

# Dutch National Lacrosse League

## Rules

v. 2.1



## Introduction

This document outlines the rules for the Dutch National Lacrosse League, the official lacrosse league in the Netherlands.

The rules can only be changed by the board of the NLB, as defined in the rules and regulations (Huisreglement), and any changes will only impact future games.

## Rules

### 1 Participants

#### 1.1 Clubs

The clubs participating in the Dutch National Lacrosse League must be members of the NLB. Clubs are at all times responsible for their players.

#### 1.2 Players

It is the responsibility of every club to decide and inform the board about the players representing the club in the games. At all times clubs are responsible for their players.

#### 1.3 Rosters

The total roster of each team can consist of an unlimited amount of players. The game roster is limited to 23 players as defined in the ILF rule book. Only players that are registered on the total roster are considered eligible for the game roster. To be considered eligible for the total roster the NLB contribution fee for the individual player must be paid.

*Example:* Red plays Yellow. Yellow wins the game. After the game is finished Red finds out that Yellow played with non registered player.

The game will be put down as a forfeit by the offending team and will be fined accordingly as stipulated in rule 3.4.2.

Throughout the regular season teams are allowed to add new players to the total roster at any given time. Only players that have played 50 percent plus 1 game of the total games throughout the regular season are considered eligible for participation in the play-offs.

#### 1.4 Changing Teams

In the event a player wishes to transfer to a different team during the season, the player in question is to submit a request of transfer, which includes his motivation, with the NLB board. After receipt of the required documentation the board

will notify the player and clubs in question within a 14-day period on its decision.

## 2 League Format

All teams play at least one game against all teams in the league.

### 2.1 Number of games

All teams play each other at least once. More games can occur but it must consider fairness in terms of number of games.

### 2.2 Point system

The winning team is awarded 1 point. No ties will be allowed (see rule 3.1).

### 2.3 Ranking

The ranking in the league is based on the following criteria (listed according to priority):

- Points;
- Difference between goals for and goals against taken over the entire regular season;
- Goals scored.

In case of a tie after the three criteria listed above it is game(s) between the tied clubs that count. If no decision can be made based on this a game is arranged and will be played on neutral ground.

## 3 Games

### 3.1 Rules

The Dutch National Lacrosse League follows the rules of the International Lacrosse Federation with the following exception:

- Field dimensions: Field size may vary – it is up to the referees to decide if a field is suitable – a decision that must be made prior to game start.
- Overtime: no ties after regular game time are allowed. In the event of a tie a **golden goal** overtime will be played to decide the winner. An initial ten minute overtime will be played, which if need be can be followed with additional periods of 10 minutes to decide the winner.

### 3.2 Preparations

- The home team is responsible for fields/lines which should be completed 30 minutes prior to the start of the game. Each team must be able to access the playing field at least 15 minutes before game start.

- Cones or other items to show substitution area and penalty box must be supplied by the home team.
- The home team is responsible for three watches to be used by the bench officials.
- The home team is to provide sufficient water for both playing teams and referees.

### 3.3 After the game

- After the game the home team is responsible for cleaning up on as well as around the field.
- The home team is responsible for submitting official and signed Score sheets to the NLB within 2 weeks after end game.

### 3.4 Forfeiting a game

#### 3.4.1 Forfeit due to insufficient players

If a team does not have 10 players at game start the opponent will be rewarded with a 10-0 victory.

*Example* Red plays Yellow. Yellow's roster consists of 9 players.

Red is declared winner with a 10-0 score.

#### 3.4.2 Forfeit by rule book violation

If a team violates any of the rules as stipulated in section 1. Participants the offending team will incur a loss by a margin of 10-0 and will be imposed with a fine. The first violation will result in a €50,- fine. The second violation will result in a €100,- fine. The third violation will result in a €150,- fine and a one (1) year suspension from all DNLL activities.

### 3.5 Moving of game

Moving of a gameday is strictly prohibited. All games are to be played according to the schedule as set forth by the NLB.

## 4 Trophy

The winner of the league is responsible for the trophy until a new winner is declared.

## 5 Disciplinary fine

A disciplinary fine can result in suspension, monetary fine, or a combination of both. The club in which a penalized player(s) participates will at all times be responsible for the payment of imposed monetary fines.

A disciplinary fine can be imposed upon:

- Misconduct, which includes:
  - Fighting during a NLB event;
  - Excessive unsportsmanlike conduct during an NLB event (such as malicious statements or actions intended to harm, hurt or injure others);
  - Slander
  - Anything else deemed as misconduct by the NLB board.
- Forfeiting (see rule 3.4)

The NLB can issue a disciplinary or monetary fine in terms of game day suspensions if a club, referee or individual complains about another player's behaviour before, during or after a game. The complaint must be received no later than 7 days after the episode occurred.

## Comments

If a new team wishes to join the league in the middle of the season this has to be approved by the NLB. In case of approval the team can participate in the games but can't win the league.

The NLB's responsibilities start 30 minutes before the start of the first game of the game day and end 30 minutes after the last game of the game day has been finished.