



## 2017 North Jersey Junior Lacrosse League US Lacrosse Rules Amendments .v5

The North Jersey Junior Lacrosse League (NJLL) follows both the 2017 NFHS Boys Lacrosse Rulebook and the 2017 US Lacrosse Boys' Rulebook. However, the NJLL has adopted several changes to the US Lacrosse Youth Boys Rulebook as indicated in this document. If an item is not covered by this document or the US Lacrosse Youth Boys Rulebook, then revert to the NFHS Boys Lacrosse Rulebook for all other issues.

Link to NFHS and US Lacrosse Boys Youth Rules: <http://www.uslacrosse.org/rules/boys-rules>

**The NJLL follows a grade based system with an age maximum per grade. As such for 2017 the NJLL will use the below chart to match US Lacrosse rules to the NJLL appropriate grade.**

US Lacrosse Age Level		NJLL Grade Level
14U	=	7 <sup>th</sup> & 8 <sup>th</sup> Grades
12U	=	5 <sup>th</sup> & 6 <sup>th</sup> Grades
10U	=	3 <sup>rd</sup> & 4 <sup>th</sup> Grade

Note: The NJLL does not recognized play below the 3<sup>rd</sup> grade or U10 level.

### **New for 2017 – Each grade level has an age maximum**

8 <sup>th</sup> Grade players	cannot turn 15 prior to 3/1/2017*
7 <sup>th</sup> Grade players	cannot turn 14 prior to 3/1/2017
6 <sup>th</sup> Grade players	cannot turn 13 prior to 3/1/2017
5 <sup>th</sup> Grade players	cannot turn 12 prior to 3/1/2017
4 <sup>th</sup> Grade players	cannot turn 11 prior to 3/1/2017
3 <sup>rd</sup> Grade players	cannot turn 10 prior to 3/1/2017

\*For 2017 only, all players in 8<sup>th</sup> grade are eligible regardless of age

Any player in high school is ineligible regardless of age

### **NOTABLE RULE CHANGES FOR 2017**

Not a complete list of changes

- Players now foul out with either 3 personal fouls or 5 minutes in personal foul penalty time
- No raking the ball in 3<sup>rd</sup> and 4<sup>th</sup> grade
- Only poke checks, lift checks and downward checks started below the shoulder permitted 6<sup>th</sup> grade and below

**U10 / 3<sup>rd</sup> & 4<sup>th</sup> Grade - Modifications to the 2017 US Lacrosse Youth Boys Rules:**

Rule 1.2.1	3 <sup>rd</sup> grade games may be played either 10 V 10 or 7 V 7 This rule only applies to games played 7 V 7
Rule 1.3.1	Goals will be 6' X 6'
Rule 2.1.1	All 4 <sup>th</sup> grade games shall be played 10 V 10 3 <sup>rd</sup> grade games may be played either 10 v 10 or 7 V7 All 3 <sup>rd</sup> grade games are 10 V 10 unless otherwise indicated in Arbiter Sports All 7 V 7 games must be played on a small sided field as per US Lacrosse specifications
Rule 2.1.5	Officials are optional on 3 <sup>rd</sup> grade games 2 Officials will be assigned to all 10 V10 games entered into Arbiter Sports 1 Official will be assigned to all 7 V 7 games entered into Arbiter Sport
Rule 3.1	All 10 V 10 games shall consist four 12-minute running time quarters All 7 V 7 games shall consist of four 10-minute running time quarters <b>For all running time games:</b> <ul style="list-style-type: none"> <li>• Clock stops for all injuries and time outs</li> <li>• If there is a one goal difference in the score of the game the last 2 minutes of the GAME will be played stop time.</li> <li>• If at anytime the lead increases to 2 or more goals running time will start again</li> <li>• For games that are tied the clock runs during the last two minutes</li> </ul>
Rule 4.4	Only apply to 7 V 7 games
Rule 4.21	Does not apply to NJLL games
Rule 4.25:	Each team will be permitted two time outs per half
Rule 4.4	Does not apply to 10 V 10 games
Appendix V	The 4" Shooting String rule will NOT be enforced
Appendix V	No long poles allowed – all stick to be between 37"-42". (Goalie stick can be 37" – 54")
All 7 V 7 Games are played with 2- Attack, 2- Midfielders, 2- Defensemen and 1- Goalie In 7 V 7 games: <ul style="list-style-type: none"> <li>• If a goalie is not available a device similar to "Hector the Rejecter" may be used. In this case that team would only have 6 players on the field.</li> <li>• Offside will be enforced. At least 2 players must remain on the offensive half of the field and at least 3 players must remain on the defensive half off the field. (If a team has no goalie and is playing with 6 players only 2 must remain on the defensive half of the field)</li> </ul>	
Substitution horns when the ball goes out of bounds is permitted	
Coaches may not request stick checks	
No coaches on field if referees are working the game. If no referees are being used, one coach is permitted on field, outside of wing areas and restraining boxes	
A maximum of four coaches may be on the sideline and must remain in the team area if officials are working the game. If a 3 <sup>rd</sup> grade game is being played without officials one of the four coaches may be on the field.	
Only head coaches may communicate with officials.	
Six goal mercy rule at losing coaches option	
No over and back rule	
<b>One Pass Rule (10 V 10 games):</b> Any offensive player who is the first to possess the ball in their attack zone may not attempt a shot on goal unless they have first attempted a pass or a loose ball situation has been created. Once one of these requirements is met another pass is not required until the ball has returned to their defensive side of the field.	
<b>NEW! Hippo Rule (7 V 7 games):</b> When the ball is in a team's offensive half of the field, no player <b>on offense</b> may hold the ball longer than 5 seconds. The game official (or coach if no officials are used) will give a verbal count and visual hand signal. Failure to pass or shoot in five seconds will result in a turnover. A loose ball will reset the 5 second count as long as the player did not intentionally create a loose ball in the opinion of the official.	

**U12 / 5<sup>th</sup> & 6<sup>th</sup> Grade - Modifications to the 2017 US Lacrosse Youth Boys Rules:**

Rule 1.2.1	All games will be played on a full size field
Rule 2.1.1	All games shall be played 10 V 10
Rule 3.1	<p><b>For all running time games:</b></p> <ul style="list-style-type: none"> <li>• Clock stops for all injuries and time outs</li> <li>• If there is a one goal difference in the score of the game the last 2 minutes of the GAME will be played stop time.</li> <li>• If at anytime the lead increases to 2 or more goals running time will start again</li> <li>• For games that are tied the clock runs during the last two minutes</li> </ul>
Rule 3.4	No Overtime at this level
Rule 4.21	Whole team substitution is not required
Rule 4.4	Does not apply, all games are 10 V 10
Appendix V	The 4" Shooting String rule will NOT be enforced
Substitution horns when the ball goes out of bounds is permitted	
Coaches may not request stick checks	
Officials shall perform at least two random stick / equipment checks per game	
A maximum of four coaches may be on the sideline and must remain in the team area.	
Only head coaches may communicate with officials	
Six goal mercy rule at losing coaches option	
No over and back rule	
Game officials shall record the jersey number of any player receiving a personal foul for the purpose of determining when a player has fouled out. In any case where a team has more than one player wearing the same number, all players wearing the number will be disqualified should that number receive 3 personal fouls or 5 minutes in personal foul penalty time unless the officials can determine the correct player.	

**U14 / 7<sup>th</sup> & 8<sup>th</sup> Grade - Modifications to the 2017 US Lacrosse Youth Boys Rules:**

Rule 3.4	A maximum of two, four-minute overtime periods shall be played.
	Note: League sanctioned playoff games (8 <sup>th</sup> grade) shall be played until a goal has been scored, regardless of how many overtime periods are required.
Coaches may not request stick checks	
Officials shall perform at least two random stick / equipment checks per game	
A maximum of four coaches may be on the sideline and must remain in the team area	
Only head coaches may communicate with officials	
Six goal mercy rule at losing coaches option	
The 4" Shooting String rule enforcement: No penalty but the stick may not be used	
Over and back rule in effect	
Game officials shall record the jersey number of any player receiving a personal foul for the purpose of determining when a player has fouled out. In any case where a team has more than one player wearing the same number, all players wearing the number will be disqualified should that number receive 3 personal fouls or 5 minutes in personal foul penalty time unless the officials can determine the correct player.	