

Article VI — Lacrosse

1. PRACTICE
 - A. “Organized Practice” is defined as a practice which is attended by the players and a coach, and at which the coach directs, instructs and drills the player, players and/or the whole team.
 - B. Practice shall not be held on Sundays or Christmas.
2. STARTING DATES — No organized practice for all levels may begin prior to a date established by the CCS — See page 11.
3. COACHING STAFF LIMIT – The maximum number of coaches shall be three per each level of competition.
4. GAMES AND GAME LIMITS
 - A. It is considered to be a “game” whenever two schools meet in any competition in any CIF-approved sport. The game limits for lacrosse are 20 games and 2 scrimmages.
 - B. A tournament counts as the minimum number of contests guaranteed.
 - C. An alumni contest shall not be included in the game limit of any sport.
 - D. Games shall not be played on Sundays or Christmas.
 - E. Games shall be held according to the National Federation Rules.
6. STARTING TIMES – All Varsity league games shall begin at 3:30, with JV games to follow the Varsity.
7. SCHEDULE
 - A. Boys Lacrosse –There will be a single round robin format schedule for all levels.
8. LEAGUE PLAYOFFS
 - A. For Boys Lacrosse, there will be playoffs for Varsity only. Assuming a 7 team league, the playoffs will consist of all seven teams. In the first round, the #2 seed will host the #7 seed; the #3 seed will host the #6 seed, and the #4 seed will host the #5 seed. The #1 seed will have a bye in the first round. Winners of first round matches will play in the semi-finals with the lowest seed winner playing the #1 seed, and the other two winners playing each other. The higher seeds for these matches will host the matches, unless the league has a central site that can host both semi-final matches. The winners of the two semi-final matches will play for the championship, at the site of the higher seed. The winner of the playoffs will be determined the Tournament League Champion, and the winner of the round robin will also be determined a League Champion.
9. METHOD FOR BREAKING TIES IN LEAGUE STANDINGS
 - A. Multiple ties in the double round standing shall be broken starting with the lowest teams tied, i.e., a tie for fifth place shall be broken before a tie for second place is broken.
 - B. The following procedure shall be used to break ties in the order as listed:
 1. Head to head competition involves only contests played within league schedule.
 2. If more than two teams are tied, the order shall be decided by the greatest number of points within the tie.
 3. Greatest number of points above the tie.
 4. Greatest number of points versus the highest-ranked team above the tie.
 5. Greatest number of points below the tie starting with the next-placed team below the tie and moving downward.
 6. If a tie still exists, then the Commissioner shall determine the tiebreaker by chance (coin flip or drawing).
 - C. Coin Flips or Drawings
 1. When a coin flip or drawing becomes the last option to break ties in team standings, whether for final round robin standings or representation to CCS playoffs, the Commissioner shall determine the time and place for such a

drawing. The drawing shall be held regardless of whether the involved schools are present. If a school does not desire to participate in the drawing, the Commissioner shall be notified in writing 24 hours prior to the drawing.

2. The winner of the coin flip or drawing shall be given the higher seed(s), but the seed(s) shall only apply to the League playoffs.

10. ALL-LEAGUE TEAM

A. For Boys Lacrosse at the end of the league season the Lacrosse Coaches shall select the All-League Team as follows:

1. Each coach can submit up to 10 nominations from their team for All-League consideration on the Nomination Forms to the League Commissioner. The nominations should be placed in order of preference for most deserving to least deserving.
2. After all nominations are received by the Commissioner, a list of all nominated players shall be forwarded to each coach with a ballot. Coaches are to vote for 20 players in rank order of most deserving to least deserving on the ballot, and return the ballot to the League Commissioner.
3. After all ballots are sent in the 20 players with the most votes will constitute the First Team All-League. Any players who have received votes, but not enough to be on the First Team, shall be on the Second Team All-League. The player that received the most votes shall be designated Player of the Year and awarded the Player of the Year Plaque.
4. Finally, after the First and Second Team is determined the coaches can name one additional player from their own team for Second Team All-League, and one more for Honorable Mention.

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