

WCLL 2013-2014 Rules

Fall Rules

- No competition with officials past October 31st
- The WCLL is not responsible for fall lacrosse

Spring Rules

- 1st day of competition cannot be played until Feb. 1st
- Last day of competition is the Sunday before the WCLL Conference Tournament
- From Feb. 1st till Feb 28th all games must be played indoors unless approved by the league
- From March 1st till March 31st all games must be played on turf unless approved by the league
- All games in the WCLL are 30 min running halves with 2 min. stop clock and 2 time outs for each team with up to 10 min at half time. Half time must be agreed upon the 2 teams playing prior to start of the game.
- No ties are awarded to teams. Overtime will consist 2 3min halves if teams are still tied after the 1st overtime an additional 3min sudden victory will be issued. Please see US Lacrosse overtime rules for more information.
- Single home games must be paid to officials by home team
- If game is played at a neutral site official cost is split between the 2 teams

Play Day Rules

- Teams must request dates to host play day one week before the WCLL board meeting
- Teams must be held in good standings in order to host play day
- Last day to add or drop games is Feb. 15th all games will result into a forfeit unless suitable replacement can be found.
- Host school may fill 50% of available slots for approved play-days prior to the WCLL league meeting. If host teams have an odd number of teams the open slots will default to the lesser percentage.
- If teams play more than 2 games in one day they must have a minimum of an hour break between your 1st and 2nd game or your 2nd and 3rd game
- Games must be scheduled every 1.5hr
- Play day host team will pay all officials.
- All play day teams participating will have to pay the host team the amount designated by the host team.