



# 2026 Central Ohio Youth Lacrosse League



## Operations Manual



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# CENTRAL OHIO YOUTH LACROSSE LEAGUE CONTACT INFORMATION

**Bear Davis** – Executive Director

Cell: (412) 716-4317

[bear@allohiolacrosse.com](mailto:bear@allohiolacrosse.com)

**Kevin Sayers** – Assistant Director

Cell: (614) 774-6196

[kevin@allohiolacrosse.com](mailto:kevin@allohiolacrosse.com)

**Brett Dillon**— League Assignor

Cell: (614) 506-0210

[bdillonsw@gmail.com](mailto:bdillonsw@gmail.com)

**Darren Reeb**— League Assignor

Cell: (614) 388-9815

[darrinreeb@twc.com](mailto:darrinreeb@twc.com)



- [@allohiolacrosse](https://twitter.com/allohiolacrosse)



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# CENTRAL OHIO YOUTH LACROSSE LEAGUE RULES AND REGULATIONS

The following Rules of Play and Standards of Conduct (the "Rules") have been adopted by the Central Ohio Youth Lacrosse League ("COYLL") and shall govern play and conduct for all games among COYLL member teams Participating League (PL) for the 2026 lacrosse season and all subsequent seasons until these rules are subsequently amended, restated, or otherwise modified in accordance with the governing documents of COYLL.

COYLL Administration shall be composed of the Executive Director, League Director, and League Assignor. Additional support staff will be provided as needed. Their responsibilities are as follows:

**Executive Director** shall oversee all operations of the league. Hire & oversee directors of the league. Help foster educational tools and resources to help the Participating Leagues grow. Set meetings and agendas for COYLL. Final approval of by-laws and waivers to the by-laws. Mediate any disputes between any parties involved with COYLL.

**Assistant Director** shall assist Executive Director to set the game calendar & schedule. Collect important information from each PL including but not limited to field number and locations, team counts and contacts for PL's. Sends and collects season invoices. Works with the assignor to ensure referees are scheduled for each game. Maintenance of league rules and regulations. Will collect and keep all information on any potential by-law violations. Will work with the assignor and executive director to hand out any violation that warrants a necessary reprimand. Collect and manage all petitions & waivers.

**League Assignor** shall train and certify all referees. Assign all regular season recreational games and designated COYLL select games. Provide invoice information to the director. Including but not limited to PL assignments and referee payments. Take note of any violation that took place that involved a league official and report to the Executive Director and League Director. Communicate rules and rule changes to PL's. Write and submit for approval to the League Director all final COYLL league rules prior to the first season meeting.

## **I. Duties and Responsibilities**

### a. COYLL Participant League Duties and Responsibilities

- i. The PL will retain its complete autonomy in function and order. A PL shall be any of the following, but not limited to:



- Municipal parks and recreational organization
  - Community youth athletics organization
  - Community youth lacrosse league
  - School athletic program
  - Private lacrosse league designated to represent a complete Central Ohio community or school
- ii. The PL will arrange its teams by academic grade. The PL will support COYLL's belief that youth players benefit from the social aspect of youth athletics by participating with youth players from their school and local communities.
- iii. Designate a COYLL Primary League Contact (PLC) that will act as the single point of contact for ALL COYLL matters.
- iv. The PL will register all players through their own systems. Each PL is responsible for managing individual player fees for their home community.
- v. Participating League Contact will obtain a petition for waiver from the COYLL League Director for any deviation from any COYLL Rules. Deviation from the COYLL Rules without an approved waiver will be considered a violation of these rules and subject to sanctions as determined by the Executive Director.
- vi. **When a PL has more than one team in a division of play, the teams will be blended by skill and age across all the recreational teams in the division. For example – All 5<sup>th</sup> grade players cannot reside on the same team and 6<sup>th</sup> grade players reside on the other team from the same PL. Each year's PL will assess and assign recreational teams to distribute player grade and skills evenly.**
- b. COYLL Recreational Team Duties and Responsibilities
- i. All PL players will be registered and assigned to one recreational team and only one recreational team. Team members will come from their respective PL. Individual players who do not have a representative PL from their community or school may play within another PL who is open and able to accept them.
- ii. Each recreational team will have a single designated head coach. The recreational team head coach will sign and be responsible for following and enforcing the COYLL rules.
- c. COYLL Select Team Duties and Responsibilities



- i. Every PL has the option to designate one or more “select” teams to play games established by COYLL. Select team players will come from the PL recreational teams. These rosters are not static and can accommodate different players from within the PL Recreational Teams.
- ii. A PL may elect to not put forth a select team, and one or more of the PL registered player(s) are permitted to play for a different PL select team.
- iii. PLs may pool their players together, when their number are insufficient to maintaining their own Select Team. All teams are subject to COYLL approval

## II. Rules of Play

### a. Applicability of US Boys Youth Rules and Exceptions

COYLL plays by the current-year US Lacrosse (USL) Boys’ Lacrosse Rules (the "Youth Boys Rules"), as modified by the rules set forth below. All USL Rules not modified below are to be considered standard rules for the current lacrosse season. Refer to <https://www.uslacrosse.org>

### b. Scoopers Rules (K-2<sup>nd</sup> grade)

Utilize U6 rules or U8 rules as defined by US Lacrosse with the following modifications:

- i. Field Measurements – The playing field shall be rectangular, suggested 55-60 yards max length and 40-45 yards in width.
- ii. Goals – Full size (6’x6’) goals will be used option to flip to triangle if both head coaches agree.
- iii. Number of Players – COYLL will use the 5 v 5 Format; 5 players per team, no goalkeeper. All players may run the entire field.
- iv. Coaches – Head Coaches are required to stay within the sideline coaches’ box and may not extend past goal line extended (GLE). Only 3 coaches are permitted per team. Officials – One official will be utilized at this level of play.
- v. Timekeeper – The “home” community shall designate a timekeeper and scorekeeper for all games NOTE: this includes games between two visiting teams.
- vi. Length of the Game – A legal game will consist of (4) 6 minute running time quarters. Teams will observe a 2-minute break between each quarter and a 5-minute half time.
- vii. Overtime – There will be no overtime at any level of play
- viii. Positioning of Players and Starting Play – At the beginning of each quarter, teams shall place one face-off player at center field. All other



players are positioned behind goal line extended and are released immediately upon the whistle to start play.

- ix. Positioning of players after a goal is scored – When a goal is scored, the scored upon team will receive the ball next to the goal at GLE. All players on the scoring team must move into their defensive half of the field. No full field defense.
- x. “One Pass Rule” – One attempted pass must occur into or on the offensive end for a team to become HOT. An “attempted pass” is recognized by a pass to teammate that has a reasonable chance to be caught, even if it is not. This will be determined by the official on the field. The pass can originate from the defensive end of the field. If the defending team (Team B) never gains possession on their offensive end the ball will remain hot for Team A.
- xi. Substitutions Procedures – Substitutions shall be done during live ball play “on-the-fly”. Coaches can request the officials to stop the game to allow substitutions on sideline dead-ball restarts.
- xii. Timeouts – Officials timeout only.
- xiii. Scrum Situation – A extended scrum with 3 or more players for longer than 5 seconds will cause play to stop. The ball will be awarded based on alternating possession (AP)
- xiv. Personal fouls –No time served, no man down. Offending player should be replaced on field. **The offended team is “Hot” and no pass is required.**
- xv. Defense, body contact, and checking with cross – Defense should be a basketball style defense with limited contact. Only poke and lift checks should be permitted. Down checking will result in the ball being awarded to the offended player.

c. Junior Rec Specific Rules (3<sup>rd</sup> and 4<sup>th</sup> grade):

Utilize U10 rules as defined by US Lacrosse with the following modifications:

- i. Field Measurements – The playing field shall be rectangular, suggested 55-60 yards max length and 40-45 yards in width.
- ii. Goals – Full size (6’x6’ goals will be used)
- iii. League Uniforms – All uniforms are to have the COYLL logo on the front left chest, unless approved by the Executive Director.
- iv. Number of Players – COYLL will use the 7 v 7 Format; (2) two mid-fielders, (2) defenders, (2) offensive players, and (1) one goalkeeper.
- v. 7 v 7 Format – No long poles are allowed for Junior Rec.
- vi. Coaches – Head Coaches are required to stay within the sideline coaches’ box and may not extend past goal line extended (GLE). Only 3 coaches are permitted per team.
- vii. Officials – Two officials will be utilized at this level of play.



- viii. Timekeeper – The “home” community shall designate a timekeeper and scorekeeper for all games NOTE: this includes games between two visiting teams.
- ix. Length of the Game – A legal game will consist of (4) 10 minute running time quarters. The last two minutes of the second and fourth quarter will be stop-time play if the mercy rule has not been placed into effect (difference of 12 goals). Teams will observe a 2-minute break between each quarter and a 5-minute half time.
- x. Score Differential – A team trailing by 6 goals shall be awarded a free clear (possession without a face-off) to begin play after the opposing team has established a 6-goal lead. If the lead is cut to 5 goals or less, play shall resume with a face-off at midfield. Note: regardless of the score differential, each quarter shall begin with a face-off. The trailing team shall have the option of waiving the mercy rule.
- xi. Overtime – There will be no overtime at any level of play
- xii. Positioning of Players and Starting Play – Teams shall place one face-off player at center field, along with one each on the designated wing lines. Goalkeepers are confined to their crease during a face-off. All players are positioned behind goal line extended and only released when possession is gained.
- xiii. “One Pass Rule” – ONE complete pass must occur into or on the offensive end for a team to become HOT. The pass can originate from the defensive end of the field. If the defending team (Team B) never gains possession on their offensive end the ball will remain hot for Team A. Any technical / dead ball foul on the HOT offensive team will automatically make them COLD.
- xiv. Substitutions Procedures – Substitutions shall be done during live ball play “on-the-fly”. Coaches can request the officials to stop the game to allow substitutions on sideline dead-ball restarts.
- xv. Timeouts – Each team will be granted two (1) one-minute timeouts per half.
- xvi. Scrum Situation – There is no scrum rule, players will continue to play for possession until gained successfully.
- xvii. Time Serving Penalties – Any time serving penalty results in a 3 vs. 2 fast breaks, the player who committed the penalty must come off the field (unless infraction is on the goalie). No time served. The offended team is “Hot” and no pass is required.
- xviii. Fighting – If a player is ejected for fighting that player will be suspended for the next contest (suspension will carry over to next season). All fights that occur will be subject to additional sanctions by the Executive Director. If a coach or spectator is ejected for fighting the punishment will be determined by the Executive Director.

d. Senior Rec/Junior-Senior Select Specific Rules:



Utilize U12 rules as defined by US Lacrosse with the following modifications:

- i. Field Measurements – The playing field shall be a rectangular, 100-110 yards' max length and a 55-60 yards in width.
  - ii. League Uniforms – All uniforms are to have the COYLL logo on the front left chest, unless approved by the Executive Director
  - iii. Goalkeeper Equipment – Arm pads are required for all goalies.
  - iv. Number of Players – Each team will field 10 players consisting of: (1) one goalkeeper, (3) midfield, (3) defense, and (3) attack. Max of 3 long poles on the field.
  - v. Length of the Game – A legal game will consist of (4) 8-minute stop time quarters, with a 2-minute break between each quarter and a 5-minute half time.
  - vi. Score Differential – A team trailing by 6 goals shall be awarded a free clear (possession without a face-off) to begin play after the opposing team has established a 6-goal lead. If the lead is cut to 5 goals or less, play shall resume with a face-off at midfield. Note: regardless of the score differential, each quarter shall begin with a face-off. The trailing team shall have the option of waiving the mercy rule.
  - vii. Overtime – There will be no overtime at any level of play
  - viii. “One Pass Rule” – ONE complete pass must occur into or on the offensive end for a team to become HOT. The pass can originate from the defensive end of the field. If the defending team (Team B) never gains possession on their offensive end the ball will remain hot for Team A. Any technical / dead ball foul on the HOT offensive team will automatically make them COLD. The one pass rule does not apply to Jr. Select.
  - ix. Time Serving Penalties - Players will serve all time serving penalties. The offended team is “Hot” and no pass is required.
  - x. Advancing The Ball – NO TIMERS
  - xi. Substitutions Procedures – Substitutions shall be done during live ball play “on-the-fly”. Coaches can request the officials to stop the game to allow substitutions on sideline dead-ball restarts.
  - xii. Timeouts – Each team will be granted two (1) one-minute timeouts per half.
  - xiii. One handed stick checks - One handed stick checks are illegal in COYLL play.
  - xiv. Fighting – If a player is ejected for fighting that player will be suspended for the next contest (suspension will carry over to next season). All fights that occur will be subject to additional sanctions by the Executive Director. If a coach or spectator is ejected for fighting the punishment will be determined by the Executive Director.
- e. Select Specific Rules:



Utilize U14 rules as defined by US Lacrosse unless modified within this document.

- i. Four (4) defensive poles are allowed per team for Select Senior play.
- ii. No poles are to be allowed during Select Junior Play.

### **III. Scheduling & Cancelations**

- a All recreational game schedules are to be provided through the COYLL Administration. Any games on COYLL league days outside of COYLL are considered a Rule and Regulations violations. Rec games are to be played on Sundays, with Select games on predetermined Saturdays.
- b The visiting team, appointing official, games officials, and the League are to be informed at least forty-eight (48) hours in advance of any changes to start times and/or games cancellations, circumstances permitting.
- c Notifications of cancellation due to weather conditions and/or field conditions are to be made by the home team to the visiting team, appointing official, games officials, and the League as soon as possible.
- d Cancellations within 3 hours of the scheduled start time of a game will require Officials to be paid by each team.
- e In the case of a team failing to appear for an officially scheduled game that has not been properly canceled, the team failing to appear will be responsible for paying officials. The team appearing will be declared the winner. w
- f If a game is halted in the second half and cannot restart and cannot be rescheduled for any reason, the team who holds the lead at the time of stoppage will be declared the winner. If prior to the end of the first half and cannot restart or be rescheduled for any reason, the game shall be declared no contest.
- g In the event of inclement weather see Exhibit D – Severe Weather Policy of this manual

### **IV. Home Venue / Team Obligations**

- a. The designated Home Venue is responsible for providing a playing field of regulation specifications and confirming the scheduling of certified officials by the League. If officials are not appointed by the assigning authority for COYLL or if assigned officials fail to appear, the game is to be canceled. Head coaches may use the time to coordinate a practice or scrimmage. In the absence of these conditions, the visiting team can cancel the game and request it to be rescheduled at a mutually acceptable date and time. The League Director must be notified as soon as possible.



- b. The Home Venue shall provide a scorekeeper and timekeeper, Each team playing should provide a minimum of 4 (four) end line balls.
- c. The Home Team wears white or light-colored jerseys or as agreed upon by coaches prior to the game.
- d. Box area must be maintained by the Home Venue. There is not to be any cheering or coaching by personnel working the box/table area.
- e. There should be no more than three personnel/coaches on each team bench. Spectators are prohibited from the players' side of the field, and on the end line. It is the home venue's responsibility to remove all spectators from these areas before play can be resumed or be brought into the sideline box. Referees should not start or resume a game if fans are in these areas.
- f. Spectators shall be seated in a safe space for them and the players.
- g. There should be no more than

## **V. Other Rules and Obligations.**

- a. Officials' Decisions. The application and interpretation of the game rules shall be the sole responsibility of the officials. All decisions made by officials are considered final.
- b. League Penalties. Penalties or sanctions for violating these Rules or other applicable rules may be imposed by COYLL on players, coaches, teams, league and/or spectators after a process of fact gathering and the opportunity to be heard by the person or entity accused of wrongdoing. Penalties shall be fair and reasonable considering the circumstances, as determined by the Executive Director.
- c. Player Eligibility. Each player must meet all requirements as specified by each member school or club to be eligible to participate in COYLL games including academic grade and age standards. All players must be registered with COYLL. A copy of the team roster with player contact info (address, phone number, guardian name, and email) will be provided to COYLL, before games are scheduled. A player may play "up" or "down" to the Seniors or Juniors, per individual case, upon the written request of the player's parent or legal guardian and the approval of the COYLL Administration. A determination to permit a player to play "up" or "down" shall be made solely with the player's well-being in mind and may take into consideration any physical or other factors as may be relevant. Such requests shall not be considered for the competitive advantage of a team. The decision of the COYLL Administration shall be final.



- d Game Disputes. In case of disputes regarding games, written protests are to be submitted to the League within twenty-four (24) hours of the contest. The ruling of the League shall be final.
  
- e Player Waiver Process- It is the responsibility of each community to ensure their players are compliant with league policies involving insurance and liability waivers. For 2026, each guardian of a player that participates in COYLL will need to submit a waiver acknowledgement with COYLL.

## EXHIBITS - FORMS

**Exhibit A: COYLL Game Day Cheat Sheet**

**Exhibit B: COYLL Exemption Petition**

**Exhibit C: COYLL Game Request Form**

**Exhibit D: Severe Weather Policy**

**Exhibit E: Field Layout**

**Exhibit F: Waiver and Arbiter**



## Central Ohio Youth Lacrosse League – Junior/Senior-Game Day Rule Reference 2026

### (1) Game Times

- 8-minute stop time quarters for Senior, 10-minute running clock quarters for Junior.
- For juniors, the last two minutes of the 2nd and 4th quarter are stop time.
- 2 minutes between quarters, 5-minute half times
- 2 timeouts per half
- NO overtime

\*\* No game counts except for the 4 second goalie counts

### (2) On Pass Rule (applies to Jr. and Sr Division. Does not apply to Senior Select)

- ONE pass must occur on or into the offensive end for a team to become HOT.
  - \* The pass can originate from the defensive end of the field
  - \* If the defending team never gains possession on their offensive end, the ball will remain hot for Team A
- Any technical / dead ball foul on the HOT offensive team will automatically make them COLD.
- Personal fouls will result in the offended team being HOT.

### (3) Mercy Rule

- When the goal differential exceeds 12 goals the game shall have a running game clock. The clock will only stop for timeouts (official, team, injury timeouts). Time serving penalties (Sr. & Select) will be running time and stop for the same reasons as above. If the score reverts to less than 12 goals, the game clock switches back to a stopped clock.
- **Mercy Rule for ALL COVLL Levels of Play-** A team trailing by 6 goals shall be awarded a free clear (possession without a face-off) to begin play after the opposing team has established a 6-goal lead. If the lead is cut to 5 goals or less, play shall resume with a face-off at midfield.  
**Note:** regardless of the score differential, each quarter shall begin with a face-off. The trailing team shall have the option of waiving the mercy rule.

### (4) NOCSAE Certified balls- Only balls allowed to be used on the field of play

#### (5) Long Pole Rule

- 4 defensive poles are allowed per team for *Select* Senior play.
- 3 defensive poles are allowed per team for Senior Rec play
- No defensive long poles are to be allowed during any Junior Play.



#### (6) Penalty assessment (Jr's & Sr's)

- **Junior Level-** Any time serving penalty results in a 3 vs. 2 fast break from midfield, the player who committed the penalty must come off the field (unless infraction is on the goalie). **Trailing players start behind GLE.**
- **Senior Rec & Junior/Senior Select** Time serving penalties according to referees will be served.
- Offended team is automatically "HOT"

#### (7) Weather Policy

- In the event of thunder or lightning, all individuals shall leave the game site and reach a safe shelter. Everyone MUST wait at least 30 minutes after the last flash of lightning or sound of thunder before returning to the field of activity. Officials will assume all authority for restarting the game.

#### (8) Field Regulations

##### Junior Rec Specific Rules (3rd and 4th grade):

- **Field Measurements-** The playing field shall be rectangular, suggested 55-60 yards max length and 40-45 yards in width. **No restraining line is used. Attack/defenders will line up at GLE and release on possession during a faceoff. Midfield wing players will line up just inside of the sideline at midfield.**
- **Number of Players Jr Rec-** Each team will field 7 players, (2) two mid-fielders, (2) defenders, (2) offensive players, and (1) one goalkeeper.
- **Off sides-** off sides will be called when it has more than four players in its offensive half of the field and more than five players in its defensive half of the field

##### Senior Rec/Junior-Senior Select Specific Rules:

- **Field Measurements-** The playing field shall be a rectangular, 100-110 yards' max length and a 55-60 yard in width.
- **Number of Players-** Each team will field 10 players consisting of: (1) one goalkeeper, (3) midfield, (3) defense, and (3) attack.
- **Offside-** Offside will be called when it has more than six players in its offensive half of the field and more than seven players in its defensive half of the field.

#### (9) Stick Checks. In all cases, stick checks must be made with two hands on the crosse and to the crosse of an opponent or his gloved hand on his crosse. An opponent must be in possession of the ball or within 3 yards of a loose ball. Legal checks include: Lift the bottom hand or the head of the stick, whichever is below the chest area. Poke the bottom hand or the head of the stick, whichever is below the chest area. Downward check initiated from below both players' shoulders. ONE HANDED STICK CHECKS ARE ILLEGAL AT ALL LEVELS OF PLAY.

#### (10) Fighting

- If a player is ejected for fighting that player will be suspended for the next contest (suspension will carry over to next season). All fights that occur will be subject to additional sanctions by the League Director.
- If a coach or spectator is ejected for fighting the punishment will be determined by the League Director.



## Central Ohio Youth Lacrosse League – Scoopers - Game Day Rule Reference 2026

### (1) Game Times

- Four, 6 minute running time quarters.
- 2 minutes between quarters, 5-minute half times
- Officials time out only
- NO overtime

### (2) On Pass Rule

- ONE **ATTEMPTED** pass must occur on or into the offensive end for a team to become HOT.  
\* An “attempted pass” is recognized by a pass to a teammate that has a reasonable chance to be caught, even if it is not. This will be determined by the official on the field.
- The pass can originate from the defensive end of the field
- If the defending team never gains possession on their offensive end, the ball will remain hot
- Any technical / dead ball foul on the HOT offensive team will automatically make them COLD.

### (3) Field Regulations

- **Field Measurements**– The playing field shall be rectangular, suggested 55-60 yards max length and 40-45 yards in width. **No restraining line is used.**
- Full size (6’x6’) goals will be used option to flip to triangle if both head coaches agree.
- **Number of Players**– 5 players per team, no goalkeeper. All players may run the entire field.
- **Positioning of Players and Starting Play** – At the beginning of each quarter, teams shall place one face-off player at center field. All other players are positioned behind goal line extended and are released immediately upon the whistle to start play.
- **Positioning of players after a goal is scored** – When a goal is scored, the scored upon team will receive the ball next to the goal at GLE. All players on the scoring team must move into their defensive half of the field. No full field defense.
- **NOCSAE Certified balls**- Only balls allowed to be used on the field of play

(4) **Scrum Situation** – An extended scrum with 3 or more players for longer than 5 seconds will cause play to stop. The ball will be awarded based on alternating possession (AP)

(5) **Personal fouls** –No time served, no man down. Offending player should be replaced on field. **The offended team is “Hot” and no pass is required.**

(6) **Defense, body contact, and checking with cross** – Defense should be a basketball style defense with limited contact. Only poke and lift checks should be permitted. Down checking will result in the ball being awarded to the offended player.

### (7) Weather Policy

- In the event of thunder or lightning, all individuals shall leave the game site and reach a safe shelter. Everyone MUST wait at least 30 minutes after the last flash of lightning or sound of thunder before returning to the field of activity. Officials will assume all authority for restarting the game.

### (10) Fighting

- If a player is ejected for fighting that player will be suspended for the next contest (suspension will carry over to next season). All fights that occur will be subject to additional sanctions by the League Director.
- If a coach or spectator is ejected for fighting the punishment will be determined by the League Director.



## COYLL Rule Exemption Petition

What is the rule that you are requesting to alter?

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Reason for alteration request?

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Reasonable accommodations you are proposing to the rule:

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(Attach blank page if more room is needed)

By signing this agreement, I knowingly accept any risk that could happen to the participant due to the nature of the rule change.

Participant Name: \_\_\_\_\_

Participant Age: \_\_\_\_\_ Participant Gender: \_\_\_\_\_

PLC Signature: \_\_\_\_\_

Team Name: \_\_\_\_\_

Community of Team: \_\_\_\_\_

Parent/Guardian signature: \_\_\_\_\_

Coaches Signature: \_\_\_\_\_

Date: \_\_\_\_\_

Notes and comments to COYLL administration:

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Approved and Signed By: \_\_\_\_\_

Date: \_\_\_\_\_

Notes from administrator:

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**COYLL Game Request Form (non - Sunday games only)**

**HOME**

**AWAY**

Community: \_\_\_\_\_

Community: \_\_\_\_\_

Team: \_\_\_\_\_

Team: \_\_\_\_\_

Age: \_\_\_\_\_

Age: \_\_\_\_\_

Type of Game: \_\_\_\_\_

Site of Game: \_\_\_\_\_

Time of Game: \_\_\_\_\_

Date of Game: \_\_\_\_\_

**Home Coach**

**Away Coach**

Name: \_\_\_\_\_

Name: \_\_\_\_\_

Phone: \_\_\_\_\_

Phone: \_\_\_\_\_

**League Director**

Name: \_\_\_\_\_

Phone: \_\_\_\_\_

**Sign:** \_\_\_\_\_

Comments from League \_\_\_\_\_



## Severe Weather Policy Guidelines

This position paper provides basic guidelines for dealing with lightning, windstorms, and other severe weather conditions. The peak season for severe weather occurs in the United States between May and August, typically in the late afternoon and early evening.

### 1. Lightning

- a. Recognizing the threat
  - (1) If you hear thunder or see lightning suspend play immediately. Wait 30 minutes or more after hearing the last thunder or seeing lightning before leaving shelter.
  - (2) Know and heed warning systems and community rules  
Many communities or park systems have lightning detection and warning systems. Use this information and obey the rules established by the community or park system.
  - (3) Know and apply the rules or procedures established by the competition authority
  - (4) Minimize the risk of being struck  
Referees must protect the safety of all participants by stopping game activities quickly, so that participants and spectators may retire to a safer place before the lightning threat becomes significant. Remember, if you can hear the thunder, you are within reach of lightning.
- b. Seeking proper shelter
  - (1) No place outside is safe near thunderstorms
  - (2) The best shelter is a large, fully enclosed, substantially constructed building. A vehicle with a solid metal roof and metal sides is a reasonable second choice.
- c. If there is no proper shelter, avoid the most dangerous locations:
  - (1) Higher elevations
  - (2) Wide open areas, including fields
  - (3) Tall isolated objects, such as trees, poles, or light posts.
  - (4) Unprotected open buildings
  - (5) Rain shelters
  - (6) Bus stops
  - (7) Metal fences and metal bleachers
- d. If you cannot avoid these locations, crouch down on the balls of your feet, with your head tucked into your chest and your hands over your ears.
- e. If someone is hit  
All deaths from lightning result from cardiac arrest and stopped breathing. CPR and mouth-to-mouth resuscitation, respectively, are the recommended first aid. Referees should become involved in such assistance only if they have proper training.
- f. Remain calm. A calm official will often be able to prevent panic by young players.

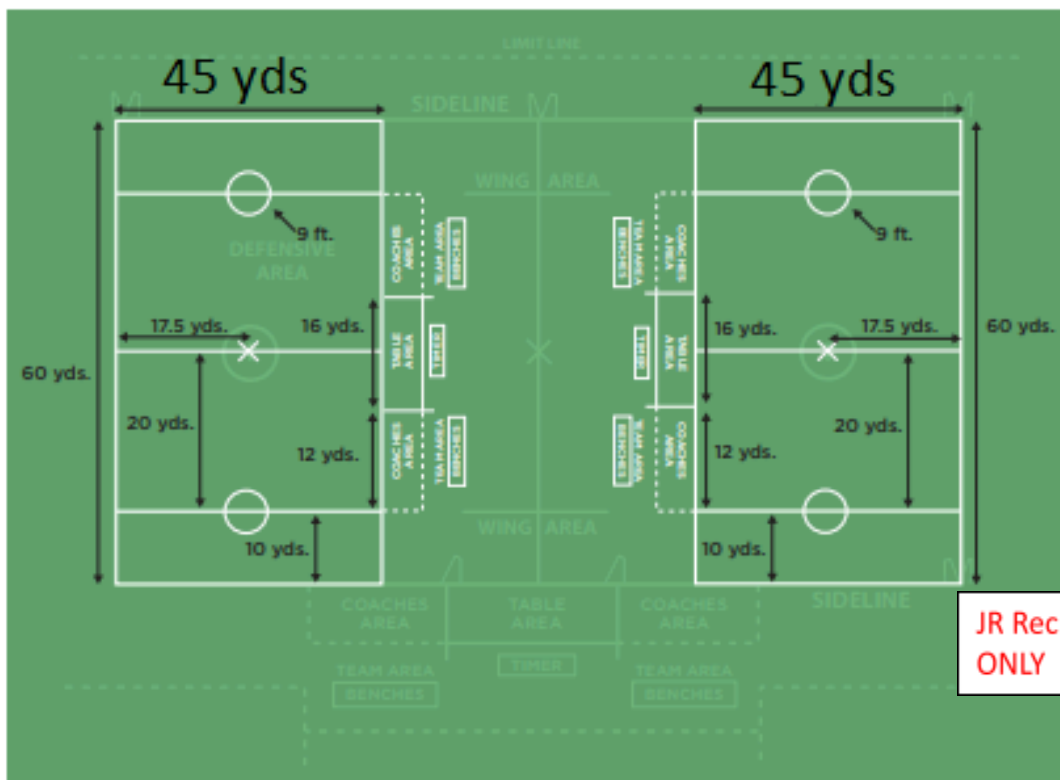
**NO LIGHTNING SAFETY GUIDELINES WILL GIVE 100% GUARANTEED TOTAL SAFETY, BUT THESE STEPS WILL HELP YOU AVOID THE VAST MAJORITY OF LIGHTNING CASUALTIES.**

### 2. Other types of severe weather

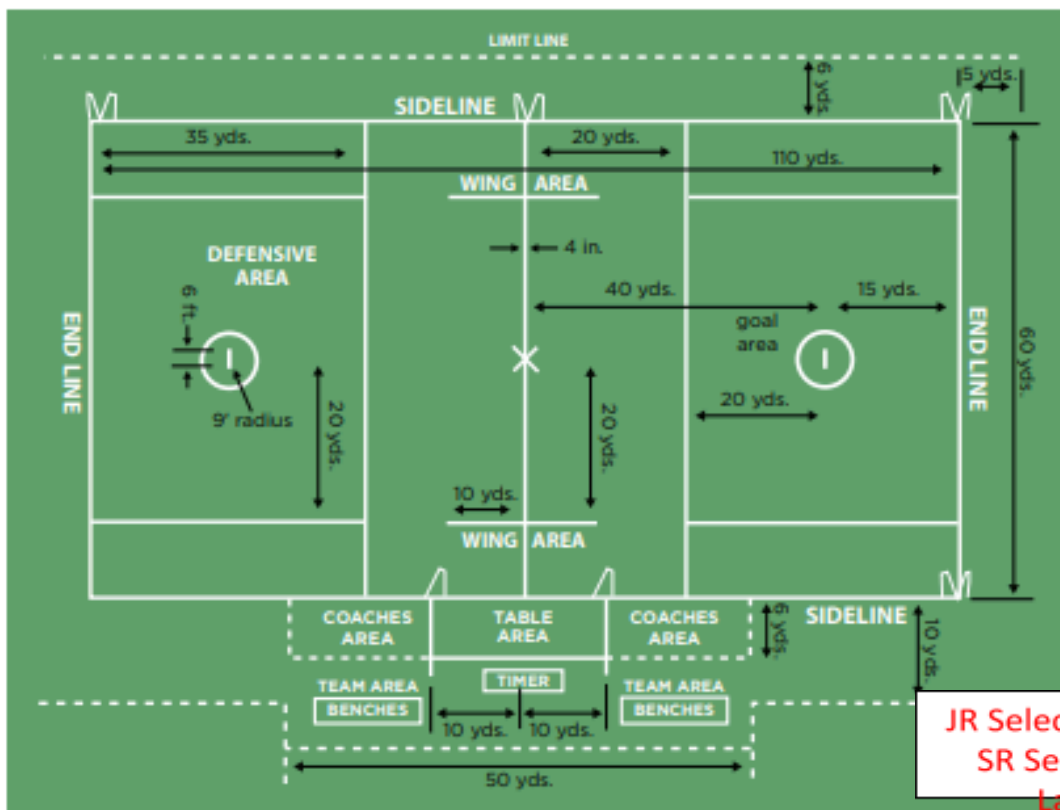
- a. Severe storms or tornadoes  
Obey local rules and heed warnings (meaning that a severe storm or tornado has been sighted). Clear the field and seek proper shelter immediately – see above. Remember, according to standard weather warning terminology a "warning" represents a more immediately likely occurrence than a "watch."
- b. Extreme Temperatures  
Play should be suspended at the decision of the home site administrator with notification to the League Director. Water breaks should be taken in high temperatures.
- c. Hail  
Stop the game, clear the field, and seek proper shelter – see above.

**NO SEVERE WEATHER SAFETY GUIDELINES WILL GIVE 100% GUARANTEED TOTAL SAFETY, BUT THESE STEPS WILL HELP YOU AVOID THE VAST MAJORITY OF CASUALTIES**

# Field Layouts



JR Rec Field Layout ONLY



JR Select - SR Rec - SR Select Field Layout



## Waiver instructions

Every participant's parent or guardian that will be playing in COYLL in the 2026 season must complete an online waiver.

There are 3 reasons for this waiver:

1. This is required for our (COYLL) insurance policy to operate as administrators
2. To create a mailing database that will allow the League to send notices to everyone (these messages will ONLY be COYLL related business)
3. To have a cross reference for rosters sent in that we can ensure age/grade and community living rules are adhered to

## Score reporting instructions

The home site PLC is responsible for collecting and submitting all scores of games played at their venue. They then need to submit these scores no later than Tuesday of the week the games were played (2 Days later). This should be done in an excel spreadsheet and submitted via email to [kevin@allohiolacrosse.com](mailto:kevin@allohiolacrosse.com). The format should be as follows:

Date	Level	Time	Location	Home Name	Away Name & Community	Home Score	Away Score
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## Arbiter Guide

Arbiter will be the official scheduler of COYLL and will be the final reference for all disputes.

All PLC's and Coaches will have a log in to Arbiter once the official coaching list is submitted to the League Director.

To log on go to: [www.Arbitersports.com](http://www.Arbitersports.com) and log in the top right corner. Then click the "Lists" then under that click "contacts" to view other community contacts or "sites" to view site locations. Additionally, the same to view teams. If you cannot log in contact the League Director.