

Treasure Valley Women's Lacrosse League (TVWLL)

Rules and Regulations

The Mission of the Treasure Valley Women's Lacrosse League (TVWLL) is to provide high school girls with fundamental skills required to play lacrosse, as well as to promote the spirit and sportsmanship of the game. By providing a structured program, the TVWLL Board partners with parents, coaches, officials, and players to encourage a safe, educational and competitive environment allowing players to develop skills and behavior consistent with a high standard of lacrosse.

In the event a team is found in violation of any of the rules in this document, the TVWLL Board will take appropriate action, which may include loss of player, Coach, or Team eligibility for both the Regular Season and Playoffs.

TVWLL will utilize the Girls Lacrosse Rule book published by the National Federation of State High School Associations (NFHS) and USA Lacrosse. This is referred to as the Rulebook in the rest of the document.

If there is a discrepancy between the TVWLL Rules and the Rulebook regarding rules affecting game play, the Rulebook will take precedence.

These rules also provide a procedure for handling league questions and issues that may arise during the course of a season and serve to encourage coaches, players, officials and spectators to coach, play, officiate and watch in a manner that promotes positive play and growth. Lacrosse is not a sanctioned sport for all teams affiliated with TVWLL, therefore TVWLL is not bound by IHSAA (Idaho High School Athletic Association) rules, however they can be used for general direction and guidance, as needed.

TVWLL has a zero tolerance policy regarding any harassment of any Players, Coaches, Parents, and Officials.

All of the above participants are expected to treat each other with respect and sportsmanship both on and off the field. This includes but is not limited to game play, pre and post-game on field activities (Captains meeting with Officials, handshakes while walking the line after the game, team cheers, etc.) as well as off field activities (Team or League meetings, social media, etc.)

Any violations of the above should be documented and forwarded to the TVWLL President at tvwomenslax@gmail.com. Based on follow-up and the severity, the issue will be forwarded to the entire TVWLL Board. At that time, the TVWLL Board will determine what, if any, action needs to be taken. This may include suspending Coaches, or Players from participating in part or all of upcoming games, and or forfeits of games. Also see Section VI, Grievance Procedure.

Note that the Officials are in charge of all game activity, both on and off the field (i.e.: Scoring Table, fans). In addition to any fouls committed during the game by players, Teams may receive penalties based on the conduct of their fans. This includes actions that may occur before, during, and/or after a game.

Player Safety - Head and Neck Injuries

TVWLL takes player safety seriously. All members (Players, Parents, Coaches) are responsible for adhering to League requirements regarding Concussion Management Protocols, including strict adherence to the reporting, removal from play, and education.

If there is a question about if a player has suffered a Head or Neck Injury the player shall immediately be removed from the game. They cannot return to the Game until they meet the "return to play" Rules set out by their School and/or trained medical professional.

More information detailing the specifics from USA Lacrosse, the State of Idaho, and St. Lukes can be found here:

<https://www.usalacrosse.com/sites/default/files/documents/Safety/CMP-Guidelines3-Nov2022.pdf>

<https://legislature.idaho.gov/statutesrules/idstat/Title33/T33CH16/SECT33-1625/>

www.stlukesonline.org/concussion

I. Season

- A. The fall season for TVWLL will begin at the start of the school year and end at the end of November. The Spring Season shall begin when school resumes after winter break and end with the State Championship or All Star Game (whichever is held later).
- B. Conditioning may take place at any time during the year. Open field play, gatherings or events during the off season MUST be open to all eligible players. Coaches and/or adult presence is suggested and may be required by TVWLL teams.
- C. The schedule for Varsity and Junior Varsity (JV) teams will be determined each year by the League, with input from the Teams.
- D. All Teams (both Junior Varsity and Varsity) may be required (if Scheduled) to play at least one "Out of Area" Game. Out of Area is defined as outside of the Treasure Valley for Treasure Valley Teams, and within the Treasure Valley for non-Treasure Valley Teams.
Keeping with TVWLL's goal to encourage the growth of the sport of lacrosse in this region, all teams are asked to make their best effort to commit to the schedule created with as few change requests as possible after the Official Spring Season Schedule is completed and approved. If a team needs to cancel or change any game, the TVWLL Board has the right to review the reasoning.

II. League Structure - The goal of the league structure is to promote two levels of lacrosse, Varsity and Junior Varsity. The League's responsibilities are to supervise, coordinate and facilitate all activities related to high school girl's lacrosse within TVWLL. Any team knowingly using an ineligible player or Coach (after the Team was notified by TVWLL) will forfeit the games in question. If a Team unknowingly uses an ineligible player or Coach, the Board will determine what, if any, penalties are needed.

- A. Eligibility of Players. To be eligible to play on any team representing a program which is a member of TVWLL, a player must fall within the limits of all the following rules:
 1. Meet the age/grade requirements for the team in which the player has registered to play for grades 8 - 12 in their Idaho communities. An 8th grader may play in TVWLL Junior Varsity games as supported by the rules of their team. An 8th grader may NOT play in TVWLL Varsity games. If 8th graders are not allowed to participate in their "home" team program, because of the rules of their "home" team, TVWLL will make every effort to help find the 8th grader a neighboring team to participate with, during their 8th grade year.
 2. Be a current member of USA Lacrosse. Note that by allowing a player to be on a Team, the Team is guaranteeing to TVWLL that the player has a current USA Lacrosse membership and assumes any liability if this isn't the case.
 3. Players must play for the school in which they reside/attend. In specific situations where no team exists in a school, the player can request membership with another school with a two-thirds majority vote of the Board, along with the approval of the affected School and School District. All player requests must be submitted to the TVWLL Board before the player can play for that team. In situations where a club team serves more than one school, there may be players from different schools, all participating on the same team. If more than one club team serves a certain area, and there is no school affiliated school team available to a player, the player may choose which club to join. Said players can not switch between TVWLL teams without TVWLL Board approval.
 4. Teams must be in good financial standing with TVWLL. If a member team is delinquent with money owed directly to the league, the team will be notified and will not be eligible for any TVWLL games. Once the team's financial standing is resolved with TVWLL (Team will be notified), the team will be immediately eligible to play in TVWLL games.
 5. Players may not have been recruited from another TVWLL team. Once a player has registered with a specific TVWLL team they may not participate in another TVWLL team during the same season unless approved by the Board, along with the approval of the affected School and School District. A player may participate on another lacrosse team provided that team is not a member of TVWLL.
 6. Should a player wish to transfer from a TVWLL team to another TVWLL team, they must submit an

affiliation request to the Executive Board by February 1 of that season. A transfer shall not be allowed without approval by the TVWLL Board, along with the approval of the affected School and School District. Movement from one TVWLL team to another is highly discouraged and will only be approved in special circumstances.

- a) Note that if a Transfer is approved it is for the Player's career. For example: If they play for Team A in one season, Team B in the next (after an Approved Transfer Request, they will not be able to play for anyone other than Team B going forward

B. Eligibility of Coaches. To be eligible to coach on any team representing a program which is a member of TVWLL a coach must fall within the limits of all the following rules:

1. Be a current member of USA Lacrosse.
2. Have attained Level I / Bronze Level Certification by USA Lacrosse
 - a) If due to timing, a First Year Coach cannot get Level I / Bronze Level certification in time, they still may Coach that season. However, they must obtain Level I certification prior to the start of the next season.

C. Level Determination

1. Each TVWLL team must have support from a host school (i.e. athletic director, faculty advisor).
 - a) Proof of USA Lacrosse membership of coaches and assistant coaches must be submitted to the TVWLL Board by Feb 15th of that seasonal year. Note that by allowing a Coach to be on a Team, the Team is guaranteeing to TVWLL that the Coach has a current USA Lacrosse membership and assumes any liability if this isn't the case.
 - b) Teams will provide their Roster size 1 week before the first game of the season and will receive an invoice from TVWLL. Payment is due as soon as possible and no later than two weeks post invoice. If payment has not been received by then, any upcoming games may be canceled and/or forfeited until full payment is received.
 - c) Each team will ensure that their Contact List is updated for the upcoming Season. If this isn't done, and information isn't received by the correct individuals, the Team is responsible.
 - d) Scheduling will be done through the League. The League will map out a preliminary schedule and then adjust based on input/conflict from the Teams.
2. Each team affiliated with a school will have only one Varsity team that will compete in the TVWLL. All subsequent teams established by the team affiliated with the same school will be established as Junior Varsity. A team affiliated with the same school may have up to three Junior Varsity teams. Each Varsity and Junior Varsity team shall have a minimum of 14 players on its respective roster, which roster shall be submitted to TVWLL before the first game of the regular season. A minimum of 28 players is required in order for a TVWLL member to field both a Varsity and one Junior Varsity team. If a team has 28-32 they can decide if they want to field one or two teams. If they have more than 32 players, they must have two teams. If a team is unable to present a 14 player roster prior to the first Regular season game and still desires to field a team, it may apply to the TVWLL Board for a waiver of this requirement.
3. New first year teams will not be eligible as a Varsity team. Special circumstances can be presented to the Board who can rule on a new team becoming a Varsity team. Teams will be expected to play Varsity after two years in Junior Varsity play in the event there is no other Varsity team affiliated with that school. A Varsity team can move down to Junior Varsity with Board approval.
4. No player on a Varsity roster may play in a Junior Varsity game, but may play in scrimmages.
5. No more than six Junior Varsity players may play in the same Varsity game. There is no limit to the number of Varsity games a Junior Varsity player may play. Every Junior Varsity player who plays in a Varsity game must be listed on the Varsity game roster presented at game time and identified as a Junior Varsity player.
 - a) Up to 2 (two) Junior Varsity players may play in a varsity game with no restrictions (they can play in either half and there is no limit on minutes played).
 - b) An additional 4 (four) Junior Varsity players can play in a Varsity game but can only play in one half (either the first or second half) of the varsity game. Once that player enters a Varsity game they may play only in that half of the game. There is no limit to the minutes the player may play in that half of the game and they may leave the game and return, as long as they return only in the same half of the game.
 - c) This is not an exception to the 8th grader rule. An 8th grader may NOT play in TVWLL

Varsity games.

- d) Junior Varsity goalies are exempted from the above. A Junior Varsity Goalie may play in an entire Varsity Game, as a goalie.

III. Rosters and Forfeits

- A. Each team is allowed roster revisions (additions and deletions) prior to the third game of the current season. This is the only scenario where a Varsity player can become a Junior Varsity player at the same School. Coaches may not borrow non-team members for purposes of an official game.
- B. If a team does not have a sufficient number of players present at game time they shall forfeit the game. A sufficient number of players shall be defined as 12 players, subject to the following exception applicable only to regular season games:
 1. A team may play an official game with 10 or 11 players on no more than two occasions during the regular season. The opposing team may play with 12 players. (In the interests of sportsmanship the opposing team should not be criticized for doing so as the players on that team should not be limited to less playing time due to the failure of their opponent to field 12 players.) After a team has played two official games during a season with less than 12 players, that team will be required to forfeit any later games in the event they have less than 12 players present at game time. The teams may scrimmage, but it will not be an official game.
 2. Any official game played under this exception shall be subject to the full enforcement of the rules, including but not limited to enforcement of offensive and defensive offside rules.
 3. At the conclusion of any official game played under this exception the official scorebook shall reflect any team which played with less than 12 players. The team playing with less than 12 players shall report that fact to the League Records Manager who shall post the score with an appropriate notation identifying that team. After a team has played two (2) official games under this exception, it shall be that team's obligation to advise its opponent in the event it is unable to field a team of at least 12 players at game time thereafter.
 4. Any team who cannot field at least 10 players at game time shall be deemed to forfeit that game. The teams may scrimmage, but it will not be an official game.
 5. Following agreement by both coaches that a forfeit has occurred, coaches may dismiss their teams, or proceed with a non-official game and swap players as mutually agreed to in order to play the non-official game
 6. All rosters should be typewritten and be presented to the scorekeepers/timekeepers before the start of the game.

- ### IV. Game Play -
- For all league contests only eligible players who are on the roster of the TVWLL team for whom they are playing and for whom TVWLL has collected dues from the member organization shall be entitled to play. All contests between member teams shall follow the Rulebook. All contests shall be officiated by officials assigned by the Idaho Women's Lacrosse Umpires Association, IWLUA. Note that the Officials are in charge of all game activity, both on and off (i.e.: Scoring Table, fans). In addition to any fouls committed during the game by players, Teams may receive penalties based on the conduct of their fans. This includes actions that may occur before, during, and/or after a game. The official league schedule and standings will be publically available for all Teams to see. All teams are encouraged to regularly check the schedule for any updates.

- A. Host Field and Home Team Responsibilities. As not each team has a home field, the term used here is "host" field. A "home" team is indicated on the schedule. Most, but not all, home teams will be the host team.
 1. The host team administrator shall ensure that the playing field is in proper condition (lined correctly) and that a table is available for score keeping and timekeeping.
 2. If the field is determined to be unplayable (or not available to the Host Team after they committed that it was), the game shall be rescheduled. If this happens a second time, the Host Team may be required to forfeit. Host Team needs to notify the Opponent and TVWLL Board as soon as they become aware of the situation.
 3. If you're using a "new" field that is not your normal Home Field, the TVWLL Board needs to be notified and has to approve the new field. The TVWLL Board must be notified at least 48 hours prior to game time.
 4. Each team shall provide its own First Aid Kit, and/or Trainer, at the scorekeeper's table.
 5. Each host team is responsible for providing a table, time clock, horn, timekeeper, scorekeeper

and scoreboard and coordinating volunteers to keep time and score. If the scoreboard and clock aren't being maintained at the Table, then the Host Team must have a way of immediately communicating with the Scoreboard/Clock operators.

6. If Sections 2 or 3 aren't met at game time, the host Team will be assessed a Green Card at the start of the game. If it happens at a second game, the Head coach of the Host Team will be assessed a Yellow Card. For any additional games where this occurs, the Head Coach of the Host Team will be assessed a Yellow Card.
7. Where possible, spectators should be seated on the sideline opposite the team bench and scorer's table. 2023 NFHS guidelines state that spectators must be seated at least 13 feet behind the sideline of the playing field. Spectators may at no time cross over the boundary line surrounding the playing field. TVWLL Teams must make every effort to create an appropriate area for spectators.
8. If a field is unplayable the home team shall notify the TVWLL Scheduler as detailed in Section L. The wording in Section A paragraph 8 applies as well.
9. The host team is responsible for providing a safe site on which to play the game. The safety of the site is not subject to compromise. The decision of the referee in this respect is final.
10. Rescheduling: If a game has to be rescheduled ahead of time (for whatever reason other than weather), every effort should be made for the game to be rescheduled within 10 days of the original game date. If a new date can not be agreed upon by the best efforts of both teams, the team that requested the reschedule shall forfeit. If a team forfeits a game at the end of their season that impacts who qualifies for the Playoffs or impacts seeding, the TVWLL Board will review and determine the appropriate action to be taken.
11. Scorekeeper responsibilities: The host team scorebook is the official record of the game. Before the game both teams' names, game location, date, players' names and numbers, and umpires' names will be written into both the host and visiting books. Before the start of each game, each team will provide the opposing scorekeeper with a written roster of their players and player jersey numbers for that game. The final score of the game shall be entered and both umpires shall sign the host scorebook. Records should be kept for goals, assists, goalie saves, shots on goal, ground ball control and caused turnovers.
12. Timekeeper responsibilities: Timekeeper responsibilities: See Duration of Play, Section I
13. If there is a reason that the game needs to be temporarily stopped that an Official hasn't noticed (i.e.: injured player, dog on the field, etc.) yet, the Table shall blow the horn in order to alert the Officials to the situation.
14. The host team shall submit the game scores and player statistics to TVWLL as instructed at the start of the season.
15. Coaches are not permitted to cross in front of or behind the opposing team's bench. Parents, players and volunteers are requested not to cross in front of, or behind, the opposing team's bench.

B. Equipment

1. Goals and Nets – Regulation lacrosse goal cages as mandated by the Rulebook are required. No open areas in nets.
2. Ball – Teams shall use a regulation yellow, green or orange ball. At least three Extra balls should be placed on the boundary behind both goals.
3. Sticks - Players must use a regulation women's crosse with a regular pocket.
4. Protective equipment
 - a) All Players (including Goalies) are required to have colored mouth guards at all times and they must cover all upper teeth at all times.
 - b) All Goalies are also required to have a Helmet with a face mask and properly secured chinstrap, a separate throat protector, padded gloves, chest protector, and padding on the thighs.
 - c) Additional optional equipment (Gloves for non-Goalies, Padding on Arms, Shoulders, or Shins for Goalies, etc. may be worn as long as it meets to requirements in the rulebook.
 - d) All equipment must meet the requirements and certifications listed in the Rulebook. Note: that these are updated periodically. What was Legal last season, may not be this season.

C. Uniforms

1. It is up to each team to ensure their uniform adheres to the Rulebook. Uniforms (Jersey's) must be reversible or a Team needs to have two sets (Light and Dark).

2. Home team is to wear light colored Jerseys. Away team shall wear dark colored Jerseys.
 3. Proper undergarments must be worn. Undergarments should match the color of the jersey required for the game.
- D. **Playing Area.** There are hard measured boundaries. Marked Lines will delineate what is in bounds and what is out of bounds. Restraining lines on the sideline boundary, four corners of boundary and substitution areas should be marked with cones. Whenever possible, restraining lines should be a definite mark, and clearly distinguishable as the restraining line. If for any reason restraining lines are not properly marked on a field, it is the responsibility of the home team to correct the situation if possible, or to point out the situation, and reason, to the opposing teams and the officials for that game. Fields must be marked per the current Rulebook.
- E. **Start of the Game.** The procedure for the start of the game/draw shall be the same as outlined in Rulebook.
- F. **Start/Stop Play.** The whistle is used to stop and start play with the exception of self-start. Self-start is not an option when: a) the game clock is stopped b) there is an offside foul, c) there is a defensive foul in the CSA. d) there is an alternate possession or e) when there is an inadvertent whistle
- G. **Self Start -** Following a whistle blown for a foul outside of the critical scoring area (CSA), the player who is awarded the free position may continue the course of play without waiting for an additional whistle. The offending player shall move 4 meters from the player taking the free position as directed by the official. Play will commence once the ball carrier steps or passes.
- H. **Scoring.** A goal is scored when the ball passes completely over the goal line and into the goal cage. Scoring must be by an attacker's crosse and not off the body of an attack player. A goal may be scored off a defender's body or crosse.
- I. **Substitution.** Substitution is unlimited and the substitution procedure should be the same as outlined in the Rulebook (i.e. substitute any time during play, after goals, and at halftime.). Each substitute must pass through their team's substitution area.
- J. **Duration of Play.**
1. Varsity Teams will play 48 minute games comprising four 12 minute quarters.. The clock will stop between the 1st and 2nd quarter for 2 mins. The time will stop between the 3rd and 4th quarter for 2 mins. The clock is stopped between Goals and the next draw, except if a team is ahead by ten goals or more. The clock will also be stopped as signaled by the Officials (i.e.: injury time, inadvertent whistle, or Team Called Time Out). If the score is tied at the end of the game, the tie-breaking procedures below shall be followed. Halftime shall be between 3 and 10 minutes (or an amount of time agreed to between coaches and referees).
 2. JV teams will play four, 12 minute running clock quarters. The clock will stop between the 1st and 2nd quarter for 2 mins. The time will stop between the 3rd and 4th quarter for 2 mins. The clock will also be stopped for any Official (as signaled by the Officials) stoppages (i.e.: injury time, inadvertent whistle, or Team Called Time Out). If the score is tied at the end of the game, the tie-breaking procedures below shall be followed. Halftime shall be between 3 and 10 minutes (or an amount of time agreed to between coaches and referees).
 3. All games: During the last two minutes of each half the clock will only stop during stoppages as signaled by the Officials due to any foul in the CSA. During the last two minutes the clock will continue to run if one team is ahead by ten goals or more.
- K. **Tie-Breaking Procedures.**
1. Tie-breaking procedures for league regular season games are as follows:
 - a) When the score is tied at the end of regular play time both teams will have a five minute rest and then will toss a coin for choice of ends.
 - b) Overtime is "sudden victory", the first goal ends the game.
 - c) No timeouts are allowed in overtime.
 - d) Teams will play until a goal is scored or three minutes. If no goals have been scored the teams will switch sides and play up to an additional three minutes. No coaching is allowed during the change of ends.
 - e) If no goals have been scored after six minutes of play the teams will take a three minute break and continue the above process until a goal is scored.
 2. Tie-breaking procedures for Championship playoff standings are as follows:
 - a) In the event multiple teams have the same record during the regular season the initial tie-breaker will be head to head results. If the teams are still tied, the team with the fewer

forfeits will be the higher seed. If the teams are still tied, the tie-breaking process will compare head to head results (overall Goal differential). If the teams are still tied, then the team with the better goal differential in the head to head games will be deemed the higher ranked team. If the teams are still tied, the team with the harder Strength of Schedule (cumulative record of opponents in games played) will be deemed the higher ranked team. If the teams are still tied then whoever had the fewest goals scored against a team during the season will be deemed the higher ranked team. If the teams are still tied, then the team with the most goals scored during the season will be deemed the higher ranked team. If the teams are still tied, a coin flip will determine the higher ranked team.

L. Playoffs

1. Junior Varsity

- a) For JV, the Top 4 teams will make the playoffs based on Regular Season Results and tiebreakers.
- b) 3rd seed plays 4th seed for 3rd place (Consolation)
- c) 1st seed plays 2nd seed for the Championship and 2nd place

2. Varsity

- a) The Top 6 teams will make the playoffs based on Regular Season Results and tiebreakers. There are three rounds.

(1) Round 1:

- (a) Top two seeds get a bye in the first round
- (b) 3rd seed plays 6th seed*
- (c) 4th seed plays 5th seed*
- (d) *If possible both of these games will be hosted by the 3rd seed team

(2) Round 2:

- (a) Lowest seed winner of Round 1 plays Top seed*
- (b) Second lowest seed winner of Round 1 plays Seed 2*
- (c) *If possible both of these games will be hosted by the top seeded team.

(3) Round 3:

- (a) Winners of the Round 2 Games plays for Championship
- (b) Losers of the Round 2 Games play for 3rd place (Consolation)

3. All First and Second round Playoff games shall be held at the host team's usual Home Field. If this is not possible, an alternate site can be proposed by the host team, subject to TVWLL Board approval. If the Host Team cannot confirm that they can host (at their normal or alternate field) seven days before the scheduled start of the Game, they will lose the opportunity to Host and it will be offered to the next highest seeded team.

4. Generally speaking and when possible, all Consolation and Championship games will be held at neutral sites selected by the league

M. Game Changes, Delays, Cancellations, Forfeits, & Interrupted Games. Each team must play each scheduled league contest. The failure to do so or the failure to appropriately notify the opposing team of cancellation shall be referred to the Board for review and appropriate action, which may result in a forfeit.

1. If a contest is canceled due to inclement weather or other reasons, the contest is declared official if at least 80% of the game has been played.
2. If lightning is observed the game shall be stopped immediately and may not be resumed until 30 minutes after the last visible sign of lightning/audible thunder. Officials shall make the final decision. School regulations governing waiting time take precedence. Games shall be delayed for no more than one hour per day. If weather does not allow a game to resume within one hour the game will either be canceled or rescheduled depending on the time that the game was interrupted.
3. If there is a game change prior to the start of a game, the following procedures apply:
 - a) Game changes made due to inclement weather should be made If the TVWLL Scheduler agrees that the weather will not allow the game to be played, they shall will ensure that all involved parties (Officials, both Teams) are aware of the cancellation and will then begin to look for alternate
 - b) If the host team determines that their field is unplayable, unavailable, or that a contest cannot be safely played on that day for reasons other than weather, then a representative from the host team shall contact the TVWLL Scheduler. The Scheduler will ensure that all involved parties (Officials, both Teams) are aware of the cancellation and will then begin to look for alternate field locations.

- c) If there is a non-weather/field related change, the team desiring to make the change shall contact the designated TVWLL Scheduler as soon as possible, but at least 1 week prior to the scheduled game.
- d) Note that if a game has to be rescheduled (for whatever reason other than weather) and isn't rescheduled within ten days of the original reschedule request, the team that requested the reschedule shall forfeit. If a team forfeits a game at the end of their season that impacts who qualifies for the Playoffs or impacts seeding, the TVWLL Board will review and determine the appropriate action to be taken.

N. Red Card Policy & Player Suspensions.

- 1. A player who receives a single red card for misconduct, unsportsmanlike behavior, rough and dangerous play, deliberately endangering another player, or any foul listed in the Misconduct Section of the Rulebook shall be suspended from the remainder of that game and from the next game.
- 2. The player suspension will be reported to the Official Coordinator and TVWLL Board President by the game head official. The coach of the suspended player is responsible for enforcing the suspension.

O. Fouls. Fouls shall be the same as those outlined in the Rulebook.

P. Penalties for Fouls. Penalties shall be applied as those outlined in the Rulebook.

V. Officials

- A. The Idaho Woman's Lacrosse Umpires Association (IWLUA) is the USL affiliated organization of Women's Lacrosse Officials in Idaho. IWLUA may present a contract to provide officials for TVWLL games, Jamborees, Tournaments and Play Dates on a year to year basis. IWLUA maintains close contact with TVWLL by having a non-voting representative to facilitate communication between the two organizations who work together to provide Lacrosse opportunities for High School Woman in Idaho. Additionally the Idaho officials provide opportunities for support with respect to the understanding of rules of the game to TVWLL players and coaches to support Women's Lacrosse in Idaho.
- B. IWLUA (Idaho Women's Lacrosse Umpires' Association) will be responsible for training a pool of USA Lacrosse certified referees for purposes of officiating at TVWLL games.

VI. Grievance Procedure

- A. In the event any coach or team representative has any bona fide dispute with another member of the TVWLL due to an act or inaction of that organization, she/he may request in writing that the dispute be resolved by the league. Such dispute shall be referred to the TVWLL Board of Directors for investigation and resolution. The resolution made by the TVWLL Board is final and cannot be decided on by any other lacrosse association or affiliations. All decisions are final. In the event a member of the Board is associated with a dispute, such Board member shall exclude her/himself and the remaining Board of Directors will resolve the grievance. Grievances shall be submitted to the TVWLL Board President.
- B. A grievance shall address the following: Date, name of person submitting the grievance and team affiliation, description of action or inaction causing said grievance, and bylaw section or rule that was violated, if applicable.

VII. Referee & Coach Review

- A. In the event any TVWLL member would like to recognize anyone for outstanding leadership or voice any constructive criticism towards anyone the following information should be completed and emailed to the TVWLL President at tvwomenslax@gmail.com
- B. The following information shall be included: Date, name of person submitting the comment, the game for which the comment is made (if applicable), the identity of the Coach or referee, and the comment. This should be done as soon as possible after the event.
- C. After each game, each Coach should fill out the on-line Referee Rating Form, according to the instructions provided at the start of the season.

Revision History:

Rev 12: October - December 2023: Revisions made to spelling, grammar, formatting and punctuation errors were made throughout the document.

- Revision in Section I Season - A, B, C, D, E F
- Revision in Section II League Structure - A, B, C
- Revision in Section IV Game Play - A, B, C, D, F, G, H, I, J

Rev 11: January 2023: Added Player Safety / Head and Neck Injury Section

Rev 10: November 2022: Minor edits, Updated rules for reschedules, tie-breakers, timing, transfers, travel

Rev 9: January 2022: Minor edits, Updated rules for reschedules, tie-breakers, timing, JV Players in Varsity Games, and Playoffs

Rev 8: December 2019: Minor edits, fixed JV timing, removed field diagram, added eligibility clarification, IHSAA reference, and strength of schedule tie-breaker.

Rev 7: November 2018: Updated to correct email address.

Rev 6: November 2018: Updated Blackout, Overtime and Helmet Rules. Cleaned up responsibilities. Added zero tolerance section.

Rev 5: March 2017 Clarifying Running Clock for JV Games

Rev 4: January 2017 Added Coaching requirements

Rev 3: November 2016 Updated with minor edits (10 Second Count down, Overtime Rules, Table responsibilities, Season/Training Dates)

Rev 2: November 2015 Updated with significant overall

Rev 1: August 2010 Original Created