional mandatory minimum one (1) game suspension shall be enforced for any situations where a player is expelled from an ONELL game for any reason by the officials.

The League shall notify the team representative of the expelled player that is ineligible, as well as the opposing teams that have games scheduled in which the suspended player will not be eligible. If there are no games remaining in the season, the penalty shall carry over to the next season in which that person participates in the League. Furthermore, any player repeatedly involved in actions deemed detrimental to the game is subject to suspension or expulsion by a simple majority vote of the Executive Board of the League (see By-Laws Section 14-2).

In the event that a player is permanently expelled from the League, the ONELL Commissioner shall notify all team representatives so that the expelled player cannot join another team. A player can be permanently expelled from the League upon the occurrence of the second incident of fighting, take out checks, or a combination of both, subject to appeal.

A player does have the right to appeal a permanent expulsion from the League. Beginning with the 2014 season, an appeal of a suspension by the affected player(s) must be requested by the player(s) or team representative(s) within 48 hours of notification of suspension by the League. Upon appeal to the League Commissioner, a Board of Inquiry shall commence, comprised of the League Commissioner and Rules Committee, and shall review and rule on the incident, with direct input from the officials involved in the incident and anyone else the Board deems appropriate. The Board of Inquiry shall make every effort to review the expulsion appeal as soon as possible. During the appeal process, the player in question shall not be permitted to play in any regular or post season games until a final ruling is reached by the Board of Inquiry.

Beginning with the 2014 season, issues considered by the Rules Committee shall be communicated to the affected teams prior to any decision being rendered and that the

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

decision, and voting record by vote count, be published to League representatives after a decision is made.

Beginning with the 2013 season, the Executive Board shall have the authority to mete out additional disciplinary action at its discretion for egregious incidents where the rules in place put limits on the maximum disciplinary action that can be taken by the League. Any additional action taken by the Executive Board is subject to appeal by the player(s) or team(s) involved.

Control of the Game: Beginning with the 2014 season, the officials or the team representative(s) are permitted to call a “Control of the Game” timeout when it appears that the game is getting out of hand. Such a time out shall only be called during a dead ball situation.

During such a time out, the officials and representatives from both teams shall meet at midfield, away from both benches, to discuss calling the game more tightly to regain control of play.

It is incumbent upon both the officials and the team representatives to control the play of the game. The officials control the play on the field, and the team representatives are expected to take the necessary steps to control their respective players and sidelines.

Team Rosters and Player Eligibility -

Team Rosters: Team rosters shall be fixed following the fourth regular season ONELL games, regardless of bye weeks. All team player names, positions and associated jersey numbers must be submitted to the ONELL Commissioner to be posted on the ONELL web site following the fourth game and prior to the fifth game. No additions to team rosters shall be allowed following the fourth regular season ONELL game. Failure to submit a complete roster will result in game forfeits until the roster is submitted and accepted by the League.

Additionally, the two minimum-age requirement exception players must be clearly identified with an asterisk, if utilized. Once an age exception player has been utilized in an ONELL game, they are “locked in” on the team roster, even if prior to the official roster close date. Teams are strongly encouraged to finalize and submit their rosters in advance of the deadline so as to lessen the burden on the webmaster.

Playoff Eligibility: A player must attend at least three (3) regular season games in an age division in order to qualify to play in the playoffs in that age division. Each team is responsible for maintaining a team roster that includes game attendance for each player on the roster. A player need only attend a game to qualify; they are not required to have played in a game. Thus an injured player could attend three regular season age division games and not play (be on bench/sidelines), and still qualify to play in the age division playoffs. Clearly the tracking of attendance at the team level is a matter of mutual trust

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

and honesty.

Minimum Age Requirement: For the Over-30 division and Over-40 division, each player must attain the age of 30 or 40 during the calendar year in which the season falls.

Minimum Age Requirement Exceptions: Each team shall be allowed two (2) exceptions to the minimum age requirements, such that a player shall be age 28 or 29 in the Over-30 division, or age 38 or 39 in the Over-40 division. The two minimum-age requirement exception players must be clearly identified on the team roster with an asterisk, if utilized. Once an age exception player has been utilized in an ONELL game, they are “locked in” on the team roster, even if prior to the official roster close date.

Proof of Age: Upon request, all players must be able to provide proof of age if challenged by the opposing team. If a player cannot provide proof of age, they shall be disqualified and expelled from that game. Any goals scored by a player who is unable to provide proof of age shall be disallowed.

Team captains are advised to maintain a notebook with the team roster and photocopies of the proof of age (driver’s license) for all players on the roster. However, photocopies of a driver’s license or other identification shall no longer be deemed as acceptable proof of age. Acceptable proof of age shall be a valid state or federal identification (state driver’s license, state identification card, military identification card, passport or visa). No exceptions are permitted. Players are highly encouraged to have their proof of age on the sidelines so it is readily available upon request.

Illegal Players: A player shall be considered illegal if they are underage (either under the age limit for the age division or over the limit of two age exemption players per team) and/or non-roster (not listed on the team roster following the fourth regular season game).

A team captain can request an “age check” for the verification of age for a player on the opposing team, similar to the “stick check” call, at any point during the game. It is suggested, however, that such requests are made during logical stoppage points in the game (after a goal, during a timeout or at the end of a quarter).

Penalties/sanctions for the use of an illegal player will be the forfeit of the immediate game in question the first offense. A second offense in the same season will result in suspension from the League of the team and all of the players on its roster, plus the illegal player(s), for the remainder of the current season as well as the following ONELL season.

By suspending all players on a team’s roster for the second offense of utilizing an illegal player (non-roster and/or underage), the responsibility for policing a team’s actions falls upon the entire team, rather than just the team Captain/League representative. Thus everyone on the team has a stake in adhering to the written and published ONELL rules regarding the use of illegal players.

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

Schedule Changes, Forfeits and Cancelled Games -

Schedule Changes: The home team shall be responsible for and have jurisdiction over game location, date and start time. Any changes to the published ONELL regular season schedule must be communicated to both the opposing team and the officials at least 72 hours in advance of the scheduled game. This shall include changes of date, start time and/or location of the scheduled game.

If a team requests a change in the published ONELL schedule, the burden shall fall upon that team to find a mutually convenient and acceptable date, time and/or location in which to play the game. In the spirit of good sportsmanship, both teams shall make every effort to find an alternative date, time and/or location. If the teams are unable to find a mutually acceptable date, time and/or location to make up the cancelled game before the end of the regular season, then a 10-0 loss will be awarded to the team that requested the schedule change.

Beginning with the 2013 season, there shall be a "bye week" for the week of the 4th of July holiday. The regular season shall be considered to end on the Saturday following the last scheduled regular season game per the most recent published ONELL schedule.

Forfeits: A forfeit shall occur if a team does not have at least 8 players dressed and ready to play at the start of a game, including goalie. A forfeit shall also occur if a team requests a change in game date, time or location less than a week (7 days) in advance of the scheduled game, and the game is not able to be played or adequately rescheduled prior to the end of the regular season.

Games that are not completed at the request of one of the teams shall be treated as a forfeit.

Any team not prepared to play within thirty (30) minutes after the scheduled game start time shall forfeit the contest, unless it is otherwise agreed upon by both coaches/captains and the referee.

Beginning in 2017, teams that "win" a forfeit shall have their GAA (Goals Against Average) based on the number of games that they actually played. The teams that forfeit and therefore "lose" shall continue to have 10 goals counted against them for their GAA.

In the event of a forfeited game, the entire roster of team that has game forfeited against receives credit for the game as being played, whereas the entire roster of the team that forfeits the game gets no credit for the game played. In this manner, the team that is forfeited against shall not lose a potential game for playoff eligibility purposes.

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

A team that fails to give 48-hours prior notification that it will not be playing a game is responsible for paying the home team's referees' fees, if applicable.

Any team that forfeits two or more games in a single season must reapply to the League for membership. Beginning with the 2016 season, any team that forfeits two or more forfeits during the regular ONELL season shall be disqualified from playoff contention.

Beginning with the 2017 season, if a team makes the effort to field a team for an away game and is short of players and thus must forfeit, they shall not be required to play the same team as an away game the following season, in recognition of their attempt to at least play the game. A team that forfeits without traveling for the away game shall be required to play the same team as an away game the following season (schedule permitting).

Game Cancellation Due to Weather/Lightning: Beginning with the 2016 season, the League shall overtly adopt the "30-30" NCAA rule regarding lightning as a matter of safety. "Flash-to-Bang" (lightning-to-thunder) count of 30 seconds (equivalent to lightning being six miles away). Game is suspended for 30 minutes until lightning/thunder sequence is greater than 30 seconds.

If a game is cancelled due to weather and/or lightning, it must be made up at the earliest mutual convenience of both teams. It is understood that weather conditions may preclude a team from utilizing its regular home field out of concern for damage to the field. This rule shall also include field related issues such as malfunctioning lights, field or turf issues (exposed seams on artificial turf), etc.; the types of issues that would prevent the teams from playing a game (assuming sufficient players to field viable teams and the officials are on site and ready to play) when factors beyond the control of the home team prevent the game from being played. There is no consideration that this rules change would be used by a home team to avoid playing a game simply by claiming that the lights will not turn on, as that would constitute unsportsmanlike behavior and be considered detrimental to the League.

If the teams are unable to find a mutually acceptable date, time and/or location to make up a game cancelled due to weather before the end of the regular season, then the unplayed game shall be treated as a "bye" with no points awarded to either team (essentially omitted from schedule and standings).

In the event that a game already underway is cancelled by the officials by reason of weather and/or lightning, then either:

- 1) If the game is cancelled prior to the start of the second half of play, then the game will be rescheduled according to the Schedule Change procedures outlined above.
- 2) If the game is cancelled in the second half of play, then the score at the time of the game cancellation shall be the considered the final outcome.

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

For example, in the case where Team A is leading Team B by a score of 6-5 in the second half of play when the game is cancelled due to lightning, then Team A shall be awarded the 6-5 win. If the score is tied 6-6, then each team shall be awarded a 6-6 tie.

Post-Season Qualification and Ranking Criteria-

Beginning with the 2016 season, there shall be “North” and “South” Conferences in each age division. The range of geography of the teams in the League lends itself to forming geographic conferences within each age Division of the League. The dividing line is roughly I-90 / MA Turnpike, with the caveat that the Conferences would be equal in number (if possible). Initially, the addition of Conferences will have no bearing on playoff qualifications, seeding, etc. Thus the Conferences are essentially “in name only”, as geography is already the primary factor in determining Division schedules. However, with continued growth of the League, the Conferences could in future take on a greater importance in terms of playoff qualification.

Beginning in the 2013 ONELL season, the top eight (8) teams in the Over-30 age Division and the top sixteen (16) teams in the Over-40 Division shall qualify for the playoffs, based upon the following criteria:

- 1) Overall ONELL regular season record in terms of average points per game (total points divided by total number of games played).
Geographical conference record, if applicable for the age division, is not used.
- 2) Head-to-head match-ups, as determined by goals against average if more than one regular season game is played between two teams. (*Total goals against divided by the total number of games played between the two teams*). In the event that more than two teams tie in total average points per game, and they have not all played each other, then it moves to criteria #3. The exception would be the case where A beats B, B beats C, but A has not played C. In this case, the teams would be ranked A, B, C in the seeding.
- 3) Best record versus common opponents. The first level of comparison is win/loss for a single game. In situations where a team plays a common opponent more than once, average points per game if two games are played, and finally goals against average shall be used.
- 4) Relative strength of schedule (2016 season). The final regular season standings are sorted by playoff criteria #1 – Average Points per Game. In the event of a tie, all teams in the tie are assigned the same ranking, and the next ranking factors in the number of teams tied. Then, the regular season schedule is populated with the ranking of each opponent. The total sum of each team’s opponents for the season is then divided by the number of games, to provide a relative strength of schedule.

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

5) Goals against average. (Total goals against divided by the total number of games played in the ONELL regular season)

Two (2) points shall be awarded for a win, one (1) point shall be awarded to each team for a tie, and zero (0) points are awarded for a loss.

In the event that an unequal number of regular season games are scheduled within an age division, then the overall ONELL regular season record (criteria #1 above) shall be determined by total points divided by number of games scheduled, with the highest numerical average as the #1 seed and proceeding similarly through the #8 seed as applicable.

The Deputy Commissioner for each age division and the Rules Committee shall review the final regular season standings for each age division and determine the seedings for each age division playoffs.

Beginning in 2013, post-season play for the Over-40 Division shall be expanded to 16 teams, with two levels of play: Gold and Silver. The top 8 seeds shall be in the Gold playoff bracket, and will play of the ONELL Over-40 Division Championship. The seeds 9-16 shall be in the Silver playoff bracket. The current League rules and post-season qualification criteria shall apply, including field requirements, field costs and payments of officials. The Silver bracket shall differ from the Gold bracket only in the respect that there shall be no trophies or t-shirts awarded and paid for by the League for the Silver bracket.

The format for the initial round of playoffs shall be as follows:

GOLD	SILVER
#8 vs. #1	#16 vs. #9
#7 vs. #2	#15 vs. #10
#6 vs. #3	#14 vs. #11
#5 vs. #4	#13 vs. #12

For the semi-final games, the highest remaining seed shall play the lowest remaining seed, and the two middle seeds shall play each other, with the higher seeded team as the home team. For the Championship game, the highest remaining seed shall be the home team.

Beginning with the 2011 season, lighted fields are mandated for the ONELL playoff games. The top seed (home team) has the prerogative to provide a lighted field for the Championship game. If a lighted field cannot be secured by the home team, then the League shall secure a lighted field for the playoff games. It may require that two games are played on the same lighted field in succession. All playoff eligible teams shall declare if they can provide a lighted field for the Championships prior to the first playoff game, so as to provide the League with ample time to secure a potential lighted field for

OLDE NEW ENGLAND LACROSSE LEAGUE OFFICIAL RULES

the Championship game(s). Field costs shall be equally split between the two teams, with the host team or League providing written proof of actual field costs.

Beginning in 2017, post season games shall not start before 7:30 p.m.

Beginning in 2017, Championship games, if possible, should be played at a neutral site as equidistant as possible between the two teams, subject (as always) to field availability.

The League shall be responsible for providing Championship and runner up trophies for both divisions. The League shall be responsible for securing and paying for three neutral officials for the Championship games for both age divisions. The League shall reimburse the home teams the actual field costs for the Championship game in each division, up to a maximum of \$200. Each team shall provide a minimum of six balls for the end lines in the Championship games. The League shall provide “dry-fit” style t-shirts to the championship teams.

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BEST PRACTICES

Game Scores: Representative from both teams should confirm the game score with the officials at the end of each quarter, and most especially at the end of the game.

Medical History: Team representatives should have, at the very least, emergency contact numbers for spouse/significant others for all players on their roster. If possible, subject to confidentiality issues, a brief medical history could be obtained for each player on the roster, and could include allergies, known medical issues (heart issues, blood pressure, diabetes, concussion history, etc.). Emergency Contact Information templates have been created in MS Word and MS Excel for team use. If a player is concerned about confidentiality, they could complete the Emergency Contact Information sheet and place it in a sealed envelope with their signature across the seal. The envelope would only be opened if there is a medical issue regarding the player, and the envelope could be returned to them unopened at the end of the season.

PLEASE NOTE:

The ONELL Rules Committee shall serve as the final and binding arbiter in the event of conflicts or disagreements between teams involving rules interpretations, schedule changes, and forfeited or cancelled games, at the discretion and bidding of the ONELL Commissioner.

Amended November 2016