



ÖSTERREICHISCHER LACROSSE VERBAND

# BY-LAWS OF THE AUSTRIAN LACROSSE LEAGUE 2014

*revised version as of February 2014*



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1.

## General Remarks

### 1.1 Aim of the by-laws document

The by-laws document defines the framework for the organisation and the conduct of the Austrian Lacrosse League. It is intended to ensure fair competition for all clubs, teams and players participating.

### 1.2 Area of application

All competition games conducted in the course of the Austrian Lacrosse League are subject to the rules and by-laws given by the Austrian Lacrosse Association (OeLaxV) in its current version respectively.

The by-laws are adapted to the environmental situation of the sport, the association and the clubs participating before the start of each season of the League.

## 2. League championship

### 2.1 Championship

- (a) The League Championship is the major and foremost aim of the games conducted and serves the determination of the winner of the Austrian Lacrosse League as well as the Austrian Lacrosse Champion.
- (b) Any team participating may win the Austrian Lacrosse League. The team placed best among those who are both members of the OeLaxV and have their club based in Austria is entitled to bear the title "Österreichischer Lacrosse - Meister" with amendment of the season and the class (men or women).
- (c) Matches shall be played according to the timetable issued by the OeLaxV league manager prior to the start of the season.

## 2.2 Modus

### (a) Women's Championship:

Each team plays all other teams three times in a round robin season.

In any game three points shall be awarded to the winning team, one point shall be awarded to each team in the event of a drawn game. Losing teams shall be awarded no points.

The maximum goal difference per game that will be considered for the championship is restricted to 10.

Ranking criteria apply in the following order: Total points, results of direct duels, overall goal difference, goals for.

### (b) Men's Championship:

Each team plays all other teams twice in a round robin season.

In any game three points shall be awarded to the winning team, one point shall be awarded to each team in the event of a drawn game. Losing teams shall be awarded no points.

The maximum goal difference per game that will be considered for the championship is restricted to 10.

Ranking criteria apply in the following order: Total points, results of direct duels, overall goal difference, goals for.

### 2.3 Eligibility of Teams

- (a) All teams participating have to be registered by their respective clubs prior to the start of the season in accordance to the timeline given by the league manager. The clubs have to transfer the registration fee as well as the player fees on time.
- (b) Each team is required to register and have the fees paid for a minimum of 12 eligible players according to the timeline given by the league manager in order to be able to participate in the Austrian Lacrosse League.

### 2.4 Eligibility of Players

- (a) No person may play for a club until his or her name has been registered with the league manager.
- (b) Players participating in the men's league have to be at least 16 years old. Players participating in the women's league have to be at least 14 years old. If a potential player is younger, the club can apply for an exceptional permission with the Austrian Lacrosse Association. Any player younger than 18 at the time of the start of the season has to provide a parental confirmation verifying that he or she is allowed to and capable of participating in competition matches. It is any adult player's responsibility to decide whether he or she is capable of participating in competition matches without imposing himself or herself or other players to irresponsible risks, and by participating implicitly confirms not to do so.
- (c) New players have to be registered with the league manager (by e-mail: liga@oelaxv.com) at least one week prior to the next game day they want to play in. The player fee has to be transferred to the association's account before the game day. Prior to the season, the deadline for registration given by the league manager has to be met (cp. 2.3c and 5.1).
- (d) A player may only play for one club during a season.

## 2.5 Rules of the Game

### **(a) General rules:**

Men's competition matches will be played according to the FIL Rules of Men's Field Lacrosse 2013-2014 as issued in September 2012, women's competition matches will be played according to the 2011-2014 FIL Women's rules in the revised version of November 2011.

The following exceptions apply:

1. Each men's team is allowed to register up to 23 players, each women's team is allowed to register up to 18 players for a game (of which a maximum of 3 may not be citizens of the European Union).
2. All players of a team have to arrive at the playing field at least 15 minutes in advance to their fixture in order to ensure the smooth conduct of game days and to enable referees to have player lists reviewed and checked. All players are required to be able to provide valid photo identification when asked to do so (e.g. passport, driver's license, identity card). A minimum of 8 players for a men's match and 10 players for a women's match is required for each team.
3. If a team fails to fulfil a fixture, the opposing team will be awarded a 5-0 win lest they have infringed this law themselves. In case both teams fail to fulfil a fixture, both teams will not be awarded any points but 5 goals against.
4. Substitute players are not mandatory. Should any team be reduced to a number of players lower than the minimum, e.g. due to injuries, the team may finish the game with the reduced number of players.

### **(b) Women's games specific rules:**

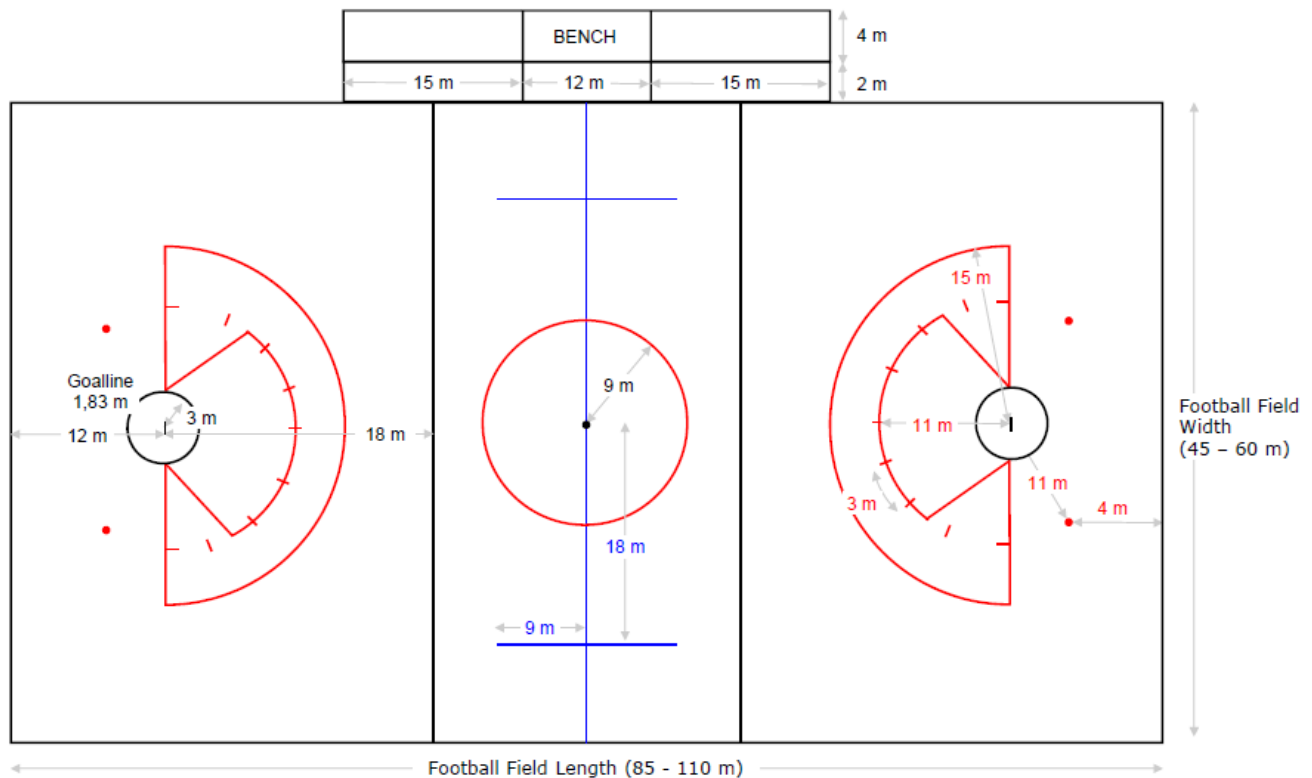
1. Number of players: 10 per team
2. Duration of games: 2 x 30 minutes (stop-clock: last 2 minutes of each half / break of 10 minutes)
3. A full field game (11+1 players) can be played any time in case both teams agree to do so prior to the game.

**(c) Men's games specific rules:**

1. Number of players: 8 per team
2. Duration of games: 4 x 15 minutes (breaks of 3, 6, and 3 minutes)
3. The offside – rule is altered to: “A team is off-side, provided the ball is in play, when it has fewer than 2 men in its attack half of the field between the centre line and the end line or it has fewer than 3 men in its defensive half of the field between the centre line and the end line.” and no more than 3 long poles are allowed on the playing field per team.
4. A full field game (9+1 players) can be played any time in case both teams agree to do so prior to the game.

## 2.6 Field of Play

Field markings and dimensions as required by the ALL for a common men's and women's playing field. Blue lines are required for men's games only, red lines are required for women's games only. Black lines are required for both.





## 2.7 Referees

- (a) A minimum of three referees is required for any given competition match. These are to be provided by a neutral club. Each club is obliged to provide the necessary number of referees for any game they were scheduled to.
- (b) Calls of the referees are to be regarded as factual decisions. Their instructions are to be followed. The referee decides if the playing field is in accordance with the minimum requirements in order to conduct a competition match. He is obliged to review and check the player lists prior to any game. If unlisted players take part in a game, that game will be awarded as a 5-0 win to the opposing team lest they have infringed this law themselves.

In case both teams have players on the field which have not been listed, both teams will not be awarded any points but 5 goals against.

The referee has to document such an incident on the game report.

## 2.8 Organisation of game days

- (a) The organizing club of any game day has to provide all relevant information (time schedule, match plan, address, location detail and contact person including his/her telephone number) two weeks prior to the game day via e-mail to all participating teams and to the league manager (liga@oelaxv.com).
- (b) One week prior to a game day, teams scheduled have to report to the referee manager the names of the referees or their failure to provide referees, due to unavoidable external factors beyond their control. These factors have to be explained in detail. Any changes have to be reported at least 24 hours prior to the game.

- (c) The organizing club has to make sure that a certified first-aider is present at all times. Furthermore a first-aid-kit and ice packs have to be available at the field of play.
- (d) Every team is obliged to provide a list of all players to the bench personnel prior to the start of the game.

This list must contain the names of any players suffering from illnesses subject to report and their respective first-aid medication. Illnesses subject to report are: blood coagulation disorder, asthma, diabetes, epilepsy, HIV / AIDS

- (e) The organizing club has to supply a minimum of three balls, goals and nets compliant with the rules and a validly marked field of play for the competition matches. Compliance with this law is checked by the referees.
- (f) Fields of play have to be either of grass or of artificial turf. Their quality must ensure a safe conduct of the game (mown, no holes, no mole hills ...).
- (g) The size and markings of the field of play have to comply with the picture in the Rules section (2.6). Markings have to be straight.
- (h) Sanitary facilities, showers and changing rooms have to be provided in accordance to the number of players and in vicinity of the field of play.
- (i) A suitable selection of food and drinks at affordable prices for the players has to be made available on the grounds.

## 2.9 Monitoring and Reporting

(a) At any game day of the Austrian Lacrosse League, three parties are responsible for monitoring the compliance with the guidelines and by-laws of the OeLaxV. They confirm this compliance by signing the game report:

- Captain Team 1
- Captain Team 2
- Referees

The parties are responsible for the correctness of the game reports. Any attempt of cheating will be prosecuted and might result in the exclusion from the league.

- (b) The referee manager will assign a head referee to each game day. This referee is responsible for the thorough and proper conduct of the game day and, thus, shall not be associated with the organizing club.
- (c) The head referee is furthermore responsible to forward all game reports either in original version personally to the league manager or as electronic scans to [liga@oelaxv.com](mailto:liga@oelaxv.com) within two days after the game day.

### 3. Team and Player Fees

- |     |                              |         |
|-----|------------------------------|---------|
| (a) | Team registration fee:       | € 75,-- |
| (b) | Registration fee per player: | € 15,-- |

Team and player fees have to be transferred to the association's account according to the given deadlines.

### 4. Penalties

- Failing to provide all necessary infrastructure for a game day which leads to the cancellation of games € 50,--
- Failing to provide a complete team for a game day without notifying the league manager at least one week in advance € 50,--
- Expulsion fouls may lead to a ban of the player in question.

Penalty payments are imposed by a tribunal formed by the ÖLaxV president, the league manager, the referee manager and the ÖLaxV finance referent. Should any of these persons be involved in the incident triggering the penalty discussion (e.g. as a player or referee at the call of an expulsion foul), he or she is replaced by another member of the ÖLaxV board.

Penalty payments have to be transferred to the association's account within two weeks after the imposing of the penalty. Failure of having the payment transferred on time might lead to a ban of the team or club in question.

## 5. Timeline

### 5.1 Registration Deadlines

(a) Registration Deadline for Teams: December 31<sup>st</sup>, 2013

(b) Initial Registration Deadline for at least 12 Players per registered team:

Women's and Men's teams: December 31<sup>st</sup>, 2013

## 6. APPENDIX: Game Day – Check List

Minimum requirements the organizing party has to fulfil in the course of the realization and conduct of ALL game days:

### 6.1 Bench Area

- 1 Table
- 2 Benches
- Rain Shielding for the Bench Area
- Copies of the official Game Reports in the amount of games played + at least an extra copy
- Copies of official Players' List in the amount of teams competing + at least an extra copy (completed lists have to be handed over to referees at least 15 minutes before the start of the game)
- 5 Ball Pens or comparable Writing Utensils
- 1 Score Board
- 3 Whistles
- 2 Spare Balls
- 3 Stopwatches (any Chronometers or Mobile Phones with Timer Functionality are acceptable)
- 1 working Mobile Phone (Number of Ambulance / Hospital has to be stored)
- 1 First Aid Kit (containing at least Dressing Material, Bandages, Compresses, Band-Aid, Rubber Gloves)
- A sufficient supply of Ice Packs or Ice Cubes
- Address and Information of the nearest Hospital

### 6.2 Players Areas

- At least 1 Bench per team
- 1 Liter of Water per Player and Game (Replenishment should be possible)
- Garbage Bag (Every Team is obliged to clean up their Substitution Area after a Game)

### 6.3 Field of Play

- 7 Cones for Field Markings (Poles are not acceptable)
- Correct Field Markings in accordance to By-Law "Rules"
- 1 Game Ball (clean and compliant to Rulebook)

- 2 Spare Balls (1 behind each Goal)
- 2 Goals with undamaged Nets tied to the Frame with Cords
- Repair Kit for Nets or a Spare Goal with prepared Goal Net

#### 6.4 Off the Field

- Changing Rooms
- Showers
- Sanitary Facilities

#### 6.5 Instructions for Timekeeper (Bench)

These documents have to be provided for the Timekeepers.

Inability to comply with any of these requirements has to be reported to the league manager at least 48 hours prior to the event.

## 7. APPENDIX: Instructions for Timekeepers (Bench) at a women's game

### 7.1 Before the Game

- Check: scoresheet, writing materials, extra balls and at least 2 stop watches at the bench.
- Coordinate with the umpires.

### 7.2 During the Game

- Fill in the scoresheet carefully and legibly:
  - o write down the start time
  - o write down timeouts (incl. point in time)
  - o mark the score after the 1st halftime (with a line below the scored goals)
  - o write down penalties and the point in time of the penalty
  - o write down goals, assists and the point in time of the goal
- Don't forget to clock
- Timeout: clock the timeout (90 sec) – Each team has **two timeouts** per game!
- Clock the half-time break (10 min)
- Clock time penalties (and tell the players)
- Watch substitution (1st fault: warn the coach/team; 2nd fault: tell the Umpires)
- Show the current score at the scoreboard

### 7.3 After the Game

- Fill in the final score in the scoresheet
- Captains and umpires have to sign the scoresheet
- Tidy up the bench
- File the scoresheet in the bench-folder

### 7.4 General Information

- A game lasts **2 x 30 minutes**.
- The half-time break lasts 10 minutes.
- The **last two minutes of each half** have to be clocked strictly NET (**stop clock**): The clock has to be stopped after each whistle. Time starts to run again with the whistle of an umpire.
- A **timeout** lasts **90 seconds**. After 60 seconds, a "thirty seconds" call has to be announced.



- The last two minutes and the last minute of a game have to be announced ("two minutes to play" / "one minute to play").

For the last **30 seconds** of the game you have to walk up to the nearest umpire and **count down the last ten seconds** for the umpire. During counting you should position yourself with your back to the field. (Please ask the umpire prior the game if he or she wants you to do that. Some of them clock for themselves.)

- Yellow card: 2 minutes time penalty (NO sub may replace her)
- yellow/red card (= ONE player is yellow-carded the 2nd time): no sub allowed for 5 minutes, exclusion of the penalised player for the rest of the game (is called by the umpire):
- straight red card: no sub allowed for 10 minutes, exclusion of the penalised player for the rest of the game (is called by the umpire)

## 8. APPENDIX: Instructions for Timekeepers (Bench) at a men's game

### 8.1 BEFORE the game

- Check: scoresheet, writing materials, extra balls and at least 2 stop watches at the bench
- Coordinate with the Referees.

### 8.2 DURING the game

- Fill in the scoresheet carefully and legibly:
  - o write down the start time
  - o write down timeouts (incl. point in time)
  - o mark the score after the every quarter (with a line below the scored goals)
  - o write down penalties and the point in time of the penalty
  - o write down goals, assists and the point in time of the goal
- Don't forget to clock
- Timeout: clock the timeout (90 sec.) – Each team has one timeout per half
- Clock breaks (Quarter-time 3 min, Half-time 6 min)
- Clock penalties (Call the player to the penalty bank and release them; time of penalty is called by the referee)
- Watch substitutions (1st fault: warn the coach/team; 2nd fault: tell the referees)
- Show the current score at the scoreboard

### 8.3 AFTER the game

- Fill in the final score in the scoresheet
- Captains and referees have to sign the scoresheet
- Tidy up the bench
- File the scoresheet in the bench-folder

### 8.4 GENERAL Information

- A game lasts **4 x 15 minutes**
- Quarter-time break is **3 minutes**. Half-time break is **6 minutes**.

- A **timeout** lasts **90 seconds**. After 60 seconds, a "thirty seconds" call has to be announced.
- The **last two minutes of the game** have to be clocked strictly NET (**stop clock**): The clock has to be stopped after each whistle. Time starts to run again with the whistle of an umpire.
- The last two minutes and the last minute of a game have to be announced ("two minutes to play" / "one minute to play").

For the last **30 seconds** of the game you have to go to the nearest referee and **count down the last ten seconds** for the referee. During counting you should position yourself with your back to the field. (Please ask the referee prior the game if he or she wants you to do that. Some of them clock for themself.)

- Durations of penalties are called by the Referee.
- Five personal fouls of one player lead to an exclusion for the rest of the game (is called by the referee).