

## **CYLA ANNUAL RULES UPDATE-2009 Youth Boys**

All games will be officiated according to the National Federation of State High School Associations 2008 Rules for Boys as amended and could include additional exceptions. The Rules by Division are as follows:

### **2009 Boys Lacrosse Rules 2<sup>nd</sup> & 3<sup>rd</sup> Grades**

- Games are four quarters: each quarter consists of a 12 minute running clock.
- Players are substituted every 3-4 minutes during the games in order to foster equal playing time for all players; substitutions should be made during loose ball or out-of-bounds situations, i.e., not during possessions.
- Goalies change at quarters, if desired-encouraged to change at half-time.
- No body contact-incident contact only during man/ball situations.
- Personal foul penalties are enforced by substitution of the player.
- Technical fouls require the offending player to start 5 yards behind the opponent who is awarded the ball.
- Stick length is 37-42" (measured from top of head to end of shaft); goalie cross is 37-72".
- One attempted pass is required in the offensive end before shooting; a completed clearing pass into the offensive zone from the defensive zone satisfies this rule..
- One coach from each team is allowed on the field but cannot impede play
- Offensive players to keep ball in the "box" during last two minutes of play
- Team time-out, injury time-out, & penalty whistles stop game clock including penalty time clock (Official should review with Time Keeper before game)
- Scores for games shall be kept at the Club level

### **2009 Boys Lacrosse Rules 4<sup>th</sup> Grade**

- Games are four quarters: each quarter consists of a 12 minute running clock.
- Recommend changing goalie at half-time
- One step contact is allowed.
- No take out checks allowed; applies to any player offensive or defensive with or without the ball
- Penalties are enforced with man down.
- Stick length is 40-42" (measured from top of head to end of shaft); goalie cross is 40-72".
- Substitutions are "on the fly" or during a dead ball whistle; shots out on end line considered live-ball.
- Offensive players to keep ball in the "box" during last two minutes of play
- Team time-out, injury time-out, & penalty whistles stop game clock including penalty time clock (Official should review with Time Keeper before game)

### **2009 Boys Lacrosse Rules 5th Grade**

- Games are four quarters: each quarter consists of a 12 minute running clock.
- One-step contact is allowed.
- No take out checks allowed; applies to any player offensive or defensive with or without the ball
- Penalties are enforced with man down.
- Stick length as follows: short crosse: 40-42", long crosse is 52-60" and goalie crosse is 40-72".
- Goalies substituted as needed.
- Substitutions are "on the fly" or during a dead ball whistle; shots out on end line considered live-ball.
- Offensive players to keep ball in the "box" during last two minutes of play
- Team time-out, injury time-out, & penalty whistles stop game clock including penalty time clock (Official should review with Time Keeper before game)

### **2009 Boys Lacrosse Rules 6<sup>th</sup> - 8<sup>th</sup> Grades**

- Games are four quarters: each quarter consists of a 12 minute running clock.
- Full body checking allowed within 5 yards of the man/ball.
- No take out checks allowed; applies to any player offensive or defensive with or without the ball
- Penalties are enforced with man down.
- Goalie is substituted as needed.
- Stick length is as follows: short crosse: 40-42", long crosse 52-72" and goalie crosse: 40-72".
- Substitutions are "on the fly" or during a dead ball whistle; shots out on the end line considered live-ball.
- Offensive players to keep ball in the "box" during last two minutes of play
- Team time-out, injury time-out, & penalty whistles stop game clock including penalty time clock (Official should review with Time Keeper before game)

### **GENERAL CYLA LEAGUE RULES:**

- Game and field conduct is the responsibility of both head coaches.
- Keep all parents on the opposite side of player area.
- Official rosters should be available for both home and visiting team for official review.
- Code of Conduct shall be adhered to and enforced fully by the RMLOA.
- Sportsmanship is paramount during all CYLA play.
- ALL unsportsmanlike occurrences need to be reported by the referees in their game report to the Rules & Reg Committee within 48 hours of occurring with a cc to the administrator of the offending team and/or player
- Referees should be two grade levels above the grade level of the game they are officiating.
- Referees will use an ID system to identify junior and senior referee status.