MID PENN BOYS' LACROSSE GUIDELINES – 2023

I. Length of contest

- a. Varsity games will consist of four (4) twelve (12) minute quarters.
- b. In the event of a tie at the end of the regulation, play shall be continued, after a two (2) minute intermission, with sudden-victory overtime. In sudden-victory overtime, the teams shall play periods of four *4) minutes until a goal is scored. The game ends upon the scoring of the first goal. There will be a two (2) minute intermission between sudden-victory periods.
- c. If a Varsity game goes into overtime, the JV game time may be altered upon agreement of both coaches and officials.
- d. A game 1) Which is interrupted because of events beyond the control of responsible authorities that occurs prior to the end of the third period shall be picked up at the point of interruption, 2) Which is interrupted because of events beyond the control of responsible authorities that occurs after the end of the third period and a winner can be determined shall be considered final, and 3) tied when interrupted because of events beyond the control of responsible authorities shall be continued at the point of interruption (NFHS).
- e. JV games will follow the varsity game and consist of four (4) ten (10) minute quarters.
- f. In the event of a tie at the end of the regulation JV game, play shall be continued, after a two (2) minute intermission, with sudden-victory overtime. In sudden victory overtime, the teams shall play periods of four (4) minutes until a goal is scored. The game ends upon the scoring of the first goal. There will be a two (2) minute intermission between sudden-victory periods.
- g. Half-time will be ten (10) minutes at all levels and two (2) minutes between quarters, but can be less upon agreement of both coaches <u>prior to the start</u> of the game.

II. Uniforms

a. The home school will wear white or light colored uniforms. The visitors will wear dark colored uniforms.

III. Participation

a. All participating schools must abide by the eligibility rules as stated in the PIAA Constitution and the Mid Penn Constitution and By-laws.

IV. Officials

- a. Officials shall be PIAA approved
- b. Two (2) or three (3) PIAA officials shall be assigned for every game. A varsity game may not start without two (2) officials. It is the schools choice to use two (2) or three (3) officials for their contests.
- c. JV games may be played with one (1) official.

V. Game Operations

- a. The US Boys' Lacrosse rules, as approved by the PIAA shall apply.
- b. Recommended starting times All afternoon games should start no earlier than 4:00PM
- c. Game balls must have the NFHS AND NOCSAE seal on them.
- d. All goals will count as one point.
- e. The home team will provide an official timer that is an adult or faculty member. The home team will be the official scorekeeper unless the officials declare otherwise. Each team will furnish its own clock for each game.
- f. It is also highly recommended that an adult or faculty member from the home school keep time at the JV game.

VI. Divisional Championship

This will be decided on the basis of overall record and head-to-head competition.

If there is a tie for the Divisional Championship, the Mid Penn Conference will declare Co-Champions and the Divisional representative in the Mid Penn Tournament will be determined by the head-to-head competition.

In the event of a three way tie:

- 1. Head-to-Head competition records will be reviewed and the team with the best head-to-head record will be the division representative.
- 2. The team with the highest District 3 Power Rating will be the division representative.

VII. Mid Penn Championship

- a. The top two teams will play to determine the overall Mid Penn Champion.
 - i. The Finals will tentatively be scheduled in May (TBD) at Central Dauphin's Landis Field @ Speed Ebersole Stadium.
 - ii. The Keystone Division winner will be the HOME team and the Commonwealth Division winner will be the AWAY team.

VIII. Determining entries into the District III Tournament *Subject to change*

- a. District III AAA will have a 12 team bracket based on Power Ratings. Top 4 seeds will have a first round bye. 3 AAA teams will qualify for the PIAA State Championship Tournament.
- b. District III AA will have a 16 team bracket based on Power Ratings. 5 AA teams will qualify for the PIAA State Championship Tournament.
- c. The cut-off date for games to count in the Power Ratings will be Thursday May 11, 2023-(the dates are not official yet).

IX. Postponement of Contests

a. The home school shall decide if a game is to be played or postponed. It should be rescheduled on the first available date. The Athletic Directors will make the final determination on when the game will be made up.

X. All-Star Selection Process

- a. Final Approval of all-stars will be made at the meeting at the end of the season.
 - i. Criteria
 - 1. All-star is a player who best exemplifies all the qualities of an outstanding individual/athlete
 - 2. Sportsmanship the player's conduct on and off the field, attitude and behavior towards officials, opposing coaches and players will be considered.
 - 3. Skill level This player shall be a top quality athlete who possesses a high level of lacrosse kills and plays the position very well.
- b. Each category will be comprised of a 1st team, 2nd team and honorable mention selections. Categories will be as follows:
 - i. Attack 3 Total of 9
 - ii. Mid-Fielder 3 Total of 9
 - iii. Defense 4 Total of 12
 - iv. Short-Stick Defense 1 Total of 3
 - v. Long Stick Defense 1 Total of 3
 - vi. Goalie 1 Total of 3
 - vii. FOGO 1 Total of 3
- c. All Star Coaches Meeting
 - i. There will be a mandatory Head Coaches Meeting at the end of the season.
 - ii. The winner of the Commonwealth and Keystone Divisions will host this meeting at their school (or an agreed upon site). NOTE: If there is a tie, highest power rating will determine who will host.
 - iii. If the Head Coach is not present at the meeting, their team players will not be eligible for the All-Star Team. Exceptions will be: an emergency in which a call was made to the lacrosse chair(Chris Hunter)