

## 2023 CWLL Championships Format & Rules (5/19/23)

All rules will be in accordance with CWLL Rules with some changes below:

**Team Rosters:** All players must be assigned to a team roster in TEAMLINKT. Clubs with 2 teams MUST have their players assigned to one team or another, and not both. Floating rules are in effect for this tournament in accordance with the CWLL Game Rules.

**Scorekeepers:** Each team is required to provide at least one parent volunteer to keep score or penalty time.

**Game Times:** Referees will initiate game start time.

**Home Team:** The team listed first on the schedule "home" team and decides which goal to defend first. Home teams will always use the bench area to the left when facing the table from Center X. The first alternate possession goes to the other team.

**Warmup:** No on-field time will be allotted for team warm-up.

**Length of Game:** Games consist of running clock halves for ALL games.

**1/2 games: two 12-minute running halves.** Coaches will initiate game time start – no officials.

**3/4 games: two 20-min running halves.**

**5/6, 7/8 games: two 22-minute running halves.**

### **Penalties:**

- All penalties are **non-releasable and served time and a half**. (Ex: A 1-minute persona fouls is 1:30 minutes served, a 30 second technical is 45 seconds running time.)
- Goalies do not serve penalties, with the exception of ejections. Goalie Penalties will be served by the "In-Home" player. If a goalie commits a multi-minute non-releasable penalty, the goalie is not allowed to play any field position including goalie in the next game, including the Championship game.
- **Personal Foul Penalties: "Fouled Out" if 5 min of penalties or 3 penalties total.**
- 3/4 division: Player serves penalty and substitution is allowed (3/4 does NOT play man down).

**Offsides:** Offsides will be enforced in the 3/4 division.

**Time Keeping:** Times will be kept at each field's scorers' table. Timer will announce 2:00, 1:00 and countdown during the last 10 seconds of each half.

**Time Outs:** Each team will be allowed a single one-minute timeout per half. **No timeouts in the last 2 minutes of each half.** If a coach calls a timeout but does not have one left to call, a technical foul will be called. Time outs start when all players are in their huddle. Game clock does not stop, but penalty time does stop.

**Halftime:** 5 minutes.

**Checking:** Checking rules are clearly defined in the US Lacrosse stand-alone youth rule book for 14U & below. No one-handed checks at any division. One-handed checks will be an automatic 1-minute slash. Poke checks should be at the hands or cross, not at the chest or ribs.

## Other Rules/Regulations:

- **Swing Players/Floating:**
  - **1/2:** team may swing players up to a max roster size of 7
  - **3/4:** team may swing up to a max roster size of 10
  - **5/6, 7/8:** team may swing up to a max roster size of 14  
(i.e.: if you have 12 kids on (ex.) Yakima Navy 7/8 at game start, you can add 2 kids from Yakima Gold to make roster of 14. Must sit swing players if the rostered players show up.
  - Abuse of these rules will result in a DQ for the game and no bracket advancement.
  - Only players from the same club may float/swing.
- The **4 seconds for goalie to clear** the crease rule will be enforced in all divisions.
- **Passing Rule:** In the 3/4 division, a passing **attempt** is required on face-off and on change of possession that crosses into attacking half. **The pass will count only on the attacking half. Cross half field, pass and then you can shoot.** In the event a pass attempt was made but a down ball or out of bounds occurs, the offensive team will remain hot to shoot. The offense will remain hot until the ball crosses over the half field line. (1 pass after crossing half, change of possession counts when defense advances the ball over the midline).
- **Substitutions:** 1/2 and 3/4 divisions ONLY: Substitutions are up to the coaches but can only happen during a dead ball situation, a score, and out of bounds or penalty, as long as play has stopped. No on-the-fly subs.
- **Advancement rules** will be used in 5/6 & 7/8 divisions. Defensive 20 second count and offensive 10 second count. Advancement rules will not be used in 1/2 & 3/4 games.
- **Stalling** will be enforced in the last **2 minutes of the game in the 5/6 & 7/8 games.** The leading team must keep the ball in the box if up by **4 goals or LESS.**
- **Mercy Rule:** 3/4 Only: 2<sup>nd</sup> half only, a team down 6 or more goals has the option after a goal and/or at the start of the second half to start with the ball at midfield with no face-off.
- 1 coach-requested stick check allowed per game, per team.
- **Intentional and/or unnecessary violent collisions are to be severely penalized. All ejection fouls are for the entire tournament and no refunds will be issued.**
- **SPORTSMANSHIP IS TO BE EXHIBITED BY ALL COACHES, PLAYERS, AND SPECTATORS.** Coaches are responsible for their conduct, as well as their players and fans. Disrespectful or threatening fans will be asked to leave the tournament facility. The team may be penalized for the conduct of its fans with the "In Home" player. For anytime serving conduct fouls on a coach – the coach who is penalized will be required to take a knee in the box and not communicate with team for the duration of the penalty.
- Overtime Rules in Bracket Play:
  - Any bracket game that ends in a tie will be decided by up to **two 4-minute running time, overtime periods** to begin 1 minute after regulation game has ended. First score wins.
  - Game will be decided by a **Braveheart** (1 field player and 1 goalie) if it remains tied after 2 overtime periods.
  - **No timeouts during overtime.**

In the event situations or questions arise that are not directly addressed in the 8U, 10U or 12U Rules, the 14U Rules and Approved Rulings (ARs) shall apply. These rules can be found on the CWLAX.ORG Website  
<http://www.cwlax.org/centralwashingtonlacrosseleague/GameRules51223>