



NATIONAL SCHOOLS LACROSSE CHAMPIONSHIPS 2019

RULES AND PROCEDURES – U15A&B, U14 and U13

1. Each squad is composed of a maximum of 18 players. No girl is allowed to play in more than one team during the 2019 National Schools Tournament. Each school must submit an online team sheet(s) prior to the tournament. Any amended team sheet(s) should be handed into the event office at the beginning of the Championship.
2. Schools may not enter the U15B tournament unless they have also entered a team into the U15A. Schools may be invited to enter a minor team into a higher competition if space is available.
3. To qualify to play at the NSLC19, all team members must meet the stipulated age and be registered for the 2018-2019 academic year, at the school they are representing in the tournament. (See Appendix 1)
4. All teams are responsible for ensuring that all umpiring games allocated to them are covered. In order to umpire any game in the U15, U14 or U13 competitions, a person must at the date of the tournament, be registered with England Lacrosse and hold a current EL umpiring qualification at Level 1 or above. You are encouraged to use at least a Level 2 rated official wherever possible.

UMPIRES PLEASE NOTE:

U15A/U14/U13

No School may leave the tournament until the umpires for the Last 16 Round have been announced. Schools' not involved in the Last 16 round may be needed to umpire. Schools' who fail to fulfil their umpiring requirements may be subject to a financial penalty and/or have restrictions placed on them for entries into future tournaments.

The losing teams of the Last 16 round will umpire the quarter-finals. The losing quarter-final teams will umpire the semi-finals. The losing semi-final teams will umpire the final. It may be possible to provide independent umpires for the final. This will be clarified on the day.

U15B

No School may leave the tournament until the umpires for the ¼ finals have been announced. Schools' not involved in the 1/4 rounds may be needed to umpire. Schools' who fail to fulfil their umpiring requirements may be subject to a financial penalty and/or have restrictions placed on them for entries into future tournaments.

The losing quarter-final teams will umpire the semi-finals. The losing semi-final teams will umpire the final. It may be possible to provide independent umpires for the final. This will be clarified on the day.

5. If one team has not have arrived on its designated pitch by the time the horn sounds to start the game, play will start with a free position at the centre line for the other team. Play will continue in this way with a free position after each goal, until 5 goals have been scored or until the missing team arrives and is ready to play, whichever is the sooner. Once 5 goals have been scored and the missing team has not arrived, the game is forfeit and the team who was present and playing is deemed to have won 5-0. The missing team will be allocated -1 point (minus 1).

If neither team has arrived on the designated pitch and satisfied the umpires that it is ready to play before the horn sounds to change ends at half time, the game is deemed to have resulted in a 0-0 draw and both teams will record a point score of -1 (minus 1).



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6. All teams must wear shirts/ bibs with clear numbers on the front and back. A player may be sent from the field if this is not the case. Each player must have their own visible number and may not exchange shirts or bibs during the game. Numbers cannot be repeated within the squad. The goalkeeper must also be wearing a shirt/bib in the same colour as the rest of her team, and must wear it over the top of her pads. This does not need to be numbered. Please also bring with you a complete set of numbered bibs of a different colour to your usual shirts/bibs for your team to wear in the event that the opposing team's colours are similar to your own. If team colours clash in the opinion of the umpires, the first named team on the schedule must wear contrasting coloured numbered bibs. Schools who fail to adhere to these requirements will forfeit the game.

7. All FIL 2015-2018 Women's Official Rules apply except:

- a. those relating to timing insofar as they are inconsistent with these Rules and Procedures
- b. the tournament rules set out in Rule 25
- c. provision for teams to take timeouts
- d. any of the new rules or amendments in the 2018/19 rule book

8. Warning Cards

Green, yellow and red cards will be used in this tournament as usual. The FIL tournament rule about penalty points for cards does not apply. However, any player who receives a straight red card will not be able to play during her team's next game. Should she attempt to do so, she will be removed from the pitch and must sit out the remainder of that game and the whole of the next one.

9. Timings of matches

U15A&B/U14/U13 17-minute games, straight change of ends at 8 minutes, 1 minute between matches. All games will be centrally timed.

If, when the hooter sounds for the **end of the game only**, the umpire's whistle has already blown for a foul which would result in a major foul free position for the attack on the 11m hash mark, the attack player shall be permitted to take the free position and, if she scores, the goal shall count. Only that attack player and the goalkeeper may participate, and on the umpire's whistle the attack player must shoot without delay. She may take not more than one step as part of that shot. If she takes more than one step or otherwise delays the shot the play is over, and the umpire shall blow the whistle to end the game.

10. Seedings and Transfers

U15A, U14 and U13

Where possible, the 2017 RNSLC results have been used to inform the sections.

Last 16: The Macoocoo Electronic Scoring System will automatically calculate the Last 16 and their position in the draw. The 1st and 2nd placed teams in each section and the 4 highest ranked 3rd placed teams will proceed to the Last 16. In the event of a tie in point in any of the sections, the International Goal Formula will determine placings.



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U15B

This tournament has not been seeded.

¼ Finals: The Macoocoo Electronic Scoring System will automatically calculate the 8 teams and their position in the draw. The 1st, 2nd, 3rd and 4th placed teams in each section will proceed to the ¼ finals. In the event of a tie in points in any of the sections, the International Goal Formula will determine placings

11. Tournament Scoring

Win = 5 points

Tie = 3 points

Loss = 1 point if losing team scores 50% or more of the winning team's goals (eg 4-2)

Loss = 0 points if losing team fails to score at least 50% of winning team's goals (eg 5-2)

No-show = -1 point (minus 1)

In any age group should there be one or more sections where there are less teams and it is necessary to seed the results across the sections to determine the knockout positions, each team must have the same number of results scored. This ensures that the opportunity for points to be awarded for a result is fair to all teams.

The Macoocoo Electronic Scoring System will therefore record a score of 3-0 for all missing games in a section. This score has been determined from Data Analysis of previous tournaments.

If teams in a section finish level on points, their standing shall be determined by the international goal formula:

$$\frac{\text{Goals for} - \text{goals against}}{\text{Total Goals}}$$

The maximum difference in scores allowed per team will be 12, which is achieved by reducing "Goals for". For example, a score of 15-1 will be reduced to 13-1 before using the goal formula.

If by any chance the goal formula should produce identical results, a toss of a coin by the organisers will take place, to determine their positions within the section.

12. Overtime procedures for tied matches in the knock out phase.

There will be no overtime played in the first round of knockout (Last 16) matches.

If at the end of the quarter-finals and semi-finals the result should be a tie, the teams will change ends and immediately begin 'sudden victory' overtime. This is played in 2 periods of 3 minutes with a straight change of ends after the first period. The first team to score wins the game. If there is still no score after 6 minutes of 'sudden victory' overtime, then the team with the highest international goal formula from their sectional play will go through to the next stage.

If at the end of a final the result should be a draw, teams will change ends and after a 2 minute break, begin 'sudden victory' overtime. This is played in periods of 3 minutes with a straight change of ends after each period. The first team to score wins the game.



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13. Resolution procedure for umpiring disputes

Umpire decisions on the pitch are final and must be respected. If a coach is unhappy with a decision made by an umpire they may attempt to resolve their dispute via the following procedure

Stage 1. The coach may speak to the lead official umpiring the game to clarify decisions made by any of the umpires on the pitch

Stage 2. If the pitch officials do not satisfy the dispute, it may be referred to the appointed O.I.C (Official In Charge) who may consult with the tournament directors if necessary.

It is the responsibility of each teacher/coach/manager to make sure that they are aware of these rules and procedures, and the applicable FIL Rules in readiness for the tournament.



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Appendix 1:

Teams must adhere to the following age categories for the National Schools Lacrosse Championships 2019

JUNIOR

U13 = Year 8; players turn 13 years old between 1st September 2018 and 31st August 2019

U14 = Year 9; players turn 14 years old between 1st September 2018 and 31st August 2019

U15 = Year 10; players turn 15 years old between 1st September 2018 and 31st August 2019

SENIOR

U19 = Year 11, Year 12, Year 13; players turn 16, 17 or 18 between 1st September 2018 and 31st August 2019

Players must meet the age restrictions for the competition they will be playing in. If a school requires special dispensation they may apply to the tournament directors.

Teams in junior age categories may play in 1 age category above, at the discretion and invitation of the tournament directors.

No junior team is allowed to participate in a senior competition.

Teams fielding ineligible player(s) will forfeit all games in which the ineligible player(s) have competed.