

# 2012 Rules for Boys Youth Lacrosse

## Minnesota Modifications

The National Federation of State High School Associations (NFHS) 2012 Boys Lacrosse Rules Book shall govern US Lacrosse boys youth play, except as amended below. The US Lacrosse Men's Game Committee has approved these exceptions to the NFHS Rules. Send questions about the US Lacrosse Rules for Boys Youth Lacrosse to the US Lacrosse Men's Game Rules Subcommittee at [boysyouthrules@uslacrosse.org](mailto:boysyouthrules@uslacrosse.org). Please do not contact NFHS about the following rules.

### OVERARCHING PRINCIPLE

The game is to be played with emphasis on the proper development of individual stick skills, team play, player safety, and sportsmanship.

### Age and Eligibility Guidelines

US Lacrosse establishes eligibility guidelines in order to promote the game of lacrosse among the youth of America in a safe and sportsmanlike environment. To best achieve this goal, US Lacrosse believes that leagues, associations, and other organizers of youth lacrosse should seek to provide playing opportunities that, as much as possible, establish a "level playing field" among players of similar age, size, and ability.

Age and Eligibility Guidelines are not considered "game-day rules" and are not enforced as game-day rules by officials. Exceptions to age divisions cannot be made on game day and all coaches must adhere to classifications as determined by their league or association.

League and Association Play. Leagues and associations should organize competition by age, and consider physical, cognitive, and emotional maturity when grouping players. For leagues or associations in which some local programs choose to organize their teams by grade, those teams should play in the age division determined by the oldest player on their roster. Players who are participating in any high-school level program such as a high school freshman, JV-B, junior varsity, varsity or club team should not be eligible for U15 competition in the same season. This means that a player who is age-eligible for U15 but plays on a high school level team should not concurrently play on a youth league U15 team. At other times of the year this player may be U15 eligible, for example, for summer ball or fall ball play, depending on the guidelines of the sponsoring league or organization.

MN: In Minnesota teams will be organized by grade and not by age. At the youth level the grade groupings will be grades 7 and 8 (7/8), grades 5 and 6 (5/6), and grades 3 and 4 (3/4). The grade level teams will generally follow the US Lacrosse Rule for Boys Youth Lacrosse as follows:

7/8 Division (both A and B where applicable) will generally follow the U13 rules

5/6 Division (both A and B where applicable) will generally follow the U11 rules

3/4 Grade will generally follow the U9 rules

Format of the following Section: Existing NFHS Rule Section reference, followed by the corresponding US Lacrosse Boys Youth Rule section modification. Any modifications specific to Minnesota will be preceded with "MN" and **highlighted**. All US Lacrosse language will remain in the document for reference purposes but will appear in ~~striketrough~~ if it has been overridden by Minnesota modifications. It was felt that some new and some existing rules needed special attention, these are noted with ATTN. All divisions will follow NFHS Boys Lacrosse Rules with the following modifications:

# Rule 1 — The Game, Field & Equipment

## The Game - Number of Players

### RULE 1 SECTION 1.

Boys youth lacrosse is played by two teams with 10 players per side on the field. ~~However, if a governing league or association deems it necessary or desirable, for example, due to the number of available players or skill level, or if in non-league contests both coaches agree, games can be played with as few as seven (7) per side on the field.~~

## The Field – Dimensions

### RULE 1 SECTION 2.

Play on regulation size field is preferred; ~~however, the coaches and officials may agree to play on any size field available. If a game is played with reduced numbers (e.g. 7 per side) it is recommended that field size be reduced as well.~~

## The Field – Spectator Restrictions

### RULE 1 SECTION 2, ARTICLE 11 a, b & c

- a. Spectators and media, including photographers, are not allowed behind the end lines except in stadium structures where permanent seats exist which are also protected by a fence or netting.
- b. Spectators must be on the side of the field opposite the table and bench areas or in permanent stands separated from the bench area by a barrier and/or a buffer distance such as a track.
- c. Where possible, limit lines will be used. Spectators and media, including photographers, are not allowed within the limit lines at any time during a contest.

If the field is laid out in a manner that does not allow spectators and media to be located as prescribed by paragraphs a, b and c of this rule, as modified here, the game official can waive one or more of these requirements.

### RULE 1 SECTION 3

MN: Goals may be practice goals and need not meet NFHS standards, except all goals must be 6'x6' at the opening and the net must not allow the ball to pass through.

## Crosse Dimensions

### RULE 1 SECTION 6

US Lacrosse recommends that coaches assess players' size, strength, and skill in determining proper long crosse length for defense players, within NFHS rules. US Lacrosse further recommends that a long crosse should not be taller than the player at any youth level. Crosse dimensions will conform to NFHS or NCAA requirements, with the following modifications:

U11

The length of the crosse for field players may be 37 to 42 inches or 47 to 52 (“long crosse” for purposes of NFHS RULE 2 SECTION 1 ARTICLE 2). Many coaches find that the use of a 37 to 42 inch crosse is best for defensive player development in the U11 Division.

U9

The length of all crosses for all field players shall be 37 to 42 inches.

### **Crosse Prohibitions**

RULE 1 SECTION 8

Any strings or leathers are limited to a hanging length of 2 inches.

### **Player Equipment**

RULE 1 SECTION 9

Equipment shall conform to NFHS requirements, including gloves, arm pads, shoulder pads, mouth piece, shoes, and NOCSAE - approved helmets, which must be properly fitted and worn, with the following modifications:

- All goalies are required to wear arm pads and a protective cup.

**ATTN: US Lacrosse now requires that goalies must wear arm pads and protective cups in all youth games.**

- A protective cup is recommended for all players.
- Rib pads are recommended for all players.
- Game Jerseys: The provisions of RULE 1, SECTION 9, ARTICLE 1.g need not be strictly enforced at the youth level. A team’s game jerseys should have numbers centered on the front and back of sufficient size to be clearly visible by game officials anywhere on the field and opposing teams’ jerseys should have contrasting dominant colors. Home teams are responsible for contrasting jersey colors and will provide and wear contrasting color numbered pinnies or pinnies that allow jersey numbers to be clearly seen, if needed. The jersey, pinnie, or an under jersey should completely cover the shoulder pads, which will help hold them in place.

**ATTN: US Lacrosse requires all players wear a jersey that completely covers their shoulder pads. In particular, if pinnies are worn that do not cover the shoulder pads, an under jersey is required.**

- The color provisions of RULE 1, SECTION 9, ARTICLES 1 and 2 for helmets, uniform shorts, under-jerseys, compression shorts, and sweatpants need not be strictly enforced at the youth level.

### **Game Administration – Sideline Managers**

RULE 1 SECTION 12

**ATTN: The home team is required to have a working horn (hand held or part of their timing device) that is adequate to signal the end of the period or summon the officials. Failing to provide a horn shall be**

illegal procedure and enforced at the start of the game.

Each team should provide a designated Sideline Manager (one adult per team, on site, per game-day contest) to help encourage, maintain, and manage the sportsmanlike behavior of spectators and fans and assist the coaches and officials in keeping spectators and media an appropriate distance from the sideline. If used, it is the responsibility of each team administration to ensure that the Sideline Manager is present and in place to perform his/her duties; however, this is not a game day rule to be enforced by the officials.

MN: Teams are required to provide a Sideline Manager who is an adult and not the Head Coach for a team. In order to perform his or her duties, the Sideline Manager must be stationed on the spectator's side of the field during the game.

MN: Failure to have a Sideline Manager available before the start of the game shall be a technical foul for delay of game. If no Sideline Manager is available for a team within 10 minutes of the scheduled start time, the game shall be declared a forfeit.

## **Rule 2 — Game Personnel**

### **Coaches**

#### **RULE 2 SECTION 3**

~~At the U9 level, if the coaches from both teams agree, one coach per team may be allowed on the field during play to provide instruction during the game. Teams are encouraged to take advantage of this teaching opportunity but this presence does not authorize the coach on the field to address the game officials or — unless agreed to by the other teams coach — members of the opposing team. Coaches are encouraged to stay wider than the faceoff wing lines extended to the end line and not get in the way of players or officials.~~

MN: In Minnesota coaches will not be allowed on the field in the 3/4 Division.

MN: Each team must have a designated Head Coach. The Head Coach must be an adult (at least 18 years old) and be certified under league rules. The Head Coach may not serve as a Sideline Manager.

MN Failure to have a certified Head Coach available before the start of the game shall be a technical foul for delay of game. If no certified Head Coach is available for a team within 10 minutes of the scheduled start time, the game shall be declared a forfeit.

### **Duties of Game Officials**

#### **RULE 2 SECTION 6**

MN: It shall be the duty of the game officials to verify that the Head Coach from each team is certified according to the applicable league rules and to identify the Sideline Manager for each team before the start of the game.

MN Failure to have a Sideline Manager or certified Head Coach available before the start of the game shall be a technical foul for delay of game. If either a Sideline Manager or a certified Head Coach is not available for a team within 10 minutes of the scheduled start time, the game shall be declared a forfeit.

## Scorer

### RULE 2 SECTION 9

MN: The visiting team shall be allowed to have a scorer in the table area during the game.

MN: All persons at the table or in the special substitution area during the game are expected to remain neutral. If not, the officials may ask them to join the spectators.

## Ball Retrieval

### RULE 2 SECTION 10

MN: Each team is required to provide an adequate supply of balls for one end line for each game and must replenish them at the end of each quarter or when requested by the officials.

## Rule 3 — Time Factors

### Length of Game

#### RULE 3 SECTION 1

At all levels, all timing and overtime rules must be determined prior to the start of game, preferably by the governing league or association. If a league/association mandates, or if in non-league contests both coaches agree, shorter time periods, stop time, or running time may be used. If running time is to be used, the clock will stop for all timeouts.

NOTE: US Lacrosse strongly discourages the use of a “braveheart” competition - or any other means which requires, for example, one or a few players to compete against another such individual or group - to determine the winner of a game. Such “braveheart” competitions encourage reliance on ... and put potentially excessive pressure on ... the most physically precocious or skilled children and contradict the concepts of team play we seek to instill.

MN: No overtime will be played except in tournament situations. Overtime rules will be published for each tournament.

MN: Games in all divisions will consist of four 12-minute running time quarters. The clock will stop only for a team timeout, an official’s timeout, or an injury timeout.

#### U15

~~Game will consist of four 10-minute stop-time quarters. In the event of a tie, 4-minute sudden-victory overtime periods will be played until a winner is determined (provided time permits and coaches and officials are in agreement). In sudden-victory overtime, each team is entitled to one timeout per period.~~

#### U13

~~Game will consist of four 10-minute stop-time quarters. In the event of a tie, up to two 4-minute sudden-~~

~~victory overtime periods will be played. In sudden victory overtime, each team is entitled to one timeout per period.~~

~~In the event of a tie at the end of the two regulation overtime time periods the game should end as a tie. If league or tournament play requires that a winner be determined, overtime should be played in accordance with U15 rules.~~

~~U11~~

~~Game will consist of four 8 minute stop time quarters. If running time is to be used, 12 minute running time quarters are recommended.~~

~~In the event of a tie at the end of regulation time the game should end as a tie. If league or tournament play requires that a winner be determined, overtime should be played in accordance with U15 rules.~~

~~U9~~

~~Game will consist of four 12 minute running time quarters (clock stops only for a team timeout, an official's timeout, or an injury timeout). If stop time is to be used, 8 minute stop time quarters are recommended.~~

~~In the event of a tie at the end of regulation time the game should end as a tie. If league or tournament play requires that a winner be determined, overtime should be played in accordance with U15 rules.~~

### **Final Two Minutes of Regulation Play**

#### **RULE 3 SECTION 3**

U15 and U13

The Final Two Minute stalling rule shall be ENFORCED for these Divisions

U11 and U9

The Final Two Minute stalling rule shall be WAIVED for these Divisions. (This rule also modifies "Final Two Minute" provisions of RULE 4, SECTION 34.C.1)

## **Rule 4 — Play of the Game**

### **Coin Toss**

#### **RULE 4 SECTION 1**

MN: 7/8 Grade — The captains of each teams shall be called together for a coin toss prior to the start of the game for a coin toss as described in the NFHS rules

MN: 3/4 Grade and 5/6 Grade — No coin toss will be held. The home team will select a goal to defend in the first period (generally the one they used for pre-game warm-up) and the visiting team will be granted first alternate possession. For this reason no captains need to be identified at the 3/4 and 5/6 Grade levels.

## **Lineup**

### **RULE 4 SECTION 2**

Before the lineup, US Lacrosse strongly encourages game officials to meet with both teams, separately or together, near the team areas to explain any special ground rules, emphasize safety and fair play, and remind players that they must be properly equipped with mouthpiece in place at all times on the playing field.

Alternatively, a league, association, or other governing authority may mandate that when the game officials call for the lineup before the opening faceoff, the head coaches will send all of their players (not just the starters, as has been traditional) to the center of the field. At this time the game officials will convey the equipment, safety, and fair play information, in addition to explaining any special ground rules as required under NFHS Rule 4-2.

MN: Prior to the start of every game, coaches will send **all** their players to midfield for a lineup, not just starters. Officials will convey information on equipment, safety, and fair play in addition to any special ground rules.

## **Facing Off**

### **RULE 4 SECTION 3**

U15 and U13

All NFHS faceoff rules will be followed.

U11 and U9

At any point during a game when there is a four-goal lead, the team that is behind will be given the ball at the midfield line in lieu of a faceoff as long as the four-goal lead is maintained, unless waived by the coach of the trailing team.

MN: It is the duty of the coach whose team is behind to indicate to the faceoff official if a faceoff shall be conducted when there is a four-goal lead.

## **Not Offside**

### **RULE 4 SECTION 11 ARTICLE 3**

If a team momentarily has fewer than the required number of men on either end of the field while players are exiting and entering the field through the special-substitution area, this is not considered to be an offside violation. However, if a team delays its substitution and that causes it to have too few players on either half of the field, it may be called for offside or illegal procedure.

## **Advancing the Ball**

### RULE 4 SECTIONS 14 & 15

~~U15 and U13~~

~~The defensive 20-second count will be used.~~  
The offensive 10-second count will be used.

MN: 7/8 Grade

The defensive 20-second count WILL NOT be used.  
The offensive 10-second count WILL be used (including situations where teams are warned to “get it in”).

U11 and U9

The defensive 20-second count WILL NOT be used.  
The offensive 10-second count WILL NOT be used.

### **MN: Two-Pass Rule**

3/4 Grade

The offensive team is prohibited from shooting until it has been declared “hot.” Once declared “hot,” the offense remains hot until the defense gains possession, a goal is scored, or the period ends resulting in a faceoff. It is a technical foul on the offense if they shoot and are not hot. Officials will declare a team hot when it has completed two passes without the ball touching the ground and one of those passes originates from the team’s offensive half of the field. Officials will verbally count “one” on the first complete pass and raise a hand with their index finger up. Upon completion of the second pass, the officials will verbally say “Hot” (or “Two”) and briefly point in the direction of play. If the ball touches the ground after the first pass, the officials will verbally call “reset” and give the reset signal (circling one hand in the air) and start the process over.

A “shot” is clearly defined in RULE 4 SECTION 5 Article 2 as “a ball propelled toward the goal by an offensive player, either by being thrown from a crosse, kicked or otherwise physically directed.” If the offense is not hot and a ball that is not directed at the goal by the offense goes in it shall still be considered a goal for that team. Some examples of this are a pass by the defensive team that enters the goal or a pass by the offense that is deflected by the defense and enters the goal. By definition it is a shot when an offensive player kicks the ball toward the net and that would be a technical foul under this rule (and no goal if it enters the goal) if the offensive team is not hot.

### **Goal Crease Prohibitions**

#### RULE 4 SECTION 20

ATTN: A defending player, including the goalkeeper, with the ball in his possession, may not enter the goal-crease area, nor may he remain within the goal-crease area in possession of the ball longer than 4 seconds. This was NOT previously enforced at the 3/4 Grade level in Minnesota.

## **Regular and Special Substitution**

RULE 4 SECTIONS 22, 23, 24, and 25

MN: All games are played with running time quarters and regular (horn) substitution is allowed only between periods, after goals, and immediately after a time-serving penalty is reported. Regular (horn) substitution is not permitted after a sideline out-of-bounds. All other substitutions will be special substitutions (“on-the-fly”) and done through the special substitution area.

## **Official’s Time-Outs**

RULE 4 SECTION 27 ARTICLE 6

If the player in possession of the ball loses any piece of required equipment the official should stop play immediately regardless of proximity of opposing players.

## **Team Time-Outs**

RULE 4 SECTION 28

~~Two (2) team timeouts – of a maximum duration of two minutes each – are permitted per team per half, unless league or association rules specify otherwise. Whenever circumstances allow, leagues and organizers should permit no fewer than two team timeouts per half. Many leagues permit teams three or more time-outs to enhance instruction or safety.~~

MN: One (1) team timeout – of a maximum duration of two minutes – is permitted per team per half. Officials reserve the right to call addition timeouts or water breaks if warranted by the conditions. Officials should consult with game administrators (coaches, sideline managers, etc.) before the game if possible in such situations.

## **Illegal Equipment – Request For Official’s Inspection**

RULE 4 SECTION 30

MN: Coach-requested equipment inspections are allowed and routine officials' equipment inspections are performed in all games. These are limited to inspections of protective equipment, pocket depth, and rollout unless (1) at least one of the officials on the game is a Level 2 official (2) that official made it clear to both coaches prior to the game that measurements could be checked in the game (3) the Level 2 official was available to check measurements for at least some of the players from each team prior to the start of the game.

MN: Officials' routine equipment inspections will generally only be conducted only during stopped-clock situations, such as between periods and during timeouts. When a head coach requests an equipment inspection during the last two minutes of a game, the clock shall be stopped; at other times, the clock will generally not be stopped for requested inspections unless deemed necessary by the officials.

MN: These rules are intended to teach players and coaches to take responsibility for legal equipment from the start of their playing and coaching careers. The lower the level of play, the more the officials should lean toward making the crosse portion of the inspection corrective rather than punitive. However, sticks that provided a clear unfair advantage will be penalized at all levels of play.

MN: If a coach, official or sideline manager may feels a team is flagrantly violating the rules for sticks, they may bring it to the attention of the sponsoring league or association for investigation.

## **Get It In/Keep It In**

RULE 4 SECTION 34

U11 and U9

Section not enforced at these levels.

## **3- Yard Rule**

All stick checks, body checks, legal holds, and legal pushes must be on a player in possession of the ball or within 3 yards of a loose ball or ball in flight. This is a change from the 5 yards specified in RULE 4 SECTION 17, Checking With Crosse; RULE 5 SECTION 3, Illegal Body Check, ARTICLE 1; RULE 6 SECTION 3, Holding, ARTICLE 3.a and d; and RULE 6 SECTION 9, Pushing. (NOTE: This change from five to three yards does not apply to a free play restart under RULE 4 SECTION 5, Play of the Ball Definitions, ARTICLE 1, in which no player may be closer than five yards to the player awarded the ball.)

## **Rule 5 — Personal and Ejection Fouls**

In keeping with the overarching emphasis on player safety and sportsmanship at the youth level, US Lacrosse expects stricter enforcement of the Cross Check, Illegal Body Check, Checks Involving The Head/Neck, Slashing, Unnecessary Roughness, and Unsportsmanlike Conduct rules than is common at the high school level.

### **Illegal Body-Check**

RULE 5 SECTION 3

Add to Rule 5 Section 3: An avoidable body check of an opponent after he has passed or shot the ball is an illegal body check.

The definitions below supplement, but do not supplant, all aspects, points of emphasis, and Play Rulings of NFHS Rule 5-3.

**NO TAKE-OUT CHECKS ARE PERMITTED BY ANY PLAYER AT ANY AGE LEVEL.**

A take-out check is defined as:

- Any body check in which the player lowers his head or shoulder with the force and intent to put the other player on the ground.
- Any body checks considered more aggressive or more physical than necessary to stop the advancement of the player carrying the ball or to keep or move a player away from a loose ball. This includes but is not limited to: (i) any check in which a player makes contact with sufficient

force and intent to knock down the opposing player; (ii) any check in which a player makes contact with sufficient force and intent to injure the opposing player; and (iii) any check made in a reckless or intimidating manner.

- Any body check on a player in a defenseless position. This includes but is not limited to: (i) body checking a player from his “blind side”; (ii) body checking a player who has his head down in an attempt to play a loose ball; and (iii) body checking a player whose head is turned away to receive a pass, even if that player turns toward the contact immediately before the body check.

*NOTE: Sports medicine research indicates that the severity of certain injuries may be reduced if a player can anticipate and prepare himself for an oncoming hit. Other sports medicine research indicates that peripheral vision may not be fully developed in many boys before approximately age fifteen. Game officials should be especially alert to blind side checks at all youth levels.*

#### U15 and U13

Body Checking is permitted. To be legal a body check should be delivered in a generally upright position with both hands on the stick and the player initiating the check may not use his lowered head or shoulder to make the initial contact.

#### U11 and U9

No body checking of any kind is permitted.

Legal pushes (RULE 6 SECTION 9, Pushing) and holds (RULE 6 SECTION 3, Holding, ARTICLE 3 a & d) are allowed.

In all loose ball situations players should “play the ball,” but incidental contact, “boxing out”, or screening techniques during such play shall not be considered a violation of this rule.

If a loose ball is not moving, stuck, or the players are having difficulty picking the ball up the referee may re-start play following the alternate possession rule.

### **Checks Involving the Neck/Head**

#### RULE 5 SECTION 4

US Lacrosse calls special attention to the new (2012) NFHS RULE 5 SECTION 4, CHECKS INVOLVING THE HEAD/NECK, which is modified to state:

ARTICLE 1 ... A player shall not initiate contact to an opponent’s head or neck with a slash, cross-check, or with any part of his body (head, elbow, shoulder, etc.), including any follow through to the head or neck.

ARTICLE 2 ... Blocking of an opponent with the head or initiating contact with the head, including by an offensive player in possession of the ball (known as spearing).

PENALTY: One, two, or three minute non-releasable foul, at the official’s discretion, for violation of either article 1 or 2. An excessively violent violation of this rule may result in an ejection foul for flagrant misconduct.

## **Slashing**

### RULE 5 SECTION 7

U15

Slashing shall be called per NHFS rules.

U13, U11, and U9

Any one-handed check will be considered a slash, whether or not it makes contact with the opposing player.

## **Unsportsmanlike Conduct**

### RULE 5 SECTION 10

Unsportsmanlike conduct by coaches and/or players will not be tolerated. Obscenities need not be used for language to draw a penalty. Tone, intent, and body language can all contribute to unsportsmanlike conduct. Players and coaches will exhibit the highest level of sportsmanship at all times. This means that in addition to the unsportsmanlike examples contained in NFHS Rule 5-10, any player or coach who uses derogatory or profane language on the field or bench, whether addressing a player, coach, or official may receive: first offense, 1 to 3-minute non-releasable unsportsmanlike conduct penalty; second offense, a 3-minute non-releasable expulsion foul.

## **Fouling Out**

### RULE 5 SECTION 11

MN: In all levels of play, any player who accumulates 3 personal fouls or 5 minutes in assessed personal foul penalty time (i.e., 7 minutes and 30 seconds of running-time penalty time) shall be disqualified from the game. A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out.

~~U15 and U13~~

~~Any player who accumulates 4 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game. A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out.~~

~~U11 and U9~~

~~Any player who accumulates 3 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game. For U11, a substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out. For U9, a disqualified player must leave the field but his team may replace him with a substitute; no man up situation should occur.~~

## **Ejection**

### RULE 5 SECTION 12

~~Any player or coach ejected from a game by a game official (Note: this does not include fouling out per Rule 5-11) shall be suspended for his next regularly scheduled game (at the time of the ejection). The second time a player or coach is ejected in the same season or tournament he will be suspended for the next two regularly scheduled games (at the time of the ejection). A third ejection in the same season or tournament will result in a suspension for the remainder of the season or tournament.~~

MN: Any player or coach ejected from a game by a game official (Note: this does not include fouling out per Rule 5-11) shall be suspended for his next two regularly scheduled games (at the time of the ejection). The second time a player or coach is ejected in the same season or tournament he will be suspended for the next four regularly scheduled games (at the time of the ejection). A third ejection in the same season or tournament will result in a suspension for the remainder of the season or tournament. Suspensions are minimums and individual teams or organizations may impose longer suspensions.

MN: Suspensions may carry over from season to season.

MN: Additional rules may apply in tournament play.

MN: Governing boards reserve the right to modify penalties at their discretion.

## **Rule 6 — Technical Fouls**

### **Stalling**

RULE 6 SECTION 10

U15 and U13

All NFHS Stalling and Advancing the Ball rules are in effect, including Rule 4, Section 34.

U11 and U9

ARTICLE 2. Not used at these levels. However, if a game official detects an effort to stall the advancement of the ball in either the defensive clearing area or the offensive zone outside the goal area, the official will give a verbal command to “advance the ball” followed by a visual 5-second hand count. If the team so warned does not attempt to advance the ball within the 5-second count to within five yards of an opposing player, a turnover will occur with restart at the point of the stalling infraction (or laterally outside the goal area).

ARTICLE 3. The team with the lead NEED NOT automatically keep the ball in the goal area during the last two minutes of the game.

## **Rule 7 — Penalty Enforcement**

### **Time Serving Penalties**

RULE 7 SECTIONS 1, 2 & 3

In all “Running Time” games and situations, penalties will also be running time, and will begin with the

next whistle resuming play. The running time penalty clock will stop for all timeouts and at the end of periods.

MN: *Penalties on the goalie.* Teams are strongly urged to have two goalies dressed for every game. If a goalie receives a penalty and there is a backup readily available to take his place, the goalie will serve the penalty as usual. For the purposes of this rule, "readily available" means that the team knows who the replacement goalie will be and can have that player on the field and properly equipped within 20 seconds of the official reporting the penalty. During this time, he may switch helmets with the regular goalkeeper and must either already have a chest protector or must put on a chest protector (either under or over his jersey).

If the team does not have a replacement "readily available," they must either call a timeout in order to switch the gear to another player or the offending team's head coach must select a defensive player who was on the field at the time of the penalty to serve the penalty for the goalkeeper. If someone serves the penalty for the goalkeeper, the penalty time will be doubled and the penalty will be non-releasable. Note that if a goalkeeper is ejected, the goalie must leave the game, the in-home must serve the penalty for the goalkeeper, and a legally equipped replacement goalkeeper must take the field.

U15, U13, and U11

Time serving penalties are enforced per NFHS rules.

MN: In "Running Time" games penalty time will be 150% longer than the time used during stop time play. For example, a player given a 30 second penalty will serve 45 seconds of running time. Penalty time starts running when the whistle blows to restart play.

MN: In "Running Time" games, the penalty clock stops anytime the game clock is stopped. If a penalty expires during a dead ball, the player is not released until the official blows a whistle to restart play.

U9

~~Offending player must leave the field and remain out of the game for the length of his penalty time but his team may replace him with a substitute on the field. No man up situation should occur. Ball is awarded per NFHS rules.~~

MN: At the 3/4 level, penalties will be enforced as they are at other levels, with the running-time modifications explained above. Teams will play man-down while a player is serving a penalty.

## Game Termination

Officials will have authority to terminate a boys' youth game in response to flagrant acts of unsportsmanlike behavior including excessively rough play or the encouragement of excessively rough play by coaches, athletes, spectators, or fans. A game termination will be the last resort in ensuring the players' safety and preserving the integrity of the game. If possible, game officials will issue at least one strong warning that the game is in danger of being terminated. However, it is conceivable that games may be terminated on the first instance of a flagrant unsportsmanlike act. Every effort should be taken to avoid game termination, including the enforcement of existing rules for team-conduct penalties, unsportsmanlike-conduct penalties, and ejection fouls. Mechanics for terminating a game for flagrant unsportsmanlike behavior can be found at [www.uslacrosse.org](http://www.uslacrosse.org) (Programs & Grants, Sportsmanship Card). All games terminated by an official will result in a 1-0 victory for the team that is innocent of the terminal

offense(s). It is recommended that the game should count in league statistics as a full game, and all goals, assists, saves, and other team statistics should count toward team and league records.

### **Rules Changes and Modification**

- a. NFHS rules and the supplemental rules are reviewed annually by US Lacrosse Men's Game Rules Subcommittee, which may adopt any changes or modifications deemed necessary to ensure safe play at all levels.
- b. Coaches, officials or other parties may submit comments or suggestions regarding the Rules for Boys' Youth Lacrosse at any time before June 1, 2012 for consideration by the USL Men's Game Rules Sub Committee. Any changes or modifications that are recommended by the Rules Subcommittee and approved by the USL Men's Game Committee will be effective for the Boys' Youth Rules in the 2013 NFHS rules book.
- c. Please send all comments or suggestions regarding the Rules for Boys' Youth Lacrosse to the US Lacrosse Men's Game Rules Subcommittee, at the address below, or to [boysyouthrules@uslacrosse.org](mailto:boysyouthrules@uslacrosse.org). Please do not contact NFHS about these rules.

US Lacrosse Men's Game Rules Subcommittee

c/o US Lacrosse  
113 W. University Parkway, Baltimore, MD 21210-3300  
410-366-6735 (fax) 410-235-6882 (phone); [www.uslacrosse.org](http://www.uslacrosse.org)

The Minnesota Rules Modifications are reviewed annually by the various sponsoring organizations for boys' youth lacrosse in Minnesota. The rules are then adopted by the governing boards. Comments, concerns and suggestions may be sent to:

Matt Dempsey  
Director of Officials, Youth Lacrosse Minnesota  
5125 W 106<sup>th</sup> St  
Bloomington MN 55437  
[mjd567-umloa@yahoo.com](mailto:mjd567-umloa@yahoo.com)

or

Harold Buck  
MBSLA Vice President  
3948 Utah Ave. N  
New Hope, MN 55427  
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