

2016 GAME RULES CHECKLIST - Central Texas Youth Lacrosse League
JUNIOR (5-6th Grades) & SENIOR (7-8th Grades)

TIME	10 min Quarters, Stop Clock (ref Blowout except.) 10 min Halftime 2 Timeouts Per Team, Per Half @ 2 min. 1:45 Max Game Time (unless agreed prior to start) 1 @ 4 min Overtime (stop clock, sudden victory)
LINE-UP	Starters Only
CLEARING	SENIORS: 4 sec. Crease Count, 30 sec. to Att. Box JUNIORS: 4 sec. Crease Count 30 sec. Count in Final 2 min.
FACE OFF	Face off violation: 30 sec. Technical Foul after 3 rd violation Senior Only
CONTACT	Contact Within 3 Yards of Ball Only Stick Checks: 90 Degree Max, Controlled (get stick) JUNIOR: NO ONE HANDED CHECKS NO TAKE-OUT CHECKS ALL LEVELS
PENALTIES	Regular Time Serving (4 Personal Fouls or 5 min of Pers. = Disqualification) Goalie Serves His Own Time for Personal Fouls Checks to Head & Neck: Auto Non-Releasable Unnecessary Roughness (UR): 1st Time = 1-2 min Non-Releasable (NR) 2nd Time = 2 min NR 3rd Time = 3 min NR. & that player is disqualified. Every Additional UR is 3 min NR & that player is disqualified. Fighting or 2 Unsportsmanlike Conduct = Ejection (Leave the park, can't play in the next CTYLL game)
STICKS	SENIOR: Att: 40-42" Def: 52-72" JUNIOR.: Att: 40-42" Def: 47-60" NO FULL LENGTH D POLES
BLOWOUT	Up by 5: No Face, down team starts with ball Up By 10: Running Clock, 3 consecutive passes; ball through X
STALLING	Leading Team Keeps in Box Last 2 Min. of Game

MEET FIELD ADMIN. PRIOR TO EACH GAME

2016 GAME RULES CHECKLIST - Central Texas Youth Lacrosse League
BANTAM (1st-2nd) & LIGHTNING (3-4th)

TIME	12 min Quarters, Running Clock 10 min Halftime 2 Timeouts Per Team, Per Half @ 2 min. 1:45 Max Game Time (unless agreed prior to start) Lightning: 1 @ 4 min Overtime (stop clock, sudden victory)
LINE-UP	Starters Only
CLEARING	Lightning: 4 sec. Goalie Crease Count. No clearing counts.
FACE OFF	Face off violation: Award possession
CONTACT	NO BODY CHECKS!! ; equal pressure within 3 Yards of Ball Only Stick Checks: 90 Degree Max, Controlled (get stick) NO ONE HANDED CHECKS NO TAKE-OUT CHECKS ALL LEVELS
PENALTIES	Bantam: Player Substitution. If there aren't any substitute players (team only has 6 players), offending player must serve time the same at Lightning (below). Lightning Time Serving @ time and half (Tech = 45 sec./Personal = 1:30. (4 Personal Fouls or 5 min of Pers. = Disqualification) In Home (first attack listed in scorebook) serves Goalie Personal Fouls Checks to Head & Neck: Auto Non-Releasable Unnecessary Roughness (UR) Team Penalty: 1st Time = 1-2 min Non-Releasable (NR) 2nd Time = 2 min NR 3rd Time = 3 min NR. & that player is disqualified Every Additional UR is 3 min NR & that player is disqualified. Fighting or 2 Unsportsmanlike Conduct = Ejection (Leave the park, can't play in the next CTYLL game)
STICKS	Attack length only: 37-42" NO FULL LENGTH D POLES
BLOWOUT	Up by 5: No Face, down team starts with ball Up by 10: Running Clock, 3 consecutive passes; ball through X
STALLING	Leading Team DOES NOT have to keep in Box Last 2 Min. of Game

MEET FIELD ADMIN. PRIOR TO EACH GAME