

Addendum Competition Regulations 2025/2026

Men's Field Lacrosse

Last amended: January 15, 2026

This is a translation of the 'Addendum Competitiereglement 2025/2026 Veldlacrosse Heren' and is provided as a supporting document for any members who are not native Dutch speakers. If the translation at any point differs or can be interpreted differently, the original text will be leading.

This document lists articles of the competition regulation that were added or changed to facilitate the experimental hybrid teams in the men's competition of season 2025/2026. Any future extension of this addendum will be determined by the board as needed on a season-by-season basis.

B. Team Eligibility

3. Field Availability [CHANGE]

One of the teams facilitates all games scheduled on a game day for their division. ~~The team must have access to a suitable grass or artificial turf field at least three (3) times per year to host a game day.~~ When hosting a game day, a minimum field rental period of two (2) hours per match applies, excluding setup and takedown time.

To host a men's game day, a minimum of 2 suitable grass or artificial turf fields is required. Clubs wishing to host a game day must demonstrate the ability to secure the necessary accommodations. The federation may assist with field costs if the need arises.

5. Supplemented teams [ADDED]

The federation may approve of the formation of 'supplemented teams' to participate in the men's competition. A supplemented team consists of a core roster supplemented by 'D2 swing players' or 'D1 hybrid players'. Supplemented teams have been designed to facilitate teams with smaller rosters, to increase the level of both divisions and to foster continued growth of the players participating in them.

D2 swing players have primary membership with a division 2 team and are invited to play with a first division team. D1 hybrid players have primary membership with a division 1 team and are invited to play with a second division team. D1 hybrid players will be under strict guidance to play fairly and with the intent of growing the skill level of the division 2 players on the field.

The formation of a supplemented team and assignments of D2 swing players and D1 hybrid players must be approved by the competition committee before the start of the competition.

C. Players

5. Changing teams [CHANGED]

A player is registered with one team that belongs to a club. Players may switch between teams within the same club. A player may play twice (2) for another team within the club. If a player plays three (3) or more times for a team they were not originally registered with, they will remain on that team for the rest of the season.

A player may only play for one team per game day. If a match is rescheduled, the original game date applies to this rule. D1 hybrid players and D2 swing players may play for both their teams on a given day.

6. Changing teams for hybrid and swing players [ADDED]

D2 Swing players and D1 hybrid players are exempt from the rules regarding changing teams as described in C5.

D2 Swing players may play in all regular season games for their hybrid (division 1) team and their primary (division 2) team. D1 Hybrid players are eligible to play in all regular season games for their hybrid (division 2) team as well as their primary (division 1) team

A player's classification (D1 hybrid, D2 swing, D1-only, D2-only) is fixed for the season and can only be changed with the approval of the competition committee.

If a first division team has insufficient numbers for play, they may request a(n extra) D2 swing player to be assigned to their team for that specific game. This to ensure game cancellation or lower quality games due to insufficient numbers do not occur. In this case C5 does not apply top that player.



6. 7. Changing Clubs [CHANGED]

Players who wish to transfer to another club during the regular season must submit a request through the membership system. The federation will process this request within fourteen (14) days. Transfers after the regular season and before the final weekend are not permitted.

This article does not apply to the season-long assignment of D1 hybrid players and D2 swing players.

D. Competition Format

6. Eligibility for division 1 finals and play-offs [CHANGED]

Players must have played at least four (4) competition matches with a team before participating in the finals or playoffs. If injured players are present at a game, they may be marked as such on the game roster to count the game toward their eligibility. Injured players do not have to wear a uniform, nor do they have to have been approved for play by an official to be registered as present. The injured player will be counted as part of the maximum number of players that are allowed to play during a game (see C4).

D2 swing players and D1 hybrid players can only achieve eligibility for their primary team and must do so by playing the minimum required number of games with that team.

F. Complaints and Misconduct

4. Abuse of hybrid or swing role [ADDED]

In addition to F3, misconduct specifically includes the abuse of the supplemented team system for personal gain or against the spirit and goal of the Hybrid/Swing role.

This includes, but is not limited to:

- Stat Padding:
A D1 Hybrid Player or D2 Swing Player playing in a D2 match with the primary intent of accumulating personal statistics (goals, assists), and/or playing overly individualistic, rather than facilitating team play and developing teammates. This will be determined at the discretion of the referees and team captains, will come with a warning in-game, and may be reported to the Competition Committee.
- Playing overly aggressively, competitively, or violently:
A D1 Hybrid Player should not be primarily focused on body checking, hitting, or aggressively attacking newer players. Playing in D2 games should come with additional care for the enjoyment, learning, and development of the newer players, and thus, physicality by more experienced players should be tempered. The referees should be focused on this and are empowered to immediately remove a player from the game who violates the spirit of this role.
- Roster Manipulation:
A club intentionally misclassifying players to stack a D2 roster for the purpose of gaining an unfair competitive advantage.

Sanctions for abuse of the developmental role will be determined by the Competition Committee and may include player suspensions from both D1 and D2 games, forfeiture of games, and fines for the club.

