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1. Regulation 1: General Policy

1.1. The Regulations of the East Coast Junior Lacrosse League (ECJLL) are subject to the terms and conditions imposed by the Lacrosse Canada (LC) and the Lacrosse Nova Scotia Society (LNSS). Where a conflict arises between these Regulations and the Regulations of the LNSS or LC, the LNSS or LC rules will govern.

1.2. Each ECJLL primary contact, secondary contact, coach, manager, and trainer, as an official of the Member, is responsible for reading, understanding, and the proper observance of the ECJLL Bylaws and Regulations as well as LNSS Regulations and LC Rules and Regulations.

1.3. ECJLL Regulations are the general rules which uniformly govern the league.

1.3.1. These Regulations of the ECJLL shall not be amended except as described within the Bylaws of the ECJLL.

2. Regulation 2: League Structure

2.1. The ECJLL is a stand-alone league within the LNSS.

2.2. The ECJLL shall comprise teams from Nova Scotia and New Brunswick in all tiers.

3. Regulation 3: Team Franchise

3.1. Teams may be affiliated to minor associations, or they may be independently operated.

3.2. Each Member team accepted by the ECJLL shall be entitled to a Franchise Certificate certifying the team holds a franchise in the ECJLL. The certificate shall be non-transferable and non-assignable except as approved by the Board of Directors.

3.3. To initially qualify for a Franchise Certificate or to request a Franchise Certificate reinstatement, a team must submit a completed "New Team Franchise Certificate Request" signed by the team agent(s) to the ECJLL Board of Directors prior to November 1st of the previous season. The Request must adhere to the ECJLL operating policy. See Appendix 1 for the submission requirements.

3.4. A new team seeking a Franchise Certificate is required to submit a Franchise Fee of five hundred dollars (\$500.00), which is to be submitted with their request. The Franchise Fee is refundable if no franchise is awarded. An additional five hundred dollars (\$500.00) Performance Bond is also required of a new team, to be paid by May 1st of their inaugural season.

3.5. Franchise Certificate contacts may include but are not limited to: team agent(s), primary team contact, secondary team contact, financial contact, team registrar, manager, head coach, assistant coaches, trainer and team/club Executive.

3.5.1. Name, mailing address, home number, cell number, work number and e-mail address are required for each contact. In addition, the NCCP number is required for both Head and Assistant Coaches.

3.6. The Primary or the Secondary Contact hold the vote for the team.

4. Regulation 4: Fees and Bonds

4.1. New Franchise Certificate: See article 3.4

4.2. All teams shall provide a \$500 performance bond, to be retained by the league.

4.3. League fees will be determined in January of each year. Team fees will be determined based on projected game costs; operating costs and miscellaneous expenses. All teams shall

register their respective players with LNSS or Lacrosse New Brunswick (LNB), paying the appropriate fees.

4.4. All admission revenue will normally remain with the Member Clubs (home team only).

5. Regulation 5: Facilities

5.1. Each team is responsible for acquiring their home arena and booking the arena for their home games for the Season (Regular play and Playoff play).

5.2. The home team is responsible for making sure:

5.2.1. The arena floor line markings are as per LC Play;

5.2.2. The nets are LC approved and correct size for league play;

5.2.3. The mesh is the correct size and in good condition;

5.2.4. Two LC approved shot clocks are installed and operational or a stop watch and horn is available for the thirty-second-time-keeper;

5.2.5. The score clock is operational and has an electronic buzzer or horn available for the time-keeper; and

5.2.6. Score clock to count down penalty minutes.

5.3. The home team shall be held responsible for assuring the playing area is suitable for all games to the satisfaction of the Referees.

5.4. No team may change its home game from one arena to another without prior permission of the Commissioner and notification to the Board of Directors. Such permission may be granted only if the move complies with the ECJLL Regulations.

6. Regulation 6: League Play

6.1. League play will commence no later than the second week of May and be finished no later than the last week of July.

6.2. League play-offs will commence following the completion of regular season league play.

6.3. The top four teams in the standings will compete in the play-off schedule. Semi-finals will comprise of a Best-of-five (5) series (4th vs 1st; 3rd vs 2nd) with the highest placed team receiving the home arena advantage. The Final (Championship) will comprise of a Best of Five series (the winners of both semi-final series) with the highest placed team receiving the home arena advantage.

6.4. All playing rules shall conform to those adopted annually by the LC Rules Committee.

6.5. Game lengths shall be determined prior to start of each season. All games will be 3 20-minute stop time periods. Each game will have a 20-minute pregame warm up with 10 minutes rest period between periods.

6.6. A request for the clock to run straight time for the remainder of the game can be made by either head coach as long as approved by both teams

7. Regulation 7: Overtime

7.1. In ECJLL regular season games, if at the end of regulation time the score is tied after the regulation time, the game will move into overtime after a 2 minute rest period, with the next period of play being a sudden victory straight win.

7.2. In ECJLL play-off games, if the score is tied after regulation time, the referee shall order the game to continue after a 2 minute rest. The game continues with the teams in the defensive zone as they were in the third period and play resumes for a full 10 minute stop time period. If the score is still tied, the game shall continue after a 10 minute rest followed by a 20 minute stop time sudden victory period or periods. Sudden victory is defined as the team that scores the first goal in that period which means that team will be declared the winner.

8. Regulation 8: League Standings Tie Breaker

8.1. All league games shall be determined as follows: a win shall count for two points, all tied games will be awarded one point to each team and zero points for any loss.

8.2. If there is a tie for the final play-off positions, the following procedures will be in effect in order of priority:

8.2.1. The record between the clubs tied;

8.2.2. Goals average formula (with each other);

$$\frac{\text{Goals For}}{\text{Goals For} + \text{Goals Against}} = \text{Goal Average}$$

8.2.3. Goals average formula (total season points); and

8.2.4. A tiebreaker game with “sudden victory” overtime periods, will be played at a neutral arena. The game shall take place within forty-eight hours of the final League game and the ECJLL Commissioner or designate shall select the site. Teams shall be responsible for the cost of referees, floor time and minor officials (equally). The Commissioner shall make necessary arrangements for the game. Gate receipts will be split between the two competing teams.

9. Regulation 9: Postponements and Defaults

9.1. No game may be postponed without the approval of the Commissioner, otherwise such games will be considered defaults.

9.2. Any defaults of a game will award the non-offending team the two points for the win and be recorded as a 5-0 score.

9.3. All defaults of games are subjected to a League fine equal to that of expenses incurred by the non-offending team and officials. The offending team’s performance bond will be forfeited and must be reimbursed plus any additional expenses above the bond before resuming in League schedule.

9.4. Forty minutes will constitute a regulation game. In the event that conditions make play impossible before the completion of the forty minutes play time, the referee may cancel the remaining time of the game.

9.4.1. In the event of a postponement, the game will be played at a later date as determined by the Commissioner with the score and time remaining the same. The Home team shall be responsible to absorb any related costs/expenses to complete the game.

9.4.2. In the event a replay cannot be accommodated, the home team must pay the visiting clubs and officials travelling expenses/fees and the game shall be declared a forfeit.

9.4.3. All home teams must take full responsibility to ensure all games with out of province teams are played. There is considerable expense and time for our teams to meet commitments of the ECJLL.

10. Regulation 10: Uniforms and Equipment

10.1. As per LC Rules.

10.2. All teams must have home and away uniforms. The ECJLL Logo must be present on uniform jerseys. The ECJLL Logo must be present on the front upper right chest of jersey, which applies to jerseys purchased after January 2021.

10.3. The home team must change uniforms where colours clash.

10.4. All ECJLL uniforms, both home and away, purchased on or after December 2021, must have the Grand Council Mi'kmaq Flag located on the left shoulder OR a 1.5" x 2.5" Mi'kmaq Grand Council Flag helmet decal, located on the left side of all helmets.

11. Regulation 11: Maintenance of Order

11.1. It is the home team's responsibility to supply all the Minor Officials required for home game.

11.2. Teams will train a select group of individuals, 14 years of age and older, for the role of Minor Officials.

11.2.1. Minor Officials are responsible for reading, understanding, and following the procedures listed in the LC Off Floor Officials Guide.

11.3. The home team is responsible for ensuring all the people assigned to the time-keepers' bench are in place fifteen (15) minutes prior to the start of the game.

11.4. The home team Manager is responsible for submitting the game sheet to the scorekeeper fifteen (15) minutes before the game time.

11.5. The home team is responsible for cleaning up any blood, water and or sweat from the playing surface during a game. If the home team does not have access to the arena mop, the home team should include a mop as part of their equipment.

11.6. Any person under the age of eighteen (18) years old, who goes on the floor during the game intermissions, must wear a helmet and facemask. Enforcement is the responsibility of the home team.

11.7. The home team in all matches shall be responsible for keeping the area clear of spectators and for the maintenance of good order.

11.8. The home team shall be responsible for the provision of police protection if deemed necessary by team staff or referees.

11.9. In cases where the spectators in any way interfere with the players or officials so as to delay the progress or affect the result of the game, the Referees shall declare the game off and report the circumstances to the Commissioner immediately. The game is either rescheduled or defaulted based on an investigation by the Commissioner and Regulation 9.

11.10. The League reserves the right, through its referees to order the removal from all or any arenas (including the parts reserved for spectators paying admission) of any person(s) guilty of ungentlemanly or unsportsmanlike conduct, and if a home team fails to carry out the referee's orders, the home team may be fined.

11.11. Each home team will be responsible for providing 24 warm-up balls to the visiting team during Regular Season and Playoff games.

11.12. Teams are permitted to play music during games. Music is only allowed during dead ball stoppages such as timeouts, goals, and penalties and between periods.

12. Regulation 12: Referee Assignment

12.1. The Referee Assignor or ECJLL RIC will assign Referees with the appropriate qualifications and rankings and minimize the number of times the same Referee officiates the same team.

12.2. In Playoffs the Referee Assignor will endeavour to schedule the best officials available.

12.3. Prior to the playoffs each season the ECJLL Executive shall decide if a third on-floor official will be assigned for each playoff game. The third official will have the qualifications and ranking to officiate the game if required. If a third official with the appropriate qualifications is not available, the ECJLL Assignor will inform the ECJLL Commissioner.

12.4. The RIC or Assignor will take all necessary steps not to schedule an official to officiate at any ECJLL game if the official has a relative playing/coaching on either of the two teams scheduled for play.

12.5. In assigning officials, the Assignor and or RIC will try to minimize travel expenses by:

12.5.1. Minimizing the number of times the same Referee officiates one team;

12.5.2. Assigning Senior Referees from their local center to another area; and

12.5.3. Assigning Referees to games in arenas where local Referees are unavailable.

13. Regulation 13: Referee Game Fee Payment

13.1. The ECJLL shall be invoiced by the Nova Scotia Lacrosse Referees Association (NSLOA) for all Referees and any Minor officials where applicable, for regular season and playoff games.

13.2. Referee "No Show"

13.2.1. If only one Referee shows up, the Home team will contact the Referee Assignor or RIC and then notify the Commissioner. If another Referee cannot be found, the Referee who showed up will be paid and the Commissioner will work with the Board to reschedule the game.

13.2.2. If both teams are present, but no Referees are present, the Home team will contact the Referee Assignor or RIC and notify the Commissioner.

13.2.3. If the Home team and the Referees are present, but the Visiting team is not present or does not have enough players for the game to proceed, the Referees will be paid and the Home team will contact the Commissioner. The game will be declared a forfeit and the Visiting team will be fined, etc.

13.2.4. If the Visiting team and the Referees are present, but the Home team does not show or the Home team does not have enough players for the game to proceed, the Commissioner will be contacted. The game will be declared a forfeit and the Home team will still be responsible for payment to the Referees and will also be fined etc.

13.2.5. Referees will be at the arena 30 minutes prior to game start.

14. Regulation 14: Game Sheets

14.1. ECJLL game sheets will be provided by the home team.

14.2. The Manager/Coach of each team is responsible for the completion of the game sheets. If using a label for a team roster and bench personnel, each Team Manager/Coach must ensure only players dressed for the game are listed and players listed, including Affiliate Players, do not exceed eighteen (18) runners and two (2) goalies.

14.3. The Manager/Coach is to ensure all Affiliate Players are identified on the game sheet with an "AP" after the players' name.

14.4. All game sheets are to be sent to the Commissioner, Webmaster, Suspension Coordinator and Communications Director in high resolution picture format via email at the conclusion of the game.

14.4.1. Sending the game sheet to the above noted Board members and the safekeeping of the game sheet is the responsibility of the Home team.

15. Regulation 15: Bench Personnel

15.1. Certification requirements: All coaches in the ECJLL shall comply with the minimum standard certification requirements of the LC.

15.2. Each team is required to submit their list of Bench Personnel (coaches and trainers) and Managers to the league by May 14th each year.

15.3. Name, mailing address, home number, cell number, work number and e-mail address are required for each coach, trainer and manager. In addition, the NCCP number is required for all coaches.

15.4. As of the 2022 ECJLL season, each bench personnel must have a minimum of one person certified with the Aboriginal Coaching Module (ACM).

15.5. Any bench personnel under the age of 18 must wear a helmet while on the bench during game play.

16. Regulation 16: Team Rosters

16.1. Players shall register through their respective Member Associations or Team registrar (in the case of an independent team).

16.2. Team rosters shall consist of up to 25 players on the "Active Roster", up to 3 "Reserve Roster" and up to 10 additional players on a "Practice Roster". Active, Reserver, and Practice rosters shall be maintained on the ECJLL website, along with a list of roster transactions.

16.3. Teams will also be able to assign Active roster players to an "Injured Reserve" roster and replace that player on their Active roster. Players assigned to the Injured Reserve roster shall be ineligible to be moved back to the Active Roster for a minimum of two games after being assigned to the IR roster. Any player on the Injured Reserve roster will be protected by their current team. Note: this is for players with injuries creating the option of opening an Active roster spot. At the Commissioner's request an evaluation of the injured player can be required.

16.4. Team rosters shall be forwarded/submitted to the Commissioner no later than May 10th each year. Changes/additions to the Active, Practice or Injured Reserve rosters must be in accordance with Regulation 18 below.

16.5. League trade deadline is June 15th.

16.6. Active rosters will be locked at the start of the playoffs and there shall be no movement between the Active, Reserve, Practice rosters in the playoffs unless it is to replace an Active roster player that has been transferred to Injured Reserve. Any movement to/from Injured Reserve in the playoffs must be approved in advance by the Commissioner/Deputy Commissioner.

17. Regulation 17: ECJLL Boundaries

17.1. For each team, geographical boundaries are determined by the League. Team(s) in the province of New Brunswick must abide by LNB Rules and Regulations in regards to player registration and movement.

17.2. If an Active roster or Injured Reserve roster player for a team in Nova Scotia or New Brunswick moves to the other province, his rights remain with the previous team until they are traded or released.

17.3. Players on a team in one province (NS or NB) may not be traded to a team in the other province without the player's consent, including parental consent for players under 18 years of age at the time of the trade.

17.4. Current ECJLL boundaries:

17.4.1. Nova Scotia teams' boundaries will align with Metro Minor Lacrosse League (MMLL) or Scotia Minor Lacrosse League (SMLL) boundaries (Regulation #2) for their affiliated club.

17.4.2. Saint John Rapids Lacrosse Team: New Brunswick.

18. Regulation 18: Player Eligibility and Player Movement

18.1. To be eligible to play, all players must be registered and signed to the team's 25 player Active roster or 10 player Practice roster. Any player not listed on a team's Active, Reserve, Practice or Injured Reserve roster or protected under Regulation 20.5 below, shall become a free agent, eligible to sign with any team. Any player added to a team roster (outside of being drafted, traded or interprovincial transfer) must give consent via email, cc'd to Commissioner/Deputy Commissioner.

18.2. Any player movement between the Active, Reserve and Practice and/or Injured Reserve rosters must be submitted by a team, in writing, to the Commissioner/Deputy Commissioner at least 1 hour prior to a game in which the former Practice/Injured player will participate.

18.3. Any player listed on a team's Practice roster and not protected by Regulation 20.5.1 may sign with any other team's Active roster and must remain on that team's Active roster for a minimum of 3 weeks (21 days) (unless moved to Injured Reserve). The team losing the player is not entitled to compensation for the player lost.

18.4. With regards to "Regulation 19: Tampering" below, the ECJLL will develop a procedure for any player on a Practice roster to indicate their willingness to sign with another team. It is only through this process that teams may speak to a Practice player on another team with regards to an Active Roster spot.

18.5. All teams must submit a copy of any inter-provincial transfers, if applicable, to the Commissioner.

18.6. Subject to Regulation 18.1 above, a player who has been registered with another team or club in the previous year shall not play or be registered with any other team without first being properly released by their team of record.

18.7. All intra-league releases/transfers involving NS and NB players are negotiated between the teams/clubs, all correspondence for paperwork goes through the LNS/LNB to the LC. A copy of approved transfers shall be submitted to the league for league records.

18.8. No team shall contact, influence, practice or play in games, players who do not come under their jurisdiction.

18.9. Clubs within the League may release/trade players to another club within the League. All releases/trades must be submitted to the Commissioner along with any additional transaction forms (i.e. release/transfer) within 24 hours of the completion of the transaction, but in all cases prior to the next game for either team involved in the transaction.

18.10. The League (Commissioner) reserves the right to disallow any proposed player movement from team to team (either by release or trade), in the opinion of the League such a move would not be in the best interests of the game of lacrosse or League.

18.11. Any team found guilty of playing a player over the age limit permitted in the age category shall be automatically suspended for the balance of the season (including play-offs). If this occurs during the playing of the regular season schedule, all games won by the team with the ineligible player on its lineup shall count as wins to the teams formerly credited with defeats. If however, a player is not found to be over the age limit until the semi-finals or finals series is reached, then only the game or games in which they participated in such semi-final or final series shall be awarded to the opposing team.

18.12. Any team playing a player who is not validly on their Active roster or qualified as an Affiliated Player under Regulation 21 shall be subject to the penalties stipulated in 23.2.8 d. below.

18.13. Clubs which play against ineligible players and which willfully conceal knowledge from the League until it suits their convenience to use it in any protest which arises shall be considered equally guilty with the offending team and shall be judged accordingly.

19. Regulation 19: Tampering and Recruiting

19.1. No team may communicate with any player currently under the protected list of another team. This shall include any roster, affiliate and drafted player. Teams guilty of communicating with such players in attempt to persuade them in playing for them shall be charged with Tampering.

19.2. Any player who resides outside the boundary area of a ECJLL team must be placed on a reserve list for drafting purposes. There will be NO RECRUITING of players.

19.3. Prior to the ECJLL Entry Draft, teams may approach and talk with any potential draft players only for the purpose of finding out if they would be willing to play for their team if drafted. Teams may not make deals or be found guilty of cohesion or collaborating in an effort to manipulate the draft. Teams will be charged with Tampering.

19.4. Any violation of this regulation will result in both the offending player and the head coach to be suspended until the situation is rectified and a \$250.00 fine will be imposed on the offending team.

20. Regulation 20: Player Entry Draft

20.1. The purpose of the draft is to ensure that all teams have equal opportunity to strengthen their rosters.

20.2. Subject to 20.6.1 and 20.6.2 below all graduating U17 player who resides in Nova Scotia and are junior age must enter the ECJLL Entry Draft. Additions to the draft list must be submitted not less than 7 days prior to the deadline.

20.3. If a graduating U17 player resides in an area that is not covered by an existing LNSS boundary area or their association does not offer teams in their age category and as a result they play for another organization that does have a Junior "A" franchise, and they have played for this minor organization **for the past five consecutive seasons prior to their draft**

eligibility, they eligible to be protected by that association under Regulation 20.6.1 and Regulation 20.6.2 below.

20.4. Once a player's playing rights are determined and it has been approved by the ECJLL, the team having those rights will retain the rights to the player's services until they are released or traded. When a player is drafted, their Junior playing rights shall remain the property of the drafting team regardless of whether the player signs or does not sign, plays or does not play with that team for the following two seasons.

20.5. A drafted player not assigned to the Active roster of their Junior team shall be assigned the team's Practice roster, or released, at the team's option:

20.5.1. If the drafted/protected player is not listed on assigned to the Active Roster of their Junior team after the second season after being drafted, then they shall be automatically released and be eligible to sign with any other team.

20.6. Effective as of the 2019 season, the ECJLL uses a modified open draft concept:

20.6.1. Each team that is affiliated to a minor association will be able to protect 2 graduating U17 players from their association unencumbered.

20.6.2. Protection of a maximum 4 additional players from their association is allowed with restrictions (3rd player costs the 1st round U17 pick for that season; 4th player costs the 2nd round U17 pick for that season, etc.). All other graduating U17 players from that association will enter the draft.

20.6.3. IF a team does not have the required draft picks available, that team will not be able to protect the corresponding players.

20.7. All university players who are registered with Maritime University Field Lacrosse League (MUFLL) teams who wish to play in the ECJLL League must enter the University Dispersal Draft to be eligible. All ECJLL Clubs/Teams can participate in this Draft. The university draft is to ensure all ECJLL Clubs/Teams have equal opportunity to strengthen their rosters and to distribute lacrosse talents from outside jurisdictions. All ECJLL Clubs/Teams must provide all the proper paper work on all outside of province transfers and shall be responsible for any financial (or otherwise) remuneration in accordance with LC and Provincial Rules and Regulations.

20.8. Subject to Regulation 21 below, any U17 players who are registered with MMLL or SMLL teams who wish to be selected as an Affiliated Player in the ECJLL must enter the Affiliate Player Draft to be eligible. All ECJLL Clubs/Teams without minor association affiliation can participate in this Draft. The Affiliate Draft is to ensure all ECJLL Clubs/Teams have the opportunity to replenish their rosters in the event of injury, suspensions or player shortage.

20.9. U17 Entry, MUFLL, and Affiliated Draft Lists shall be available 7 days prior to the scheduled draft and the U17 draft shall be held not later than March 31st of each playing year. The draft proceedings may be in person or by conference call. The U17 Player Entry and the MUFLL Dispersal Draft shall be held at different times with the MUFLL draft taking place no later than March 31st.

20.10. The Affiliated Player Draft order will be the reverse order of the final regular season standings from the previous season.

20.11. The draft order for each draft shall be set in reverse order from the previous season's final regular season standings, taking into account all previous transactions that involved the current draft.

21. Regulation 21: Affiliation

21.1. Affiliation is defined as the temporary use of a player(s) from an affiliated U17 team for the purpose of replenishing an ECJLL team due to injury, suspensions or player shortage and for absolutely no other purpose.

21.2. Prior to calling up a U17 player any approach being made to the individual player by the coach of the ECJLL team, the players' parents and the U17 team coach must have granted their permission for the approach to be made.

21.2.1. Note: At any time during a pending or proposed affiliation move, the low age category coach can opt to veto said move if the circumstances are such that their player(s) and/or team will be adversely affected, acting reasonably.

21.3. During any U17 League's playoff series, any given player must play solely for their own team. If, at some point during the series, the team is eliminated from any further competition, then and only then the player shall be free to play for their ECJLL affiliated team(s).

21.4. Under absolutely no circumstances shall a regular player(s), not even if they were previously considered to be a potential "no show", who on game night arrives on time and is fit to play be replaced, on the bench, by an affiliated player(s). The affiliated player(s) must be the one that does not dress for the game. For clarity, an Affiliated Player may not take the place of an Active roster player if the Active roster player is available to play in that game.

21.5. Under no circumstance shall an affiliate player be permitted, by anyone, to play-up the same day when their U17 team has a game.

21.6. All affiliate players must be identified on the game sheet by writing the initials AP at the end of their names.

21.7. Players can only play in one ECJLL division and cannot play in both the Coed and Female divisions in the same season. Players can try out in both divisions, but must select one division before the first regular season game.

22. Regulation 22: Appeals and Protests

22.1. All protests and appeals must be in writing and accompanied by the appropriate fee (\$100.00) as per LC Regulations and LNSS/LNB Protest & Appeals Policy.

22.2. The ECJLL will establish a Protest & Appeal Committee as necessary, each playing season to rule on any protests or appeals brought forward by the membership. The Committee will be comprised of three members made up from ECJLL executive and one neutral party not affiliated with any team. A member of the committee must recuse themselves from any matter in which they would have an actual or perceived conflict.

22.3. The Secretary of the ECJLL will be responsible for organizing a hearing and ensuring that all involved, referees, players, coaches, managers, Commissioner and so on are notified and registered to attend.

22.4. In the case of an appeal, the appeal shall be heard within seven days of a written decision at either a hearing or in person and the meeting shall confirm, cancel or alter any previous decision. In addition, a complainant may choose to have the appeal heard through correspondence instead of a hearing.

22.5. Game protests or appeals on suspensions may only be made in regard to interpretations of ECJLL Regulations and Rules of Play, not in regard to the decision of a Referee(s) on a rule infraction (a judgment call).

23. Regulation 23: Code of Conduct

23.1. Rules and Code of Conduct shall be in accordance with LC rules and regulations. These rules and regulations may be strengthened if the League's Board of Directors deems it appropriate.

23.2. SUSPENSIONS and FINES

23.2.1. All Club fines will be assessed in accordance with Council Bylaws and Policy and in conjunction with provincial associations and LC.

23.2.2. All suspensions are effective immediately following the end of game in which the player(s) or other team personnel receive the suspension. Where violations are of major infractions, the suspensions will be assessed and reviewed by the Suspension Coordinator as stated by LC rules and League rulings.

23.2.3. The Commissioner will not communicate suspensions on the same day the incident occurred. Written decisions on suspensions will be committed within 48 hours provided all necessary information has been received upon which the decision is based.

23.2.4. Each occurrence will be dealt with on an individual basis and the Commissioner/designate will endeavor to speak with the individual(s) involved, if necessary.

23.2.5. In cases where infractions which may have caused injury to any player which was not seen by the referees or minor officials operating the game, the League upon request from any individual will investigate and if inappropriate conduct was found will assess the appropriate suspensions.

23.2.6. The ECJLL will honour all suspensions by any LNSS/ LNB or LC affiliated organizations.

23.2.7. The ECJLL fines shall be as follows:

- a. Any coach or manager who, upon request by the referee, fails to make an effort to control misbehaving spectators or its team will be fined. FINE \$50.00
- b. Any home team that fails to supply proper nets, shot clocks, warmup balls and game balls will be fined. FINE \$25.00
- c. Any team that enters a bench clearing brawl will be fined. FINE: \$100.00
- d. All games on the League schedule are to be played as scheduled. Any team defaulting such a game will be fined. FINE: \$250.00
- e. Any team that removes themselves from the floor and refuses to play will be fined unless the Commissioner sees a valid reason for pulling the team from play. There may be further penalty as LC suspension regulations apply. Please see the LC Policy statement regarding the process to be followed should a coach/manager feel it necessary for a game to be ended early. FINE: \$100.00
- f. Failure to submit required 100B Forms and provincial registration forms on time will be fined. FINED \$50.00
- g. Any team or coach/manager guilty of tampering or recruiting will be fined. FINE: \$250.00
- h. All fines listed on ECJLL Game Day standards (appendix 2)
- i. Any team playing an ineligible player be fined. FINED: \$100 (fine will double for each additional offence within the current playing year)
- j. All fines are also subjected to suspensions if necessary.

- c. Charging Rule 37
- d. Checking from Behind Rule 38
- e. Cross Checking Rule 40
- f. High Sticking Rule 50
- g. Hooking Rule 52
- h. Kicking Rule 57
- i. Kneeing Rule 59
- j. Slashing Rule 64
- k. Spearing Rule 65
- l. Unnecessary Roughness Rule 72
- m. Throwing Stick Rule 69

23.3.2. Fighting: Rule 45. A major penalty shall be assessed for fighting plus Game Misconduct (LC Ruling):

- a. An Instigator and/or Aggressor (5Min.) penalty shall be called and player(s) will receive a Game Misconduct. The non offending player shall not receive a game misconduct (Rule 45a).
- b. A second fight or multiple fights in the same stoppage of play will receive Game Misconducts.
- c. A second Major by the same player in a game will receive a Game Misconduct.
- d. Players removing their helmets (on purpose) to engage in a fight shall receive Game Misconducts.
- e. Any fighting majors in the last 5 minutes of the third period shall receive a Game Misconduct and one additional game suspension.
- f. Once a referee intervenes a fight, any player(s) who continues will be given Game Misconducts and any referee who is injured in a fight, those players will be suspended until a review by the Discipline Committee.

23.3.3. Game Misconduct penalties shall be assessed for the following:

- a. Abuse of Officials Rule 28
- b. Leaving the Players Bench/Penalty Bench Rule 60
- c. Third Man in Altercation Rule 67
- d. Major Penalties: 2 majors = Game Misconduct
- e. Game Misconduct Penalties: result in a player being ejected for the remainder of that game. A player receiving two game misconduct penalties in the same game shall be assessed an additional one game suspension (three Game Misconducts results in two additional games, etc.).
- f. 10 minute misconduct penalty: two 10 minute misconduct penalties in same game = Game Misconduct

23.3.4. Expulsions: Rule 81: Five minor, major and/or misconduct penalties by one player in the same game shall be expelled for balance of game.

23.3.5. Match Penalties (Game Misconduct plus an additional minimum 3 Game Suspension). The player will remain suspended until the ECJLL Disciplinary Committee rules on incident:

- a. Any serious injury to caused by infractions;
- b. Rule 62 Molesting Officials; physical contact now includes “threatens” in the terminology, must be reported to the League.

23.3.6. Gross Misconduct: Gross Misconduct penalties must be reported to League and additional penalties may be added:

- a. Shall include any foul or profane language or obscene gestures towards a referee, another player, coach or the crowd during the game or after the game;
- b. Anyone under the influence of drugs or alcohol that participate or a part of any League sanctioned game.

23.3.7. Players Bench Change Area. Any infraction occurring in the player's bench change area, during a change, shall be assessed appropriate penalty plus a Game Misconduct.

23.3.8. When a player has been removed from the game, they are to be accompanied by a team official to their dressing room, and must remain away from their bench area.

24. Regulation 24: League Awards and Trophies

24.1. A club must be responsible for the care and safekeeping of any trophy won by it or any of its players. If any trophy is lost or damaged while in the care of any club, or any of its players, the cost of repair or replacement will be charged to that club.

24.2. All trophies shall be returned to the League by the clubs responsible for them on or before June 1st in the current year. Such delivery in good condition shall relieve that team of any further responsibility for the care and safekeeping of the trophy or trophies so delivered. Failure to meet delivery time shall result in a Club fine for those responsible for the trophy or trophies.

24.3. Each Club will submit to the Commissioner a list of nominations for League Awards.

24.4. The Commissioner shall prepare a ballot for voting and distributed to Clubs. The Commissioner or designate will count the votes and determine the winners.

1. Clubs may nominate someone from a team other than their own.

2. The Commissioner will arrange for the purchase and presentation of awards. The following League Awards will be presented:

- a. Offensive Player of the Year
- b. Defensive Player of the Year
- c. Rookie of the Year
- d. Leading Scorer (if known otherwise presented at Championship)
- e. Goalie of the Year
- f. 1st Team All-Star
- g. 2nd Team All-Star
- h. Coaching Staff of the Year
- i. Steve Morrisey Award (Indigenous Player of the Year)

25. Regulation 25: Player Lists

25.1. The deadline for submitting Negotiation Lists for Inter-Member Transfers (i.e. transfers between provinces) to the LC is February 23rd. NS Teams shall have their player lists submitted to LNSS not later than the 20th of February.

25.2. Negotiation Lists must be given to the LC by the LNSS and NOT the Clubs, in the correct format (as per the Transfer Policy).

25.3. The negotiation list (AKA your protected list) is a list of players whose rights teams are protecting for that given season (Note: The end of every playing season is considered Sept. 30th of each year). Each team is allowed to protect up to 24 players on their negotiation list (i.e. no more than 24). Once the player list is submitted to LNS, the overall negotiation list of every team within the province will be submitted to the LC as the province's negotiation list.

APPENDIX 1 TO REGULATION 3: ECJLL Expansion Request

1. ECJLL New Team Franchise Certificate Request

1.1. Submission Requirement Criteria (in person and in writing).

1.2. Financial Stability - Evidence of financing to support at least one full year of operation within the Division:

a. Team Season Budget

1.3. Exposure - Proof entry into the league will not impose an unwarranted financial or competitive burden on established teams within the league.

1.4. Certification of Head and Assistant Coaches.

1.5. Access to call-ups (number and where from).

1.6. List any travel, game day and game time constraints.

1.7. Teams' understanding of travel commitments.

1.8. Executive – List (names, e-mail address, mailing address, and telephone numbers) of sufficient executive people to cover all facets of a team's operation:

a. Primary Contact

b. Secondary Contact

c. Financial Contact

d. Scheduling Contact

e. Team Registrar

f. Discipline Contact

g. Head Coach

h. Assistant Coaches

1.9. Player - List of potential players, including graduating U17 and/or Intermediate of adequate calibre and in sufficient numbers to sustain a team for the initial season. Include:

a. Number of years played

b. Birth year of each

c. U17 level played (i.e. club or select) for each Graduating U17 player

1.10. Future Players - Proof as to where future players will come from for the next two to three years.

1.11. Affiliated Minor Club number of teams, division and level for previous season.

1.12. Access to additional Junior aged players i.e. free agents.

1.13. Facility - Guarantee a facility comparable to the facilities used by other teams in the league is available with suitable dates and times for regular season and playoff games.

1.14. Period facility is available for lacrosse i.e. April through July; LC line markings on playing surface.

1.15. LC approved Lacrosse nets supplied.

1.16. Shot clocks supplied.

1.17. Score clocks supplied.

1.18. Local Support - Evidence of local support (established Club/Association, leagues and teams).

1.19. State current lacrosse infrastructure in place.

1.20. **ECJLL Bylaws and Rules and Regulations** – Acceptance of Bylaws and Rules of Regulations as written within the constitution.

2. Submission Process:

2.1. Email the document with the submission requirements and send to the ECJLL Commissioner. Proof of Franchise Fee payment to be included.

2.2. **Deadlines: No Later than November 1st.**

2.3. Upon receiving the request and the franchise fee, the ECJLL Commissioner will review the request to ensure all required info is included. (If any required info is missing, the request will be sent back to the Applicant to complete).

2.4. The Commissioner will forward the request to the League Board of Directors.

2.5. The ECJLL will convene a Board meeting for the appropriate division in which the submission is for, with the applicants present. Applicants will present their request to the board, and be prepared to answer questions from the Board. Applicants will be asked to leave the meeting and the Board will discuss the presentation, with a view to determining suitability.

2.6. The Commissioner will notify the applicants of the Board decision with respect to expansion approval/disapproval; or the Board may ask the applicants for further information.

APPENDIX 2 to REGULATION 23.2.7 H: Game Day Standards

For full Game Day Standards, [click here](#).

ECJLL CALENDAR / DUE DATES

DATE	ITEM
Not Later Than December 31 st	ECJLL AGM
30 Days Prior to the AGM or Special General Meeting	Proposed Amendments to Rules and Regulations or Bylaws
February 20 th	ECJLL Player Lists Due to LNSS (Reg 26)
February 23 rd	Player Lists due to LC (Reg 26)
7 days prior to the Draft	U17 / MUFLLE Draft Lists (Reg 20)
Not Later Than March 31 st	U17 Player Entry Draft and MUFLLE Draft (Reg 20)
Not later Than the 2 nd week of May	Commence League Play (Reg 6)
May 1 st	Performance Bonds Due by new Franchise
May 10 th	Team rosters submitted to Commissioner (Reg 16)
May 14 th	Submission of Bench Personnel (Reg 15)
No later than May 15 th	Affiliated Player Draft (Reg 20)
June 15 th	Trade Deadline (Reg 16)
September 30 th	LC End of Playing Season
November 1 st	New Franchise Request (Reg 25), along with New Franchise Fee