



## 2018 NJLL - LEAGUE RULES & REGULATIONS

2018 V.1

These League Rules and Regulations govern the conduct and operation of the North Jersey Junior Lacrosse League (NJLL) teams during all NJLL activities. The NJLL requires all programs to follow all NJLL rules and regulations.

### **BEST / RECOMMENDED PRACTICES – These are recommendations, not requirements**

Whenever possible:

- All NJLL programs should have access to an AED (portable defibrillator) on site for all games and practices.
- All NJLL coaches should have the following training:
  - Concussion recognition and coach’s responsibilities in the event of a suspected concussion.
  - CPR and basic first aid
  - Rutgers S.A.F.E.T.Y
- All Parents should attend Positive Coaching Alliance training.

### **NJLL LEAGUE RULES & REGULATIONS**

#### **A. PLAYER AGE**

- 1) See chart below for age / grade eligibility.
- 2) Players who attend High School are not eligible, regardless if they play in High school or not.
- 3) Players are to be confined to competition at their grade level a player can move up one level (i.e. 7<sup>th</sup> up to 8<sup>th</sup>) but under no circumstances can a player move down a level to compete.
- 4) Program may combine grade levels when necessary.
  - a. These teams are considered to be the higher of the two grade levels for scheduling purposes (a combined 7<sup>th</sup>-8<sup>th</sup> is considered an 8<sup>th</sup> grade team).

**New for 2018 – Each grade level has an age maximum**

8 <sup>th</sup> Grade players	cannot turn 15 prior to 3/1/2018
7 <sup>th</sup> Grade players	cannot turn 14 prior to 3/1/2018

6 <sup>th</sup> Grade players	cannot turn 13 prior to 3/1/2018
5 <sup>th</sup> Grade players	cannot turn 12 prior to 3/1/2018
4 <sup>th</sup> Grade players	cannot turn 11 prior to 3/1/2018
3 <sup>rd</sup> Grade players	cannot turn 10 prior to 3/1/2018

## **B. PLAYER ELIGIBILITY**

- 1) All players must reside within the physical boundaries which are recognized by the program and the league.
  - a. If a player lives in a municipality that does not offer a program they must play for the NJJLL program which is closest to them. In the event that the closest program cannot accommodate the player must play for the next closest program which can accommodate them.
  - b. If an out of town player's home municipality starts a program, all players will be required to play for their home municipality's new program. The only exception being an 8<sup>th</sup> grade player who has played at least two previous seasons with the neighboring program shall be permitted to remain with the neighboring program for their final year.
  - c. Player recruitment from existing town programs will result in league penalties.
- 2) Regional teams shall submit to the NJJLL executive committee the boundaries of their program.
  - a. The Executive committee shall resolve all disputes over program boundaries as they arrive.
- 3) Players CAN ONLY PLAY FOR ONE PROGRAM in our league.
- 4) All players and coaches shall be required to have active US Lacrosse memberships valid through June 15<sup>th</sup> of the current season.
- 5) If any player is dismissed or suspended from their program they are ineligible to play for any other NJJLL program during the same time period. At the discretion of the NJJLL President the NJJLL Executive Committee will hear any appeals in the event of extenuating circumstances.

## **C. PLAYER PARTICIPATION**

- 1) It is strongly recommended that each NJJLL program define what is expected from its players as it relates to participation in other sports during the NJJLL season.
- 2) No NJJLL program shall be permitted to participate in any other league during the NJJLL season.
- 3) It is strongly recommended that programs clearly define their policy on whether or not players may participate on any other team(s) which plays games during the NJJLL season.
  - a. This is not intended to prohibit players from participating in "Elite or tournament summer teams" (Tri-State, Patriot, Leading Edge for example) which do not play games or participate in tournaments during the NJJLL regular season.

## **D. GAME OFFICIALS**

- 1) All home games and scrimmages for NJJLL teams must be entered into the "Arbiter Sports" website for the purpose of having game officials assigned. Under no circumstances can any NJJLL program or team assign or obtain its own game officials.
  - a. Scrimmages that do not require an official should not be entered into the Arbiter Sports website.
  - b. Any game official who accepts any assignment directly from a program or works a youth game not assigned by the NJJLL is subject to either having their remaining schedule suspended or cancelled at the discretion of the head assignor.
- 2) All tournaments or festivals run by or sponsored by any NJJLL program during the NJJLL regular season (3/1 to 6/15) shall use their NJJLL assignor(s) for the purpose of obtaining game officials.
  - a. The following tournaments are exempt as they existed prior to 2010 and may continue to use their current assignor to obtain game officials.
    - i. Ice Bowl – Del Val
    - ii. Roxbury Festival
    - iii. Ice Breaker – Wayne PAL
    - iv. Thor Juhlin – Randolph
    - v. Laker Lightning – Mt. Lakes
    - vi. Platypus - Madison
    - vii. Lenape Valley Festival
    - viii. Berkeley Hgts/New Providence 8<sup>th</sup> Grade Tournament
    - ix. Chester-Mendham 7<sup>th</sup> Grade Tournament
    - x. Somerset Hills BTO Tournament
    - xi. Fishawack Tournament - Chatham
    - xii. Franklin Lakes Tournament
    - xiii. Big Bear Festival – Sparta
  - b. In the event any of the above listed exempt tournaments or festivals decide to change assignors they must then use their NJJLL assignor.
- 3) All NJJLL game officials must either be current and active members of the NJILOA or a Youth Lacrosse Official as recognized by US Lacrosse.
  - a. All game officials are required to attend an annual NJJLL rules meeting(s) as scheduled by the head assignor.
  - b. If any NJILOA official becomes inactive, suspended or is removed as a member of the NJILOA during the NJJLL season they are no longer eligible to do NJJLL games unless they are a US Lacrosse recognized official.
  - c. All NJJLL official's must be active members of US Lacrosse
  - d. Officials may only work youth games within the NJJLL area that are assigned by the NJJLL.
- 4) Payment of officials
  - a. Game fee is \$60 each if two officials / If one official does any game alone the fee due is \$80.00
    - i. Two officials will be assigned for all games in grades 3<sup>rd</sup> through 8<sup>th</sup>
    - ii. One official may be assigned to any 3<sup>rd</sup> grade 7V7 game (\$80 game fee)
    - iii. Request for one official will not be honored for any 10V10 game
    - iv. Requests for specific officials will not be honored

- v. Each program may "block" a maximum of two officials from working their home games
- b. Payment of game officials shall take place no later than halftime of the last game scheduled.
  - i. In the event vouchers are used they must also be provided to the game officials for signature no later than halftime of the last game played.
- c. Any non-weather related cancellation for games that are listed in The Arbiter (for any reason)
  - i. More than 48 hours' notice - no fee due officials (officials and assignor must receive 48 hours' notice from the program)
  - ii. Within 48 hours of game time, full game fees due for all scheduled games. For example, if three games are scheduled and less than three games are played, officials must be paid for all three scheduled games.
  - iii. The home team must pay the officials for all games scheduled; if the cancellation was caused by the visiting team it is the home team's responsibility to work out reimbursement from the visiting team.
- d. To cancel any game within 72 hours of game time the home team shall notify both officials and their local assignor by telephone. E-mail is not acceptable with less than 72 hours' notice.
  - i. To cancel and game with more than 72 hours' notice the home team need only notify their local assignor.
  - ii. The home team shall check to assure that the game is removed from The Arbiter before game day.
- e. For weather related cancellations for games that are listed in The Arbiter
  - i. with full two hours' notice – No fee due
  - ii. less than two hours' notice ½ game fee (\$30.00) due for first game only
  - iii. This fee is due whether or not the official arrives at the field
  - iv. If five games are scheduled only one fee of \$30.00 is due to each assigned official
  - v. If scheduled for multiple games and weather causes any cancellation after at least one game has started no further fees are due officials.
  - vi. For any game that has started, the officials are entitled to the full game fee.
- f. In all cases leaving a voice message on the cell phone of each official shall be considered proper notification. After contacting both officials please notify your local assignor.
  - i. E-mails will not be considered proper notification of game cancellations with less than 72 hours' notice. Contacting the assignor(s) is not considered proper notification.
- g. In the event an official is pulled from their NJJLL game to cover a High School game the official shall immediately try to cover their game and notify the NJJLL assignor.
- h. It is the program directors responsibility to make sure that their programs schedule is correctly listed in The Arbiter at all times.
- i. In the case of a dispute about a payment due the final decision shall be made by the head assignor.

## **E. GAME MANAGEMENT**

- 1) All dressed participants should play a minimum of 1 quarter.
- 2) All spectators shall be on the sideline opposite the team bench areas
  - a. Exceptions based on local field issues at the discretion of the game officials
  - b. This does not apply in a stadium setting such as a high school football field where there is a fence separating the spectators from the field.

## **F. ENFORCEMENT**

In the event it becomes necessary for any discipline or sanctions to be enforced by the NJJLL the NJJLL Executive Committee shall act as necessary.