

POLICIES AND RULES GOVERNING THE MEMBERS
OF
THE INDIANA HIGH SCHOOL LACROSSE ASSOCIATION, INC.

ARTICLE I
Identification and Adoption of Policies and Rules

Section 1.1. Name. The name of the Corporation is The Indiana High School Lacrosse Association, Inc. (the "Corporation").

Section 1.2. Adoption of Policies and Rules. Pursuant to Article XII of the By-Laws of the Corporation, the Board of Directors has adopted the policies and rules contained herein, which shall be binding on all members of the Corporation.

ARTICLE II
Eligibility, Player Conduct, Coach Conduct,
Decisions by Officials and Rules Governing Teams and Games

Section 2.1. Team Eligibility and Classification. Teams that are affiliated with only one particular school, continue to draw players from only one school, and whose athletic department recognizes its players with a "Letter," shall be deemed a "Varsity" program.

Section 2.1.1. All other programs shall be considered "Club" teams.

Section 2.1.1. All Club teams who are members agree to endeavor to achieve Varsity status.

Section 2.2. Player Eligibility. A player is eligible to play if:

(a) A player is eligible to play if they satisfy the requirements of the following the Indiana High School Athletics Association (herein "IHSAA") rules.

- i. Rule 4 Age
- ii. Rule 5 Amateurism
- iii. Rule 6 Awards, Prizes, Gifts
- iv. Rule 8 Conduct, Character, Discipline
- v. Rule 12 Enrollment and Attendance
- vi. Rule 13 Graduates
- vii. Rule 18 Scholarships
- viii. Rule 19 Eligibility and Transfers
- ix. Rule 20 Undue Influence

(b) He must be a member of US Lacrosse. See Article VI.

(c) Home schooled students primary residents must be in Indiana

(d) Home schooled students that have been expelled from another school are not eligible.

(e) A home schooled student must participate with the team in its district. If no team is available or the team does not except home schooled students they can then choose another team.

(f) Girls that wish to participate must be allowed to play if they meet all other requirements and no Girls Lacrosse is offered to them.

Section 2.3. Player Conduct. Any player or team personnel ejected from a game will be suspended for the next scheduled game according to the Corporation's master schedule immediately following the occurrence. This applies to Indiana as well as non-Indiana games played in the State of Indiana and playoff games. If the ejection occurs during the last game of the season the suspension is carried over to the first game of the next year.

Section 2.3.1. All incidents of ejection must be reported to the President and/or the Board of Directors within twenty-four (24) hours, or the next business day, whichever is later.

Section 2.3.2. Any player or team personnel ejected from a game must immediately leave the field of play or general playing area.

Section 2.3.3. Any player who played during the suspension period will result in the additional suspension of two (2) games for both the player and the head coach of the team. Any player or coach receiving two (2) such penalties will be suspended for the remainder of the season.

Section 2.3.4. Unsportsmanlike conduct by anyone connected with a program is the responsibility of the head coach and extends to assistants, fans and other team personnel. Such conduct could lead to subjecting the head coach and/or team to penalties described in Sections 2.3. and 2.9.

Section 2.4. Coach Conduct. Each team must have an adult over the age of twenty-one (21), who is a non-playing and non-rostered coach and completed level 1 US lacrosse certification, or an adult, non-playing and non-rostered and completed level 1 US Lacrosse certification designated replacement on the sideline for each game. If the coach is ejected or must leave the game for any reason, he must appoint another qualified person to assume the role of coach. In the absence of this condition, the team shall forfeit the game. Coaches ejected from a game are subjected to the penalties specified in Section 2.2.

Section 2.4.1. Following a coaches first ejection, a letter of explanation must be submitted to the Board of Directors by the ejected coach within three (3) days of the ejection. The Board of Directors will review and investigate the incident.

Section 2.4.2. Following a coaches second ejection, a letter of explanation must be submitted to the Board of Directors by the ejected coach within three (3) days of the ejection. A copy of the letter will be sent to all team representatives, the Athletic Department of the school to which players attend and to all other interested parties. The Board of Directors will review and investigate the incident and determine an appropriate disciplinary course of action.

Section 2.4.2. Following any written complaint submitted to the Board of Directors initiated by any coach, team representative, Athletic Department or lacrosse official, the Board of Directors will review and investigate the complaint.

Section 2.5. Decisions by Officials. The application and interpretation of the game rules shall be the sole responsibility of the officials. Game ejections are not subject to appeal during the game. All such violations are to be reported to the President and/or Board of Directors and the head official within twenty-four (24) hours by the game officials.

Section 2.6. Rules Governing Teams and Games. By becoming a member, a team agrees to:

- (a) Be represented at all Corporation meetings; and
- (b) Be in good standing with the Corporation with respect to dues, officials' fees and paperwork; and
- (c) Attend all regularly scheduled games and playoff games; and
- (d) Have an adult over the age of twenty-one (21), non-playing, non-rostered, US Lacrosse Level 1 certified coach or an adult, non-playing, non-rostered, US Lacrosse level 1 certified designated replacement on the sideline for each game; and
- (e) Notify opponent, head official and the Secretary forty-eight (48) hours in advance of a possible cancellation or change in start times. A cancellation is to be rescheduled within forty-eight (48) hours with date and time agreed by both coaches and notification made to the Secretary and head official.

Section 2.6.1. Uniform and Equipment Requirements. Each team must have equipment that meets the requirements of the National Federation of State High School Associations (herein NFHS). All teams that are members of the Corporation shall have two sets of uniforms, light and dark in color. The light uniform shall be worn by the home team, and the dark uniform shall be worn by the visiting team. Numbers must be visible on the uniform and must be of NFHS regulation size and placement. Equipment color does not have to match the team colors. All references herein to "NFHS" rules or regulations shall mean rules and regulations adopted by the National Federation of State High School Associations.

Section 2.6.2. Team Rosters. Each team must submit a complete team roster to the Secretary one week prior to the first game. The roster must be signed by the coach. All players that join a team after the roster is submitted to the Secretary must be added to the roster and a new roster must be submitted to the Secretary before the new player is allowed to play in a game. Subject to the following sentence, once a player is rostered on a team, that player is only eligible to play for that team for the duration of the player's eligibility. A player may be rostered on another team for reason's deemed sufficient by the Corporation (such as the child moves), in the sole discretion of the Corporation.

Section 2.6.2.1 Roster Rules. A member team must follow these rules when adding a player to their roster:

- (a) The player is eligible to participate in the IHSLA as stated in Section 2.2
- (b) The player attends the school that the member team affiliates it's self with.
- (c) The player attends a school that no other member affiliates it's self with. Once this player is rostered on a member team he must continue to play for this member team for the duration of his eligibility as stated in section 2.6.2. or until a member becomes varsity.
- (d) A member team that is adding players to its roster from another school can only continue adding players form that school for a maximum of six (6) years (Six Year Rule).

Section 2.6.2.2 Six Year Rule. These rules must be followed when adding players from other schools during the six (6) year period.

- (a) The players must play for the team that is affiliated with their school.
- (b) If no team is affiliated with their school than they would play for the team affiliated with a school in their district.
- (c) If no team is affiliated with any school in their district they would play for the school that is geographically closer to the player's school.
- (d) If other students from that players school are currently playing for a member team that player must also play for that team.
- (e) If a member team does not except players from other school or the six year rule has expired on them than the player must play for the next school geographically closer to him.

Section 2.6.3. Home Team Responsibilities. The home team is responsible for:

Section 2.6.3.1. Regulation Field. Providing a playing field of regulation specifications and obtaining duly qualified official(s).

(a) In the absence of satisfying these conditions, the visiting team can cancel the game and request it be rescheduled at a mutually acceptable date. If no agreement can be reached regarding reschedule the date, the home team shall forfeit the game.

(b) Subparagraph (a), immediately preceding, also applies in those situations where a team has to reschedule game(s) due to sanctions placed on it by its school administration, athletic director or other school official.

Section 2.6.3.2. Medical Care. Access to immediate medical care at each home game. This is minimally defined as access to a functioning cell phone and appropriate emergency phone numbers.

Section 2.6.3.3. Additional Home Team Responsibilities. The following shall be provided at each home game:

- (a) A scorer's table, scorebook, chairs, two (2) clocks, horn, extra balls or ball boys, and appropriate personnel;
- (b) Access to ice and water on the field for visiting team;
- (c) Security at the games, as necessary;
- (d) A game administrator who is responsible for assisting the officials with the administration of the game, and that they have safe access to and from the playing area, when necessary; and
- (e) A copy of the official scorecard following the game shall be provided to the visiting team.

These requirements are to act in conjunction with any and all of a schools' requirements.

Section 2.6.4. Reasonable Consideration. The members recognize that games may require considerable travel time to reach game sites. Reasonable consideration shall be given the visiting member team tardiness because of travel complications.

Section 2.7. Scheduling. The Corporation's lacrosse schedule must be completed and submitted to the Secretary by February 1 of each year. All other games shall be submitted as soon as possible. An official schedule will include: (a) date and time, (b) designation of home team, (c) name of opponent, and (d) location. Home team coaches are to confirm game date, time and location with the visiting coaches and officials at least twenty-four (24) hours in advance of the game.

Section 2.7.1. Sunday Games. Teams shall not schedule games on Sunday.

Section 2.8. Game Suspensions Due to Weather. Once the officials have assumed control of the game, a twenty (20) minute suspension of play shall apply if the officials' opinion is that there is a dangerous weather situation. At least two (2) suspensions are to occur before a game is to be stopped or Did Not Finish (DNF). Consideration for a third suspension is given if the visiting team has had extensive travel.

Section 2.8.1 Stopped Games. If a game is stopped after time expires in the second (2nd) quarter a game is considered official. The team in the lead will be declared the winner. A tied game will be considered a tie.

Section 2.8.2 DNF Games. Any game stopped before time expires in the second (2nd) quarter will be listed as Did Not Finish (DNF). If the teams reschedule the game it will be considered a new game (score 0-0).

- a) Teams must make a reasonable effort to schedule a new game if the original game schedule is listed as DNF.
- b) Any team personnel that was unable to participate in the original scheduled game due to suspension under section 2.3 are not to participate in the rescheduled new game. However, those person will be eligible to participate in the next scheduled game according to the IHSLA master schedule.
- c) Any persons ejected from a game listed as DNF will be suspended from the next scheduled game according the IHSLA master schedule.
- d) Any persons ejected from a game listed as DNF will be suspended from the rescheduled new game as well.

Section 2.9. Forfeiture. Except as permitted under NFHS regulations, in the case of a team failing to appear for an officially scheduled game, or failing to make contact within one (1) hour after a scheduled game time, the team failing to appear or make contact shall forfeit the game. As stated in Section 2.6.3, the home team is responsible for providing a playing field of regulation specifications and obtaining duly qualified officials. According to Section 2.6.3.1(a), in the absence of these conditions, the visiting team can cancel the game and request it be rescheduled at a mutually acceptable date, and if no agreement can be reached the home team shall forfeit the game. According to Section 2.4., if the coach is ejected or must leave the game for any reason, he must appoint another qualified person to assume the role of coach. In the absence of this condition, the team shall forfeit the game. Each team must have at least ten (10), able, properly equipped, and rostered players to play a game. Failing to have ten (10) players will result in a forfeit, unless otherwise agreed by both coaches. Any game that is played with illegal or ineligible players will be forfeited, even if the violation is discovered after the game is played.

Section 2.10. Probation. A team under probation of any kind is not qualified for the playoffs and none of its players are eligible for Corporation honors. There are to be three types of probation:

Section 2.10.1. Administrative probation is levied by the Board of Directors or President on teams failing to be in good standing with the Corporation with regard to dues or paperwork. The probation is lifted immediately upon submission of the delinquent dues or paperwork.

Section 2.10.2. Executive probation is brought by the Board of Directors and may only be lifted upon the approval of the Board of Directors.

Section 2.10.3. Full probation is brought by the entire membership of the Corporation by a two-thirds (2/3) vote and can only be lifted by the entire membership of the Corporation by a two-thirds (2/3) vote.

ARTICLE III Playoffs

Section 3.1. Eligibility. To qualify for the playoffs, teams must not be on probation and must complete at least eight (8) games against eight (8) different member teams of the Corporation, but must not have played more than sixteen (16) games against member teams during the regular season.

Section 3.2. Timing. Qualifying games must be completed at least three (3) days before the playoffs begin.

Section 3.3. Ranking. Subject to the sole discretion of the Corporation to change the ranking of teams, the Corporation shall rank the teams according the Lacrosse Power Ratings (herein LaxPower) available most recently prior to the commencement of the playoffs.

Section 3.4. State Tournament Structure. The top twelve (12) teams qualify for the tournament.

(a) The State Tournament round 1 and Quarter Finals games are to be played at the site of the higher seed.

(b) All games are to be played on a pre-determined date at a pre-determined time set by the Corporation.

(c) The four (4) teams seeded the highest get a bye.

(d) State Tournament Round 1. For round 1 of the State Tournament, the teams seeded the lowest will play the teams seeded the highest, excluding the teams that receive a bye, and the lower seeded teams will play at the higher seeded team's field, with the highest seed playing the first game. For example, if there are Game 4 will be Seed #9 playing at Seed #8. The winning teams will advance to the State Tournament Quarter Finals. Twelve (12) teams that qualify for the State Tournament, the four (4) highest seeded teams will get a bye, and then State Tournament round 1, Game 1 will be Seed #12 playing at Seed #5; State Tournament round 1, Game 2 will be Seed #11 playing at

Seed #6; State Tournament round 1, Game 3 will be Seed #10 playing at Seed #7; and State Tournament round 1,

(e) State Tournament Quarter Finals. The teams that received a bye and the winning teams of State Tournament round 1 advance to the State Tournament Quarter Finals, to be played at the field of the higher seeded team, and the lower seeded teams will play at the higher seeded team's field, with the highest seed playing the first game. The format for the State Tournament Quarter Finals is best explained by the following example: if there were twelve (12) initial teams, the four (4) highest seeded teams that received a bye, and the winners of State Tournament round 1 will proceed to the State Tournament Quarter Finals, to be played as follows: State Tournament Quarter Finals, Game 1 will be the winner of State Tournament round 1, Game 4 playing at Seed #1; State Tournament Quarter Finals, Game 2 will be the winner of State Tournament round 1, Game 3 playing at Seed #2; State Tournament Quarter Finals, Game 3 will be the winner of State Tournament round 1, Game 2 playing at Seed #3; and State Tournament Quarter Finals, Game 4 will be the winner of State Tournament round 1, Game 1 playing at Seed #4. The winning teams advance to the State Tournament Semi-Finals, to be played on a single date and site determined by the Corporation.

(f) State Tournament Semi-Finals. The State Tournament Semi-Finals will be played on the same date and at the single site determined by the Corporation. The winners of State Tournament Quarter Finals, Games 2 and 3 will play the morning game and the winners of State Tournament Quarter Finals, Games 1 and 4 will play the afternoon game.

(g) State Tournament Finals. The State Tournament Finals will be played on the date and at the site determined by the Corporation. The final game will be played at the same site of the State Tournament Semi-Finals. The final game will be played between the winners of the two State Tournament Semi-Final games. The losing team shall be awarded the second place trophy. The winner of the State Tournament Finals will be awarded the first place Trophy to be retained by them until the next year's final game and will be accorded the title of "Indiana State Champion of High School Lacrosse."

Section 3.5. Consolation Tournament. A Consolation Tournament will be played on the date and at the site determined by the Corporation.

(a) The Consolation Tournament games will be played between the teams seeded #20 – #13.

(b) Consolation Tournament Round 1. The round 1 Consolation Tournament games are to be played at the site of the higher seed, on a pre-determined date and at a pre-determined time set by the Corporation. Consolation Tournament Game 1 will be Seed #20 playing at Seed #13, Game 2 will be Seed #19 playing at Seed #14, Game 3 will be Seed #18 playing at Seed #15, and Game 4 will be Seed #17 playing at Seed #16.

(c) Consolation Tournament Semi-Finals. The winning teams of the Consolation Tournament round 1 games advance to the Consolation Tournament Semi-Finals, to be played on a single date and site determined by the Corporation. The Consolation Tournament Semi-Finals will be played at the same site of the State Tournament Semi-Finals. The winners of Consolation Tournament round 1, Games 2 and 3 will play the morning game and the winners of Consolation Tournament round 1, Games 1 and 4 will play the afternoon game.

(d) Consolation Tournament Finals. The Consolation Tournament Finals will be played on the date and at the site determined by the Corporation. The Consolation Tournament final game will be played at the same site of the Consolation Tournament Semi-Finals. The final game will be played between the winners of the two Consolation Tournament Semi-Final games.

Section 3.6. Right to Amend. The Corporation shall have the right to review and change the tournament seeding, site, time and date.

ARTICLE IV All-Indiana Team

Section 4.1. All State Selections. One week prior to the State Tournament, each team must submit their All-State nominees to the Secretary. The nominations will include a maximum of three (3) Attackmen, six (6) Midfielders, three (3) Defense men, one (1) Goalie, one (1) Face-off specialist, and one (1) long stick Midfielder.

Section 4.2. Voting. Before the State Tournament round 1 games, and at a time determined by the Corporation, the coaches will provide the Secretary with their votes for All-Indiana selections. Each coach must vote for First Team and Second Team. Coaches may not vote for their own players. Coaches that fail to submit their vote by the designated time may have their players removed from the All-Indiana roster.

(a) For First Team each coach must vote a maximum of three (3) Attackmen, three (3) Midfielders, three (3) Defense men, one (1) Goalie, one (1) Face-off specialist, and one (1) long stick Midfielder. A player receiving a First Team vote will receive two (2) points.

(b) For Second Team each coach must vote a maximum of three (3) Attackmen, three (3) Midfielders, three (3) Defense men, one (1) Goalie, one (1) Face-off specialist, and one (1) long stick Midfielder. A player receiving a Second Team vote will receive one (1) point.

Section 4.3. Honors. Players will be selected based on points. In an event of a tie both players will be selected.

(a) First Team: The players receiving the top 3 points for Attack, Midfielder, and Defense will be selected to the First Team for the respective positions. The player receiving

the most points for Goalie, Face-Off, and Long Stick Midfielder will be selected to the First Team for the respective position.

(b) Second Team: The players receiving the top 3 points for Attack, Midfielder, and Defense will be selected to the Second Team for the respective positions. The player receiving the most points for Goalie, Face-Off, and Long Stick Midfielder will be selected to the Second Team for the respective position.

(c) Honorable Mention: The players receiving at least three (3) points will be awarded honorable mention for their respective position.

The selected players will receive a formal certificate of merit bearing the title of "All State" player and shall be honored at a presentation during the State Tournament weekend.

Section 4.3.1 All-American This is an award given by US Lacrosse. US Lacrosse is responsible for the criteria and handling of this award.

Section 5.1. Academic Awards. One week prior to the State Tournament, each team must submit their Academic nominees to the Academic Chairperson. There shall be two categories of academic recognition. All Academic and Academic All-State. The nominations will include:

Section 5.1.1 All Academic. Is an award for all juniors and seniors that meet a certain academic achievement. The criteria for inclusion:

- (a) Player must be in their junior or senior year.
- (b) Player must maintain:
 - a. 3.5 or better (4.0 scale) for Seniors.
 - b. 3.6 or better (4.0 scale) for Juniors.
- (c) These standards are cumulative, not just 3rd Quarter of this year.
- (d) Players must be on Varsity roster.

Section 5.1.2 Academic All-State Honors. Is an award for only seniors that has a higher achievement criteria as well as a higher athletic involvement. The criteria for inclusion:

- (a) Player must be in their senior year.
- (b) Player must meet All Academic standards.
- (c) Player must have minimum SAT score of 1110 on the critical reading and math only or a minimum ACT score of 24.
- (d) Player must have participated in a minimum of 50% of the contests.
- (e) Player must submit school transcript.
- (f) Nomination form must be signed by the coach and principle.

Section 5.2 Honors. The Academic Chairperson will review all nominations and grant honors based on our two categories (All Academic and Academic All-State) where appropriate.

Section 5.2.1 Academic All-American. This is an award given by US Lacrosse. US Lacrosse is responsible for the criteria and handling of this award.

ARTICLE V Other Corporation Awards

Section 6.1. Coach of the Year. One week prior to the State Tournament, each coach must submit to the Secretary their vote for one (1) coach they wish to nominate for the "Coach of the Year" award. Coaches may not vote for themselves.

Section 6.2. Indiana Player of the Year. One week prior to the State Tournament, each coach must submit to the Secretary their vote for one (1) "Indiana Player of the Year." Coaches may not vote for their own players.

Section 6.3. Officials' Sportsmanship Awards. One week prior to the State Tournament, each official must submit to the Secretary their vote for one (1) player within each region (Northern, Indianapolis-Metro, and Fort Wayne) they wish to nominate for the "Sportsmanship Award." Each official may not vote for more than three (3) players total, and not more than one (1) player from each region.

Section 6.4. Most Valuable Players. After the State Tournament finals game, the executive committee present will vote for one (1) "Offensive Most Valuable Player of the State Tournament," and one (1) "Defensive Most Valuable Player of the State Tournament." The players with the most votes in each category will be immediately announced as "MVPs of the Tournament."

ARTICLE VI Insurance

Every player must be a member of US Lacrosse, and fall under its insurance coverage. Players that are not a member of US Lacrosse or not covered by its insurance coverage are not eligible to play. Every team must be able to provide proper documentation for insurance coverage of each of its players, through US Lacrosse, at the request of the Corporation.

