

YLM Guide for Boys Youth Officials 2007 Season

This guide is provided as summary & supplement to NFHS Lacrosse Rules and Youth Supplement and includes YLM modifications. This guide does not comprise the all rules for the league.

Game Set-Up:

- 1 Scorer's table should have game clock, penalty clock, horn, scoreboard, copy of this officials guide and adult supervisor.
- 2 Field should be legal size, properly lined (including crease area), with two six-by-six foot goals and nets.
- 3 Hockey helmets are not acceptable for any player.
- 4 Colored mouth-guards are required.
- 5 A minimum of two qualified officials (high school sophomores or above) required per game.

Time factors:

- 1 All games at all levels will include four 12-minute, running time quarters with **no overtime**.
- 2 Two-minute rest between quarters. Five-minute half-time break.
- 3 If a game is interrupted due to severe weather, the game is considered complete if play has advanced mid-way into the third quarter of play.

Play of game

- 1 Face-offs begin each game. There are no face-offs following a four-point lead, except at the start of each quarter and half or if the opposing coach wants to continue face-offs even though they are 4 points behind.
- 2 There is no 10-second defensive count at any level. Offensive stalling will be called at the 5/6th and 7/8th levels if play slows.
- 3 At the 7/8th grade level, the team leading with two minutes remaining in the game will be required to keep the ball in the box once entered.
- 4 Parents and other fans must be on the opposite side of the field from players and coaches.

Penalties: The Referees' main objectives are to call the game fairly and, most importantly, protect the players from injury. Anything that is directed by a player, with the intent to injure another player, is illegal. Officials control the game from the start. **If in doubt, call a penalty. Err on the side of safety.**

- 1 **Slashing:** Stick checks to the body other than the gloved hand holding the crosse & ball are illegal (no stick checks beyond 90 degrees).
- 2 **One-handed Checks:** Illegal at all levels, even if contact isn't made.
- 3 **Body Contact:** Allowed at the 5/6th and 7/8th levels, but NOT at the 3/4th grade level.
 - 1 **Incidental Contact:** Contact made on the field that is considered incidental by the Ref is allowed at the 5/6th and 7/8th grade levels. This means equal opposing pressure, positional ground ball contact and accidental collisions. **It is the ref's call if contact was incidental – Safety First.**
 - 2 **Legal Body Checks: allowed ONLY at the 7/8th grade level with the following exception:**
 - o **Goalie Protection:** Players are allowed to step in front of driving players in order to protect the goalie at both the 5/6th and 7/8th grade levels.
 - 3 **Take Out Checks:** Illegal at all grade levels. Defined as checks in which the player lowers his head or shoulders with the force and intent to take out (put on the ground) the other player.
 - 4 **Loose Ball Push:** No pushing from behind is allowed any grade level.
 - 5 **Four Step Rule:** Body contact made by a player taking more than four steps (run up hit) is an illegal body check.

Penalty enforcement: Because these games are played with running time, the scorer's table will add 50% to all penalties (e.g., 30-second penalties become 45-second penalties). This includes all technical and personal penalties.

Non-releasable penalties include the following: equipment (illegal stick, missing mouth guard); unsportsmanlike behavior (swearing or foul/abusive/taunting language by players, coaches or fans); vicious personal fouls with intent to injure will be assessed the following: First offense - one-minute penalty; second offense – two-minute penalty; third offense – ejection. Fighting will be grounds for immediate ejection from the game, followed by possible League sanctions for multiple violations.

Special rules for 3/4th grade games only:

- 1 **Ground ball scrum** – if there is a “scrum” for a ground ball, the Referee will count out 10 seconds from the start of the scrum. If neither team gains possession during the 10 seconds, the Referee will blow the whistle and award the ball on alternating possessions at the point of the scrum (always outside the goal area) – visiting team first.
- 2 **Two-pass rule:** The team with the ball will be required to complete two passes (anywhere in the field of play) before being allowed to take a shot on goal. The Referee holds up fingers to indicate the number of completed passes. If the shooting team maintains possession following a missed shot, they will not have to make two more passes before they can shoot again. Possession changes when the defensive team controls the ball. If a shot is taken after only one pass, the ball is awarded to the defensive team outside of the box.
- 3 **No man-down situations:** Penalized player comes off to serve time, but is replaced on the field by a teammate.

Game traditions: At the end of the game, it is customary to yell a cheer to honor the opposing team. It is **required** that players remove their helmets, line up behind their goalie and shake the opponents' hands. Officials should remain in the area and observe the hand-shaking lines. **You are in charge of the game. If you have any problems during a game, report them immediately to Scott Hugdahl (VP of YLM Operations) at 612-968-1494.**