

PIAA GIRLS LACROSSE DISTRICT I PLAYOFFS

(Place at scorer's table)

Use of Visual Clock

When a visual clock (scoreboard) is used, all coaches, teams, and if possible, spectators should be informed that the official time is to be kept at the scorer's table. Additionally, the visual clock shall be stopped for the last two minutes each half.

If the visual clock is controlled in the same location as the official assigned as the timer from PIAA, or field official then that clock can remain the official clock. **If the official is located in a different location than the operator of the overhead clock, then a field clock should be used along with a horn.**

Postponed Games

Games postponed due to weather or other unforeseen circumstances:

1. If 80% of the game is played and there is a team ahead, the game is considered complete.
2. If 80% of the game is played and there is a tie, the game will continue on another day at the point/time of suspension (umpires need to note, in the home score book, where ball was & who had possession).
3. If less than 80% of the game is played, the game will continue on another day at the point/time of suspension (umpires need to note, in the home score book, where ball was & who had possession).

Weather Policy

In the event of high temperatures/humidity, the following should be reviewed with coaches and umpires prior to the start of the game. This policy will provide a consistent procedure for each game and has been issued in an attempt to prevent the possible illness of athletes and officials from extreme heat.

POLICY: A water break will be taken on the first whistle after the 12-minute mark in each half. Each player is to drop their stick to mark their spot when the whistle blows. The water break is for 1 minute. A whistle from the officials will indicate that players should return to their sticks. Play will then resume on the official's whistle.

The water break in each half will be in addition to the time outs and half time break permitted in the US Lacrosse Rules.

With high temperatures may come lightening. If lightening is spotted, play will immediately stop. Teams are to seek safe coverage. (SITE MANAGER: Indicate location of safety to teams and officials at the pre-game meeting). Play may resume when 30 minutes passes after the last sighting of lightening or sound of thunder. Upon agreement warm-up times can be permitted when a delay takes place: 30-45 minutes -10 minutes warm-up 45-60- 15 minutes 60 and above- 20 minutes

Host sites may wish to make additional water coolers available to teams.

Late/Missing Official Policy

Officials are scheduled to arrive 30 minutes prior to the designated start time.

For Rounds 1 and 2, three field officials will be assigned. Home team will provide an experienced timer. Three officials will be assigned to the field throughout the playoffs.

If an official is late, the start of the game is to be delayed 10 minutes from the official start time. The 2 attending officials should conduct all pre-game procedures. The game shall then be started with the 2 attending officials.

Upon the arrival of the third official, an official's time out will be called on the next whistle, the officials will reposition themselves on the field, and play will resume.

For the Semi and Final Rounds, three field officials and a table official will be assigned.

If an official is late, the start of the games is to be delayed 10 minutes from the official start time. The 3 attending officials should conduct all pre-game procedures. The game shall then be started with the 3 attending officials in the positions to which they have been assigned.

The Semi-final and final will be assigned 4 officials. A table official and 3 field officials. If a field official is late for the start the table official should replace the field official and remain the field official for the remainder of the game.

***US Lacrosse Tie Breaking Policy

Modified PIAA State Rule

When the score is tied at the end of regular playing time, both teams will have a 5-minute rest and toss a coin for choice of ends with the visitor making the choice shall take place. (See Rule 6-A).

The winner will be decided on a sudden victory stop clock overtime period of no more than six minutes in length with the teams changing ends after 3 minutes, with no delay for coaching. The game will be restarted with a center draw the team scoring the first goal wins the game

If the teams are still tied after six minutes have elapsed, the teams will have a 3-minute rest and change ends.

The winner will then be decided on a "sudden victory" stop-clock overtime of no more than six minutes in length with the teams changing ends after 3 minutes. The game will be restarted by a center draw. The team scoring the first goal wins the game.

Play will continue with "sudden victory" stop-clock over time periods of six minutes in length with 3 minutes in between and change of ends until a winning goal is scored.

Contact: 610-519-9525 OR www.district-one.8m.com for more information. 4/02

Overtime Procedures:

1. 5 minute rest period between regulation time & first overtime period
2. Visiting captain calls the coin toss
3. All overtime periods are "sudden victory" stopped-clock periods of six (6) minutes, changing ends after three (3) minutes with no delay for coaching, until a winning goal is scored.
4. 3 minute rest between each six (6) minute overtime period
5. Play will continue with as many overtimes as necessary until a winning goal is scored.