

IBLA GAMEDAY CHEAT SHEET



PRE-GAME PROCEDURES

HOME TEAM OBLIGATIONS:

- Field lined and in good condition. Cones placed. If any field issues the home coach needs to make opposing team aware. (See XII in IBLA Rules and Regulations Handbook)
- Goals set up with no holes in netting
- 4 balls on closest end line for entire game
- No more than 3 coaches are on sideline
- Parents are at least 5 yards from field of play on opposite side of field from the bench
- Arrive to field 30 minutes before the game.
- Scoring table with proper game-scoring/time-keeping equipment and a copy of the IBLA Rules and Regulations Handbook
- Provide first aid kit for own teams
- Provide a designated Sideline Manager (See Section XI in IBLA Rules and Regulations Handbook)
- Provide an accurate roster for the opposing team

VISITING TEAM OBLIGATIONS:

- No more than 3 coaches are on the sideline
- Parents are at least 5 yards from field of play on opposite side of field from the bench
- Arrive to field 30 minutes before the game.
- 4 balls on closest end line for entire game
- Provide first aid kit for own teams
- Provide a designated Sideline Manager (See Section XI in IBLA Rules and Regulations Handbook)
- Provide an accurate roster for the opposing team

REFEREE OBLIGATIONS:

- Meet both coaches and certify players
- Conduct team line up at midfield, explain rules, and hand shake
- Confirm roster checks with both teams

GAME PROCEDURES

Majors(7th/8th Grade) Minors(5th/6th Grade)

10v10

- Full Length Field (XII in Handbook)
- All Counts:
 - 4-second crease count
 - 20-10 count for advancing the ball
- Long sticks allowed (4 maximum)
 - Length: 52"-72"
- Over and Back Enforced

Minis(K-2nd Grade)

7v7

- Modified field (XII in Handbook)
- 1 coach allowed on the field
- NO counts
- 1 attempted pass rule enforced- only after a faceoff
- Offsides called, no flag
- Penalties enforced as a sub off with the offended team starting with a fast break
 - If a team does not have a sub, the player will be sent to the opposite end of the field

Juniors (3rd/4th Grade)

10v10

- Full Length Field (XII in Handbook)
- Long Sticks Allowed (4 maximum)
 - Length: 47"-72"
- Standard 10v10 penalties enforced(see page 3)

All Levels

- 10-second crease count
- No count for advancing the ball

7v7

- Modified field (XII in Handbook)
- No long sticks allowed
- 1 attempted pass rule enforced- only after a faceoff
- Penalties enforced as a sub off with the offended team starting with a fast break
 - If a team does not have a sub, the player will be sent to the opposite end of the field

GAME LENGTHS:

- **Minis:**
 - 2- 20 minute running halves
 - 5-minute halftime
- **Juniors 7v7:**
 - 4- 10 minute running quarters
 - 2-minute intermissions between quarters
- **Juniors 10v10, Minors, Majors:**
 - 4- 12 minute running quarters
 - 2-minute intermissions between each quarter

GAME PROCEDURES (cont.)

OVERTIME:

- **Regular Season**
 - No OT at any level
- **State Championships**
 - First Goal wins
 - No Timeouts allowed in overtime
 - 4-minute full field running period
 - If no goal is scored in first OT period, a braveheart will ensue
 - 3v3 + goalie
 - If a goalie goes over midfield, 1 player must stay back
 - No subs allowed

TIMEOUTS:

- One 45-second timeout allowed per team, per half

CLOCK:

- The clock will stop during timeouts
- 7v7- The clock will only stop for timeouts and major injuries
- 10v10
 - The clock will stop in the final 2 minutes of the 4th quarter within a 3-goal differential
 - If score differential becomes 4 goals/more, standard timing rules apply
- All penalties at all levels are running time and a half (i.e. 30-second push will be 45- seconds long)
- All penalty times will start on the whistle
- Gametime and penalty time will be kept with the official
- Injury stop time/time-out is the referees' discretion. Substitutions and congregating of players are both allowed during an injury time-out.

Take-out Checks are not permitted in the League. (Intentionally knocking a player to the ground)

One handed Checks only permitted at U12 and above. U10 and below will be penalized regardless of contact.

Long Sticks are permitted at Major, Minor, and Junior 10v10

Wooden Sticks are not permitted at all in the league.

Face-offs will be conducted after every goal and start of each quarter unless team is losing by 7 goals or more. (When losing team is given possession at half field, and game clock will run, See XIV in Rules and Regulations Handbook). Major and Minor will be "Standing with Neutral Grip." Junior and Mini will be "Standing or Knee Down with Neutral Grip". In all 7v7 games, after face-off, one pass must be attempted prior to scoring a goal.

GAME PROCEDURES (cont.)

Goalies are not required to wear armguards at any division or level, but must wear all required equipment (See IX in IBLA Rules and Regulations Handbook).

Over and Back enforced only at the Major and Minor divisions

Substitutions will be on-the-fly for Major and Minor. Coaches can call for substitution whistle for Junior & Mini at any point during a dead ball.

Conduct on Field: Any conduct, including abusive language and or gestures, racially insensitive remarks, damage to property or belongings, or any other conduct that reflects poorly on yourself, team or IBLA is unacceptable and will not be tolerated. This rule applies to all players, parents, siblings and guests at all times in or around any IBLA lacrosse games or functions. If a parent(s) or player(s) are removed from the game, all family members will be removed from the field. (See Section III in Rules and Regulations Handbook for the Code of Conduct and enforcement)

POST-GAME PROCEDURES

- Both Teams meet at half-field for handshake
- Coaches confirm score with officials
- Players and Coaches clean sidelines and collect balls
- Home team posts scores on SeasonTicker site within 24 hours of game completion

GAME CANCELLATIONS

GAMEDAY CANCELATIONS

- Home team will make the decision on weather and field conditions
 - Game-day cancelations should be made more than 2 hours prior to game start on the day of the game (or, by Tuesday at 5pm the week of the game if it is not a game-day cancelation)
1. Home team MUST notify the opposing team and receive confirmation they received the notification (opposing team's contact info is in SeasonTicker)
 2. Home team postpones game on SeasonTicker (ibla.seasonticker.com) and enters reason in box
 3. Home team MUST contact officials and the IBLA:
 - **Call: 224-260-6213**
 - **Email: scottrogowski@yahoo.com**
 - **Email: director@ibla.seasonticker.com**

GAME CANCELLATIONS (cont.)

GAMEDAY RESCHEDULING

- Both teams should agree on date, time and place (try to keep home team the same)
- Update Season Ticker website to be completed by home team host
- If team does not agree on time or place, game will become a forfeit and the forfeiting team will be penalized 0-7 on SeasonTicker (See section X in Rules and Regulations Handbook)

CONTACT INFORMATION

- **Officials**
 - **Email:** scottrogowski@yahoo.com
 - **Phone:** 224-260-6213
- **IBLA**
 - **Email:** director@ibla.seasonticker.com
 - **Phone:** 630-779-0717

