

# MASS BAY JAMBOREE RULES

TEACH	U15 Jamboree Rules to Remind & Reinforce to Players	HONOR
	<ul style="list-style-type: none"> <li>• 40-minute running time games, (2) 18-min. halves, 4-min. halftime. No time-outs. Sub on the Fly.</li> <li>• CONTROLLED stick &amp; body checks allowed, but ONLY within <b>3 yards</b> of ball AND from the front</li> <li>• NO take-out checks OR hits with/to helmet OR high hits OR launching off the ground at player</li> <li>• Penalties: player must SUB-out for 2 minutes AND other team gets a Fast Break at midfield</li> <li>• Player called for the following penalties will sit out for the remainder of the half in that game:                             <ul style="list-style-type: none"> <li>→ unsportsmanlike conduct (swearing, taunting, obscene, out-of-control behavior, etc)</li> <li>→ unnecessary roughness or illegal body check or intentional (in Ref's opinion) slash/cross-check</li> </ul> </li> <li>• Player called twice for above penalties in a game, is ejected from that game AND next game.</li> <li>• Any fighting results in immediate ejection from remaining games (Ref &amp; Coach to notify HQ's)</li> <li>• 20 seconds to clear ball past midfield line plus 10 seconds to bring ball in to offensive attack box</li> <li>• If any team gains a 6+ goal lead, trailing team receives ball at midfield &amp; face-offs are suspended</li> </ul>	

TEACH	U13 Jamboree Rules to Remind & Reinforce to Players	HONOR
	<ul style="list-style-type: none"> <li>• 40-minute running time games, (2) 18-min. halves, 4-min. halftime. No time-outs. Sub on the Fly.</li> <li>• CONTROLLED stick &amp; body checks allowed, but ONLY within <b>3 yards</b> of ball AND from the front</li> <li>• NO take-out checks OR hits with/to helmet OR high hits OR launching off the ground at player</li> <li>• Penalties: player must SUB-out for 2 minutes AND other team gets a Fast Break at midfield</li> <li>• Player called for the following penalties will sit out for the remainder of the half in that game:                             <ul style="list-style-type: none"> <li>→ unsportsmanlike conduct (swearing, taunting, obscene, out-of-control behavior, etc)</li> <li>→ unnecessary roughness or illegal body check or intentional (in Ref's opinion) slash/cross-check</li> </ul> </li> <li>• Player called twice for above penalties in a game, is ejected from that game AND next game.</li> <li>• Any fighting results in immediate ejection from remaining games (Ref &amp; Coach to notify HQ's)</li> <li>• 20 seconds to clear ball past midfield line plus 10 seconds to bring ball in to offensive attack box</li> <li>• If any team gains a 6+ goal lead, trailing team receives ball at midfield &amp; face-offs are suspended</li> </ul>	

TEACH	U11 Jamboree Rules to Remind & Reinforce to Players	HONOR
	<ul style="list-style-type: none"> <li>• 40-minute running time games, (2) 18-min. halves, 4-min. halftime. No time-outs. Sub on the Fly.</li> <li>• U11 Games are played 8 vs 8 with 2 Attack, 3 Middies, 2 D &amp; a Goalie per team on smaller field.</li> <li>• NO body checking &amp; NO long poles. 'D' to use equal pressure to prevent ball-carrier's progress</li> <li>• U11 players are expected to play the ball and NOT the man when the ball is loose.</li> <li>• Team in possession of ball must <u>complete</u> 1 pass in offensive end of field &amp; after every whistle</li> <li>• Penalties: player must SUB-out for 2 minutes AND other team gets a Fast Break at midfield</li> <li>• 1 coach from each team is allowed on field during game if within 5 yards of sideline or endline.</li> <li>• If any team gains a 6+ goal lead, trailing team receives ball at midfield &amp; face-offs are suspended</li> <li>• Any fighting results in immediate ejection from remaining games (Ref &amp; Coach to notify HQ's)</li> </ul>	

TEACH	U9 Jamboree Rules to Remind & Reinforce to Players	HONOR
	<ul style="list-style-type: none"> <li>• 40-minute running time games, (2) 18-min. halves, 4-min. halftime. No time-outs. Sub on the Fly.</li> <li>• U9 Games are played 7 vs 7 with 2 Attack, 2 Middies, 2 D &amp; a Goalie per team on small field.</li> <li>• NO body checking &amp; NO long poles. 'D' to use equal pressure to prevent ball-carrier's progress</li> <li>• U9 players are expected to play the ball and NOT the man when the ball is loose.</li> <li>• Team in possession of ball must make <u>2 attempted</u> passes in offensive end of field &amp; after every whistle</li> <li>• 1 coach from each team are allowed on field during game if within 5 yards of sideline or endline.</li> <li>• NO downward stick checks and NO aggressive stick checks are allowed—Lift checks are preferred.</li> <li>• Penalties: Player SUB-out after Ref explains penalty. NO time serving penalties &amp; NO fast break.</li> </ul>	

# MASS BAY JAMBOREE RULES

# Character. Camaraderie. Community.

## WHY TOWN LACROSSE MATTERS

Community-based youth lacrosse allows kids to be kids, friends to play together, and teammates to build camaraderie and life-long bonds.

Community-based lacrosse keeps the sport affordable and fun with an emphasis on **teaching, sportsmanship, fair play, safety, and local competition.**

**Mass Bay Youth Lacrosse League** is one of the largest lacrosse leagues in the US and a leading voice for the value of community-based lacrosse. A volunteer-led, nonprofit organization with **15,000 committed athletes** from 150 towns, MBYLL offers **7,000 spring season games** with **certified coaches**, a four-day **state-wide Jamboree**, as well as a highly competitive select league with multiple Championship divisions.

MBYLL has a core commitment to community as the foundation for what we do. Your community. Our community.  
*Every community across the Commonwealth.*

## Mass Bay Youth Lacrosse League

**Who do YOU play for?**



**For the Love of Lacrosse in Your Community**