

**North Sound Youth Lacrosse Team Handbook of Policies and Rules  
Adopted by the Board of Directors**

**MISSION STATEMENT:**

North Sound Youth Lacrosse supports youth lacrosse for players in the boys' game through 8th grade who live in the Washington state counties of Snohomish, Island, Skagit and Whatcom. Our mission is to develop our young players into solid lacrosse players while maintaining a positive coaching environment that builds self-esteem and honoring the game by instilling the values of sportsmanship.

**1. NAME OF ORGANIZATION**

1.1.0 The name of this organization shall be North Sound Youth Lacrosse, hereinafter referred to as NSYL, and this shall be the official handbook.

**2. RESPONSIBILITIES OF NSYL**

2.1.1 The essential responsibilities of the NSYL are to establish league rules, publish a schedule for games, establish a contract with the referee association, pay all league expenses and generally administer lacrosse in our area.

2.1.2 NSYL has a policy that we DO NOT share the player's contact lists with **anyone**.

2.1.3 NSYL will maintain a contact list that will be used to facilitate communication.

2.1.4 All programs/events information may only be sent to the NSYL program directors/representatives.

**3. ORGANIZATION QUALIFICATIONS**

3.1.0 Oversight – Each organization will independently operate under direction from a host school or Board of Directors who oversees eligibility and coaches/players conduct.

3.1.1 At minimum, the Board of Directors will include a President, Vice-President, and Secretary/Treasurer. The board may also include other officers or representatives.

3.1.2 The Board of Directors must not consist solely of coaches and their relatives to ensure fairness within the organization.

3.2.0 Acknowledgement and Certification – Ultimately it is the responsibility of each organization to ensure that their program is abiding by all NSYL policies.

3.2.1 Each year it is the duty of the Program Director to submit a properly completed Organization's Packet, due at the annual coaches meeting.

3.2.2 In the Organization's Packet, each organization must acknowledge that they have reviewed and will abide by all NSYL by-laws and policies adopted in the handbook.

3.2.3 Each Organization will certify that it meets all Organization Qualifications as outlined in Rule 3 of this handbook and that their coaches meet all qualifications as outlined in this handbook.

3.3.0 Insurance – Each organization must certify and have available for inspection, proof that each player has medical insurance and the organization has liability insurance from the First Day of Season through the Last Day of Season.

- 3.4.0 Lystedt Law – Every organization and coach must comply with state law regarding concussions and sudden cardiac arrest (RCW 4.24.660 Zachary Lystedt Law).
- 3.4.1 Each organization must certify and have available for inspection, proof showing all players and parents in the program have reviewed, signed, and returned a concussion and head injury information sheet.
- 3.4.2 Each organization must certify that every person who is or will be coaching any team for the organization has completed concussion training through US Lacrosse, NFHS, or CDC; and sudden cardiac arrest training through NFHS, or CDC. Coaches must recertify every two years.
- 3.5.0 Code of Conduct - Every Organization will certify and have available for inspection, proof that it has a written player’s Code of Conduct in place.
- 3.6.0 Coaches – The Head Coach (or Acting Head Coach) of each team in the league will be held responsible for knowing the rules and insuring that all those coaching and acting under the Head Coach comply with the rules of the NSYL.
- 3.6.1 The Head Coach of a team shall be at least 21 years old and a high school graduate unless the NSYL Board of Directors, prior to the first day of the season, has granted a waiver.
- 3.6.2 All Head Coaches shall US Lacrosse Level 1 certified. All Coaches must be US Lacrosse members, current through May 31<sup>st</sup> and register with NSYL.
- 3.6.3 It is required that at least one representative from each team be First Aid and CPR Certified.
- 3.6.4 All coaches must submit to either a Washington State or an NCSI (national scope) background check with host organization before having contact with players. NCSI background checks are free to all USA Lacrosse (USAL) Coaches.
- 3.6.5 The Head Coach shall ensure that each team will have a properly stocked first aid kit and cell phone on the sidelines of all NSYL games and practices.
- 3.7.0 Membership and Official Fees - Every Provisional and Regular Membership organization will pay a membership fee to be determined by the Board. The due date will be determined by the Board each season. These fees are in place to cover expenses needed to run the league. They include, but are not limited to, costs for scheduling, maintaining the league website, administration, public relations, Ref Association, etc.
- 3.7.1 Every organization in the league shall pay fees to the Board Treasurer to cover referee expenses for each scheduled game. These fees are determined under agreement between the League Board and the referee association. These fees must be paid by the due date determined by the board of the current season. If said fees are not paid, games will be suspended until the fees are received unless arrangements have been made between the organization and the Board of Directors.
- 3.7.2 All home fields (acquiring, lining, maintenance) and home field use costs are the responsibilities of each organization.
- 3.7.3 In the unfortunate event that a team must fold during the season, the membership fee will be kept by the league, however unearned referee fees will be returned to that organization.
- 3.8.0 Organizations must send one representative per team to the annual coaches meeting in order for that team to participate in the preseason jamboree.
- 3.9.0 Organizations must report NSYL game scores (summary sheet) to the President or designee by midnight of the day following the game. If no score is reported by either program, the results

will be registered as a 0-0 tie. The final score differential will be limited to 6 goals for game results. The actual score will be noted in the comments section of each game.

- 3.9.1 Forfeited games. Game score is reported as Offended Team: 1, Opponent: 0. If offended team is ahead, the score stands.
- 3.9.2 Scores are not recorded or reported for K2 games.

#### **4. PLAYER ELIGIBILITY**

- 4.1.0 **Age Limits** - No player who is fifteen years old prior to March 1st of the current season or who is enrolled in school in the ninth grade or above shall be allowed to participate in the NSYL. A valid birth certificate will determine the player's age and division of play. The age limitations are intended to protect the safety of the children. A player who does not meet the age restrictions for their grade may petition the Board for an exception by contacting the Board of Directors.
- 4.2.0 Divisions - It is the responsibility of each organization to verify the age of each player it registers. In the event of a dispute, age will be verified using the participant's birth certificate.
  - 4.2.1 K/2 Division - Must be currently enrolled in either kindergarten, 1<sup>st</sup> of 2<sup>nd</sup> grade and be under 9 years of age on March 1<sup>st</sup> of the current season.
  - 4.2.2 3/4 Division - Must be currently enrolled in either 3<sup>rd</sup> or 4<sup>th</sup> grade and be under 11 years of age on March 1<sup>st</sup> of the current season.
  - 4.2.3 5/6 Division - Must be currently enrolled in either 5<sup>th</sup> or 6<sup>th</sup> grade and be under 13 years of age on March 1<sup>st</sup> of the current season
  - 4.2.4 7/8 Division - Must be currently enrolled in either 7<sup>th</sup> or 8<sup>th</sup> grade and be under 15 years of age on March 1<sup>st</sup> of the current season.
  - 4.2.5 A player can play in only one division (in his/her age/grade division) per season except in order to salvage a game. No players are allowed to play down a division level. No players can play more than up one division level at each club's discretion.
- 4.3.0 **Rosters and Swing Players** - It is the responsibility of each organization to comply with NSYL rules for rosters and swing players.
  - 4.3.1 Head coaches shall provide rosters to the scorers' table before each game and declare any swing players. Head coaches must also declare swing players' regular program and team.

- 4.3.2 Prior to each game a roster will be submitted to the score table. It shall include players' first names, initial of last names, jersey # and grade
- 4.3.3 Swing players are players that normally play for another team within the same program. Swing players are only allowed from within NSYL.
- 4.3.4 Teams may swing players if they have less than 15 players for a game (56 and 78). They may use swing players to bring their game roster back up to 15 players, but may not have more players than their opponent. The total number of players for 34 teams swinging players is capped at 10, but may not have more players than their opponent capped at 10 but may not have more players than their opponent.

4.3.5 The penalty for the use of illegal player(s) (1<sup>st</sup> offense) is \$100 fine, one game suspension for head coach, and the game is forfeited. The penalty for the use of illegal player(s) (2<sup>nd</sup> offense or more) is \$200 fine, two game suspension for head coach, the game is forfeited, and the team is ineligible for playoffs. Violations will be determined by the executive board.

**5. BOUNDRIES AND PLAY FOR RULES**

5.1.0 Youth organizations are expected to draw from geographic boundaries that fall within their High School area.

5.1.1 Players are assigned to programs based on the school district where they live and should refer to the following list. This list will be reviewed by NSYL each fall, considering WHSBLA boundaries.

<b>School District</b>	<b>Lacrosse Program</b>
Anacortes	Anacortes
Arlington	Arlington
Bellingham	Bellingham
Blaine	North County
Burlington-Edison	Skagit Valley
Concrete	Skagit Valley
Conway	Skagit Valley or Anacortes (see La Conner)
Coupeville	Anacortes or Mukilteo
Darrington	Marysville
Edmonds	Mukilteo
Everett	Everett
Ferndale	Bellingham
Granite Falls	Lake Stevens
Index	Monroe
La Conner	Anacortes or Skagit Valley
Lake Stevens	Lake Stevens
Lakewood	Arlington
Lynden	North County
Marysville	Marysville
Meridian	North County
Monroe	Monroe
Mt Baker	North County
Mt Vernon	Skagit Valley
Mukilteo	Mukilteo
Nooksack	North County

Oak Harbor	Anacortes
San Juan Islands	Anacortes
Sedro Woolley	Skagit Valley
Snohomish H.S.	Snohomish
South Whidbey	Mukilteo
Sultan	Monroe

- 5.1.2 The main objectives of NSYL is to promote lacrosse at the youth levels and to prepare youth players to play high school lacrosse. To facilitate both objectives’ players are only eligible to participate with the program (team) prescribed within rules section 5. These rules are intended to create an equitable environment in which teams can compete, prevent athletic recruiting and prevent program shopping (choosing programs based on a coach or perception of competitive strength). Further, these rules seek to promote a local, grass-roots approach to building the quantity and quality of lacrosse in our region.
- 5.1.3 The program (team) for which a player is eligible is determined by their home address. Therefore, for your program to participate in NSYL all of your players must meet the following eligibility criteria:
- 5.1.3.1 Residence Public High School: All players must play with the program associated or affiliated with their Residence Public High School (Community Program).
  - 5.1.3.2 Players living in areas where no Community Program exists shall play with the community Program geographically closest to the player’s current residence address. When in dispute, the NSYL board will make this determination. See Boundary list in 5.1.1.
  - 5.1.3.3 Players who reside at an address that is affiliated with another league are not eligible to play on a NSYL team. Those players are expected to be placed on a team by their school program and/or the league in which their program operates (as a member or guest).
- 5.1.4 Consistent with the rules above, no program will actively “recruit” players who have or would otherwise play for other programs. Reference 5.2.1.
- 5.1.5 In addition, all NSYL programs are required to document each player’s home address and the school they currently attend as part of their registration process.
- 5.1.6 All NSYL programs shall actively refer players and prospects that are not within their boundaries to their appropriate Community Program. If a proper referral cannot be determined, the NSYL program will direct the player or prospect to the NSYL Board for guidance.
- 5.2.0 Recruiting – all organizations must follow NSYL recruiting guidelines.
- 5.2.1 No organization will actively “recruit” players who have played for another program (recruiting being defined as contact by a Coach or Board member or anyone with knowledge or direction of a Coach or Board member).

- 5.3.0 High School Boundaries – all organizations must communicate boundary rules to their players.
- 5.3.1 Players should be aware of WHSBLA boundary rules, which generally assign players based on the high school they attend.
- 5.3.2 Program Rosters- Program rosters must be submitted to the NSYL Board prior to the first league scheduled contest. After that time, any additional **in-district program players** should be emailed to the NSYL Board and will be added to the Team roster.
- 5.3.3 Player Variances - Player variances will be approved under the following conditions:
  1. Both programs reach mutual agreement and acceptance of the variance, in which case the variance will be considered accepted by the league;
  2. If one program does not agree to the variance, the player(s) must play with their designated program (as defined in Rule 5.1.1 Boundary List), regardless of circumstance. The NSYL Board will not review or settle disputed variance requests.
  3. All variances must be renewed annually and reported to the NSYL Board prior to the annual Jamboree.
  4. No variances will be allowed/accepted after the annual Jamboree.

## 6. **GAME REGULATIONS FOR HOME AND AWAY TEAMS**

- 6.1.0 Each organization will provide their own home field and will be responsible for field markings and field supervision.
- 6.1.1 The home team shall provide access to bathrooms or portable bathrooms on site for games.
- 6.1.2 Each organization that doesn't have an operating scoreboard must furnish a regulation clock as well as a penalty clock and horn.
- 6.1.3 The home team is responsible to make sure that they do not have the same-colored jerseys as the away team. Each organization must indicate their colors for home and away at the start of the season.
- 6.1.4 Drones are not allowed at NSYL events.
- 6.2.0 **Game Balls**
- 6.2.1 The home team will provide and retain game balls. Game balls must comply with USL requirements.
- 6.2.2 K2 and 3/4 Game balls – The home team need not place game balls at the end lines provided the home team head coach always has a replacement game ball immediately available.
- 6.2.3 5/6 and 7/8 Game balls – Four game balls shall be in place at each end line at the beginning of each quarter. Extra game balls are not required to be placed on the spectator sideline or at the table area.
- 6.3.0 **Scoring Table** – each organization is responsible for adhering to NSYL score table rules.

- 6.3.1 Each team must provide two (2) volunteers for the scoring table at each game. One of the two (2) volunteers provided by each team must be an adult. The home team is responsible for official score book and timekeeping. The visiting team is responsible for spotter/caller and their own scorebook.
- 6.3.2 All persons present at the scoring table area are neutral participants and may not speak to players in the field except during their table duties.
- 6.3.3 Only table staff, referees, and program directors are allowed in the table area.
- 6.4.0 **Sidelines and endlines**
- 6.4.1 Spectators and others are restricted to the sideline opposite of the teams. This area is parallel to, and the same length as, the field of play.
- 6.4.2 Spectators and others are not allowed in the area of the endline, inside of the curve of a track, or on the curve of a track.
- 6.4.3 Only players and three (3) US Lacrosse Certified and Program Approved coaches are allowed in the team area unless a player is being tended to for a medical reason.

## **7. PLAYING RULES**

- 7.0.0 Beginning with play in 2020, NSYL incorporates US Lacrosse Concussion Recognition Tool 5 to identify suspected/possible concussions keeping in compliance with 3.4.0
- 7.0.1 NSYL hereby incorporates US Lacrosse Lightning Policy (Boys Youth Rules Book) and Position Statement on Lightning Policy.
- 7.1.0 Playing rules will be US Lacrosse Boy's Youth rules except for the following modifications.

### **7.1.1 All age groups/divisions:**

- 1.3 B Teams may use portable creases 18 feet in diameter
- 1.8.1 Coaches are allowed one free equipment check of an opponent's equipment per game when play is stopped. If the equipment is found to be legal, the coach must call a timeout to request an equipment check for the remainder of the game.
- 1.9B Goalies are required to wear arm pads
- 3.1 If the goal differential is 6 or more at any time during the second half, the trailing coach may elect for running clock. The game will return to stop clock whenever the goal differential is below 6.
- 3.4 Overtime will not be played for NSYL regular season games
- 4.22 No restarts shall take place with any player within 5 yards of the ball carrier. [USL]
- 4.22.3 The goalkeeper shall be given a maximum of 5 seconds to re-enter the crease on any restart. [USL]
- 4.25 Timeouts are up to two minutes in length
- 4.3 If the goal differential is 6 or more at any time during the second half, the trailing coach may elect to receive the ball at the center spot in lieu of any faceoff. Faceoffs will resume whenever the goal differential is below 6.
- 6.13 Raking the ball is not a technical foul

- 7.2.e For a player with multiple penalties, any non-releasable penalties will be served in their entirety before a releasable penalty.
- 7.2.b.1 If a goal is scored against a team serving penalty time, all releasable penalties will end for that team
- 7.3 When a penalty occurs and the ball is in the offended team's defensive half of the field and a penalty is to be served, the ball shall be awarded to any player of the offended team in its offensive side of the field at the Center. When no penalty time is to be served, the ball will be put in play at the spot the ball was when the whistle blew.
- 7.8 If a penalty is called against a defensive team player but play continues using the slow whistle technique (flag down), a goal scored will count. If the penalty was a personal foul, the penalty will be assessed. If the penalty was a technical foul, the penalty will not be assessed.

#### 7.2.0 **K-2 Division (8U)**

- 1.2.1.8 Team areas will extend from the table area to the endline, approx. 20 yards
- 1.3.1 Teams will use 4' x 4' goals, or upside down 6' x 6' goals
- 1.5.1 Teams may use regular lacrosse balls
- 2.1.1 Games will be 4 v 4, with no goalies or crease defender
- 2.1.3 Coaches may roam their sideline from the table area to their respective endline
- 3.1 Length of game will be four quarters of 12 minutes each, running clock
- 4.21 Substitutions take place according to head coaches, on dead balls
- 4.23 Teams will change goals at half time
- 4.25 Each team shall have two timeouts per half, which will stop the clock.
- 4.33 There is no limit on how long a player may hold the ball;  
Teams must attempt two passes before taking a shot after a change of possession.

#### 7.3.0 **3/4 Division (10U)**

- 1.2.1.8 Team areas will extend from the table area to the endline, approx. 20 yards
- 1.3.1 Teams will use 6' x 6' goals
- 1.6 Long sticks are not allowed, except a goalie's stick may be 37" – 54" total length.
- 2.1.1 Games will be 7 v 7, including goalies. Goalies may not cross the midline during a clearing play, and must remain within reach of their crease while their team is on offense. "Middie back" is not allowed for goalies at 34. There must always be at least three players including the goalie on the defensive half of the field. There must always be at least two players on the offensive half of the field.
- 2.1.3 Coaches may roam their sideline from the table area to their respective endline
- 2.1.5 Two certified officials will be used for each game
- 2.7 The home team shall provide a timekeeper (see NSYL rule 6.3.1)
- 2.8 The home team shall provide a scorekeeper (see NSYL rule 6.3.1) 3.1
- Length of game will be four quarters of 8 minutes each, stop clock
- 4.21 Substitutions take place according to head coaches, on dead balls.
  - a. Per USL 4.21 - SUBSTITUTIONS PROCEDURES It is recommended that whole team substitutions after a goal is scored or every 1 – 3 minutes during a stoppage of play. If prior to the game, both coaches mutually agree to allow live subs **due to limited substitutes available**. Please inform the officiating team if this agreement is made.
- 4.23 Teams will change goals at half time
- 4.25 Each team shall have two timeouts per half
- 4.33 After a change of possession, Teams must attempt two passes on their offensive half of the field before taking a shot.

- 5.11 Players will foul out if they accumulate 3 personal fouls or 5 minutes total of personal foul time; illegal crosse shall not count toward fouling out.
- 7.1 Players will serve penalties in the table area, but will be replaced by a teammate immediately. There will not be Man Down situations or Extra Man Opportunities. Face off lineup: One midfielder at the faceoff X, one midfielder on either wing with one foot on sideline, 2 attack restrained behind offense area GLE, 2 defenders restrained behind defense area GLE, goalie restrained within the crease.

**\*Only downward checks initiated below the shoulders of both players as stated in US Lacrosse Rule 4.1.6.**

#### 7.4.0 **5/6 Division (12U)**

- 1.2.1 Games shall be played on the full-sized lacrosse field
- 2.1.1 Games will be 10 v 10;  
Teams may use up to 4 long crosses at a time, not counting the goalie's crosse
- 2.7 The home team shall provide a timekeeper (see NSYL rule 6.3.1)
- 2.8 The home team shall provide a scorekeeper (see NSYL rule 6.3.1)
- 4.21 Substitutions on the fly are allowed, through the box;  
All substitutions are decided by the head coach
- 4.23 Teams will change goals after each quarter
- 4.3 Face offs will continue to be 3 v 3, unless there is a penalty situation
- 5.11 Players will foul out if they accumulate 3 personal fouls or 5 minutes total of personal foul time.

**\*Only downward checks initiated below the shoulders of both players as stated in US Lacrosse Rule 4.1.6. (Will be reviewed at coaches meeting with referees and updated at that time 2/16/22).**

#### 7.5.0 **7/8 Division (14U)**

- 4.23 Teams will change goals after each quarter
- 5.11 Players will foul out if they accumulate 3 personal fouls or 5 minutes total of personal foul time.

#### 7.6.0 **Referees**

- 7.6.1 NSYL games will use WALOA referees assigned (except K2 – see 7.6.2).  
The NSYL VP is normally the primary contact with WALOA and the Assignor.

- 7.6.2 The following is the normal allocation of referees:

K2 Division	Head coaches or designees referee the game on the field , one from each team
34 Division	One WALOA referee and one MBO 56
Division	One WALOA referee and one MBO
78 Division	Two WALOA referees, plus one Master Bench Official

- 7.6.3 If no referees show up for a NSYL game, then the program directors/designees may decide how to proceed.

- 7.6.4 If less than the allotted number of referees show up, the program representative should notify the NSYL VP and Treasurer by email.
- 7.6.5 Feedback on the performance of referees should be completed through the NSYL website by one of the following: program representative, coach, or designee who knows the youth lacrosse game.

## **8. SCHEDULES**

- 8.1.0 Game schedules against teams within the NSYL organization are to be established by the NSYL Schedule Committee.
- 8.1.1 The goal is for approximately half home and half away games on Saturdays. Games on weeknights are not likely to have referees scheduled.
- 8.1.2 Scheduling games against teams outside of the NSYL organization (inter-league games) is allowed, encouraged and shall be addressed through the designated scheduler.
- 8.1.3 Exhibition or non-league games are scheduled at the discretion of the program, but must be reported to the NSYL Scheduler and VP if officials are required. If the home team is NSYL, the home team will pay all fees for officials for that event.
- 8.1.4 Any change to a scheduled game must be agreed upon between program directors from both programs.
- 8.1.5 Changes to a scheduled game (date, time, location) must also be reported to the NSYL Scheduler and VP 72 hours prior to the originally scheduled or proposed rescheduled game (whichever is less). The NSYL Scheduler or VP will notify the Referee Scheduler of the change. It is the responsibility of the organization's authorized agent requesting the change to contact the NSYL Scheduler and VP. If the requested change is made less than 72 hours, assume that referees will not be available, and you will need to obtain their own approved referees to cover the game. The program cancelling or rescheduling a game after noon on Wednesday for a weekend game will be responsible for all referee fees for the original date. Teams will split referee fees in a rescheduled game. Non-league games will incur an additional charge to the home team for referees and will be subject to the year-end account reconciliation per the bylaws. Home teams may negotiate referee fees with their out of league guest team.
- 8.1.6 Referee Requirements-Each program must provide a minimum of three (3) referees to the pool of referees for scheduling. Each program will pay a refundable deposit of \$300 and if unable to provide (3) referees to the pool, the program would not receive their deposit back at a rate of \$100 per referee short of the requirement. If a referee has to travel more than 50 miles roundtrip to officiate a game the program will be charged mileage at the current mileage rate currently around \$0.56 per mile.
- 8.1.7 NSYL recognizes several other youth lacrosse leagues in our state. All of these leagues serve to build the sport in our state and regulate play. As such, all youth teams must be members in good standing with each of these leagues. No NSYL team will play a game against any opposing team that is not a member in good standing in one of these leagues. NSYL recognizes these five leagues:
- North Sound Youth Lacrosse League (NSYL)
  - Greater Eastside Youth Lacrosse League (GELL)
  - Seattle Metro Youth Lacrosse Association (SMYLA)
  - South Sound Youth Lacrosse Association (SSL)
  - Central Washington Lacrosse League (CWLL)

**Exemption:** NSYL teams are permitted to participate in tournament play even if non-

recognized teams are involved.

## **9. CONDUCT, RULES**

- 9.1.0 Each organization will be responsible for the conduct of their coaches, players and spectators. Any player, coach or spectator who is ejected from a game must follow all NSYL rules regarding ejection from a game.

- 9.1.1 Each organization will be responsible for conducting the “honor the game” ceremony at all home games. Each team should be prepared to provide “honor the game” stickers. Honor the game ceremonies will not take place on the field of play or on the teams’ sideline.
- 9.1.2 Each organization may choose their own nicknames (providing name is appropriate, as determined by NSYL board), colors, team size, number of teams and home field but must conduct themselves under the spirit of the rules of NSYL.
- 9.1.3 Each organization should provide a field manager for their assigned home games positioned on the spectator sideline. The field manager has the right to remove any spectator who is disruptive regardless of which team the spectator is cheering for. Visiting teams shall have a designated sideline manager on the spectator sideline. Sideline manager for each team must be located at the half line of the match and introduce themselves to the officiating crew.
- 9.1.4 Every parent, player and coach in each organization will receive a “Code of Conduct Form”. It explains what’s expected as to their behavior at any and all NSYL functions. This form will be signed by the coach, parent, and player and filed with the player’s registration forms with each member organization.
- 9.1.5 Physical or verbal altercations before, during or after a league game by players, coaches, officials or spectators will result in the ejection of that player, parent, coach, or spectator from the field location by the Field Manager or officials. Ejection of players, coaches, or spectators by officials will result in the automatic suspension from participating in all NSYL functions, including all practices for one week, and the duration of the next scheduled NSYL game. This does not apply to fouling out. Players may attend practice but not participate during the suspension period. Players may wear their jersey and be on the sideline of games but may not have any gear during the suspension period.
- The NSYL Executive Board will review the incident during the suspension period. At that time vote will be taken to allow or disallow the individual to continue participation in league activities. The Executive Board can take action up to and including suspension for up to one month. The Executive Board may also refer the matter to the full board. The NSYL Board of Directors can take action up to and including banning the individual from the NSYL. If the individual is allowed to continue participation and is involved in a second offense, it will result in the automatic suspension from league play or participation for the remainder of the current year. Programs involved in the issue may not vote.
- 9.1.6 In the event ejection happens at the last game of the season the punishment set forth will roll into the next season and start one week before first game.
- 9.1.7 Altercations between parents, players, coaches, officials, or any other spectators will not be tolerated. Organizations must police themselves and make it clear to their organization that bad behavior will not be tolerated.

## **10. GRIEVANCES**

- 10.0.1 Grievances shall be addressed first to the Program Director/President of the other organization involved. The Program Director is free to try and resolve the grievance by working with the opposing organization's Program Director. If the organization's Program Director feels the grievance was not resolved and escalation is warranted, they should proceed to 10.1.0.
- 10.1.0 If the executive board receives a written complaint from an organization's representative about another program the NSYL board will hear both sides, take in all the evidence, and vote on whether or not it's considered a "Strike". If a program receives 3 Strikes in one season that program would be suspended the remaining of the season.
- 10.1.1 In the event a program receives a suspension follow rule 10.1.0 that program will be on probation the following season and lose voting rights.
- 10.1.2 If a program is on probation as a result of rule 10.1.0 and receives one strike in the next season, that program will be suspended and reviewed by the board for expulsion

## **11.0.0 ETHICS**

- 11.1.0 In any document one can find loopholes or ways to get around a rule. It is up to the individual organizations to police themselves so as not to break the spirit of the codes and rules. An organization is only as good as the people in it. The NSYL was created to bring together strong independent youth Lacrosse organizations that are willing to work within an environment of mutual cooperation in which the advancement of Lacrosse and not just the individual organization are the main priority. The dynamics of youth lacrosse demands that a youth lacrosse league be operated in this manner. This allows the community, in which the organization resides, to better serve that area, grow with the area and have a sense of ownership with the community.
- 11.1.1 Member organizations are expected to induce a spirit of high ideals in their teams. Member organizations are to practice the highest standards of sportsmanship and coaching ethics.
- 11.1.2 The highest degree of ethical conduct is expected of all that participate in the league. This includes strict adherence to both the letter and the spirit of the rules and regulations. The use of alcohol, illegal drugs, tobacco products, and the use of profanity during practice or games are prohibited.