

# MASS BAY YOUTH LACROSSE

## 2018 Game Rules & Modifications

([www.MBYLL.org](http://www.MBYLL.org))

The same rules will govern all MBYLL Classic games as well as Mass Bay Select games, unless otherwise noted. [adopted in 2014]

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### **New MBYLL Modification Rules for 2018**

- ***(Sec D – Game Rules Specific to LEVEL 7/8)***: When stalling rules are applied, they will remain in effect until a shot hits the goal pipe, goalie, or the goalie’s equipment in addition to the existing rules for stopping a stall warning. **[new 2018 rule]**
- ***(Sec F – Game Rules Specific to LEVEL 3/4)***: There will be no time-served penalties at Level 3/4. **[new 2018 rule]**
- ***(Sec F – Game Rules Specific to LEVEL 3/4)***: Level 3/4 shall require one completed pass be made in the offensive half of the field before a legal shot may be taken. **[adopted in 2017]**
  - In the event of a whistle, if the offensive team has made one completed pass, they are not required to complete an additional pass. **[new 2018 rule]**
- ***(Sec F – Game Rules Specific to LEVEL 3/4)***: There is no penalty for raking the ball at Level 3/4. **[new 2018 rule]**
- ***(Sec F – Game Rules Specific to LEVEL 3/4)***: In the event that a loose ball cannot be picked up due to three or more players being caught in a scrum or scramble in a Level 3/4 game, officials should wait approximately four seconds before stopping play and awarding the ball via the alternate possession rule. **[new 2018 rule]**
- ***(Sec G – Game Rules Specific to LEVEL 1/2)***: Level 1/2 shall require two attempted passes be made in the offensive half of the field before a legal shot may be taken. **[adopted by 2013]**
  - In the event of a whistle, if the offensive team has made two attempted passes, they are not required to attempt any additional passes. **[new 2018 rule]**
  - If two attempted passes have been completed in the offensive end and the defensive team gains possession of the ball but does not successfully clear the ball before losing possession, the original offensive team must attempt two additional passes prior to shooting. **[new 2018 rule]**
- ***(Sec G – Game Rules Specific to LEVEL 1/2)***: There is no penalty for raking the ball at Level 1/2. **[new 2018 rule]**

### **New USL Youth Rules for 2018 Adopted by MBYLL**

- A goal shall be counted as long as the ball has been released from the player’s stick prior to the expiration of the period. **[new 2018 rule]**
- Spectators, in addition to players, coaches, and team personnel, can cause a time-serving unsportsmanlike penalty. **[new 2018 rule]**
- Contact of any degree made to an opponent’s head while actively making a stick check is a slashing penalty. **[new 2018 rule]**
- The second and subsequent violations by a team when their defensive player enters the crease and assumes the position of a goalie shall result in a releasable unsportsmanlike penalty served by the offending player. **[new 2018 rule]**

## A. Format Rules

- Games will be played in four 10-minute Start/Stop quarters.
  - Exception: Level 1/2 plays two 25-minute Running Time halves.
  - Variation: Games can be played in four 15-minute Running Time quarters if BOTH head coaches agree before the start of the game.
  - There will be 2-minute breaks between quarters and a 5-minute halftime break.
- There will be two timeouts per half per team.
  - Timeouts can be called by either team during a dead ball.
  - Timeouts can be called during a live ball by the team with possession.
- Overtime can be played upon unanimous agreement of both coaches and official(s) and will consist of one 4-minute “sudden death” period.
- A player who accumulates 3 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. [adopted in 2017]
- A player who is ejected by an official (not the same as “fouling out”) will automatically serve a one-week suspension. The suspension requirement will have been satisfactorily met when:
  - The player attends the next game in street clothes and stands with the team.
  - The coach informs the official the player is present and serving a suspension.
  - The suspension includes all Classic and Select games that take place between the ejection and the following week’s game.
    - A Classic-only player will serve the suspension during the following week’s Classic game.
    - A Select player who was ejected during a Classic game will miss both the Select game of that week and the following Classic game.
    - A Select player who was ejected during a Select game will miss both the Classic game of that week and the following Select game
- Two unsportsmanlike conduct fouls will result in an automatic ejection.

## B. Safety & Equipment Rules

- All helmets and balls must be NOCSAE approved and stamped.
  - Any offending helmet or ball must be removed from play.
  - Official has the final say on helmets and balls that do not meet NOCSAE requirements.
- There are NO take-out checks at any age level. [adopted in 2014]
  - Example: Any hit with or without possession that has the intent (in the official’s opinion) of injuring or putting the opponent on the ground.
  - 1<sup>st</sup> offense: Player will be called for an unsportsmanlike personal foul with an automatic non-releasable 2 or 3-minute time-serving penalty (official’s discretion).

- 2<sup>nd</sup> offense: Same player will be ejected from game.
- One-handed stick checks are considered a slash, regardless of whether or not contact has been made. [adopted by 2013]
- A stick with strings below 4 inches from the top of the crosse constitutes an illegal stick. [adopted in 2016]
  - Violation of this rule incurs a 3-minute non-releasable penalty and the stick is removed from the game to the scorer's table for the remainder of the game.
- NFHS Rule 4-3-3 (requiring contrasting color tape on the handle of the crosse of any player taking a faceoff) will NOT be enforced at any youth level. [adopted in 2016]
- Game jerseys or pinnies require numbers on both front and back, big enough to read, and in contrasting color to be seen by the officials, coaches, and players. [adopted in 2017]
- Officials shall not enforce the NFHS eye-black rule, which only allows a single stripe of eye black. [adopted in 2017]

### **C. MBYLL Competition Rules**

- If any team gains a 6+ goal lead, the trailing team can receive the ball at midfield without a faceoff. [adopted in 2014]
  - Faceoffs resume when the margin returns to five goals or less.
  - Exception: Mass Bay Select games always require faceoffs, regardless of score differential.
  - Variation: Trailing team may decline and participate in faceoffs if trailing by 6+ goals.
- If any team gains a 12+ goal lead, the game clock goes to running time. [adopted in 2014]
  - Coaches for the leading team should make discrete adjustments (e.g. requiring 3 passes prior to shooting, encouraging off-hand passing and shooting, switching positions, etc.).

### **D. Game Rules Specific to LEVEL 7/8 (using 14U rules)**

- Up to four "long poles" measuring up to 72" (including stick head & shaft) are permitted on the field at any one time for Level 7/8 games.
- Substitutions are allowed on all sideline out-of-bounds (not endlines) for all Level 7/8 games. [adopted in 2014]
- Level 7/8 teams will apply the 20-second count to clear the ball over the midfield line and will apply the 10-second count to get the ball into the offensive box.
  - This rule will be suspended if one team has a 6+ goal lead at any point in the game. It would be reinstated if the lead drops to 5 goals or less.
- The "over-and-back" rule will be in effect for Level 7/8 games.
  - The rule states, "Once the 10-second count has been satisfied, and an offensive team carries, passes, or propels the ball over the midline (except on a shot), it will result in an immediate turnover."
- The 2-minute stalling rule will only apply to Level 7/8 teams.

- During the final two minutes of regulation play, stalling rules will be in effect.
- The team that is ahead by 4 goals or less will be warned to “Get it in/Keep it in” once the ball in possession has been brought across midfield into its respective goal area.
- When stalling rules are applied, they will remain in effect until a shot hits the goal pipe, goalie, or the goalie’s equipment in addition to the existing rules for stopping a stall warning. **[new 2018 rule]**
- A stall warning can also be issued at any point in the game when an official feels an offensive team is not making an effort to make an attempt at scoring.

**E. Game Rules Specific to LEVEL 5/6 (using 12U rules)**

- Up to four “tiger poles” measuring up to 60” (including stick head & shaft) are permitted on the field at any one time for Level 5/6 games. **[adopted in 2014]**
- Substitutions are allowed on all sideline out-of-bounds (not endlines) for all Level 5/6 games. **[adopted in 2014]**
- Level 5/6 teams will apply the 20-second count to clear the ball over the midfield line and will apply the 10-second count to get the ball into the offensive box.
  - This rule will be suspended if one team has a 6+ goal lead at any point in the game. It would be reinstated if the lead drops to 5 goals or less.
- The “over-and-back” rule will be in effect for Level 5/6 games.
  - The rule states, “Once the 10-second count has been satisfied, and an offensive team carries, passes, or propels the ball over the midline (except on a shot), it will result in an immediate turnover.”
- The 2-minute stalling rule will not apply to Level 5/6 teams.

**F. Game Rules Specific to LEVEL 3/4 (using 10U rules)**

- Level 3/4 games are played 8 v 8.
  - Teams are expected to play with 2 Attack, 3 Middies, 2 Defenders, and a Goalie.
- Level 3/4 games will be played on a modified lacrosse field with dimension at or near 90 yards by 40 yards. **[adopted by 2013]**
- There will be no time-served penalties at Level 3/4. **[new 2018 rule]**
  - There are no fast breaks on penalties.
  - The official will explain reason for penalty to all players during stoppage, substitute offending players, and change possession of the ball.
- Long poles are not permitted at Level 3/4 games. **[adopted in 2017]**
- No body checks are allowed at Level 3/4.
  - Level 3/4 players are expected to play the ball and not the man when the ball is loose.
  - When defending a player in possession with the ball, the Level 3/4 defender should use no more than equal pressure to prevent progress.

- One coach from each team is allowed (and encouraged) to be on the field at all times during Level 3/4 games as long as he/she remains within 5 yards of the sideline at all times. [adopted in 2016]
- Substitutions are allowed on all sideline and endline out-of-bounds for all Level 3/4 games.
- Level 3/4 shall require one completed pass be made in the offensive half of the field before a legal shot may be taken. [adopted in 2017]
  - This includes a faceoff man winning the draw; he must make one completed pass.
  - This also includes a player awarded possession at the faceoff X after a penalty, or a goal, or when using the fast-break rule.
  - In the event of a whistle, if the offensive team has made one completed pass, they are not required to complete an additional pass. [new 2018 rule]
  - If one pass has been completed in the offensive end and the defensive team gains possession of the ball but does not successfully clear the ball before losing possession, the original offensive team does not have to complete any additional passes prior to shooting.
- There is no penalty for raking the ball at Level 3/4. [new 2018 rule]
- In the event that a loose ball cannot be picked up due to three or more players being caught in a scrum or scramble in a Level 3/4 game, officials should wait approximately four seconds before stopping play and awarding the ball via the alternate possession rule. [new 2018 rule]
- Unlike 10U USL Youth rules, there are wing players on the faceoff for Level 3/4. [adopted in 2013]
- Unlike 10U USL Youth rules, partial-team substitutions and on-the-fly substitutions are allowed at Level 3/4. [adopted by 2013]

#### **G. Game Rules Specific to LEVEL 1/2 (using 8U rules)**

- Level 1/2 games are played 7 v 7. [adopted in 2017]
  - Teams are expected to play with 2 Attack, 2 Middies, 2 Defenders, and a Goalie.
- Level 1/2 games will be played on a modified lacrosse field with dimensions at or near 60yards by 35 yards. [adopted by 2013]
- Games will be played in two 25-minute Running Time halves.
- Level 1/2 goals shall be 4' x 4' in size. [adopted in 2017]
  - Towns may use blockers to shrink the net from a full 6' x 6' size.
- There will be no time-served penalties at Level 1/2.
  - There are no fast breaks on penalties.
  - The official will explain reason for penalty to all players during stoppage, substitute offending players, and change possession of the ball.
- Long poles are not permitted at Level 1/2 games.
- No downward stick checks are allowed for Level 1/2 games. [adopted in 2017]
  - Level 1/2 stick checks must be either lift checks or poke checks.
  - Lift checks are the preferred stick checks for Level 1/2 players.
- No body checks are allowed at Level 1/2.

- Level 1/2 players are expected to play the ball and not the man when the ball is loose.
- When defending a player in possession with the ball, the Level 1/2 defender should use no more than equal pressure to prevent progress.
- One coach from each team is allowed (and encouraged) to be on the field at all times during Level 1/2 games as long as he/she remains within 5 yards of the sideline at all times. **[adopted in 2016]**
- Substitutions are allowed on all sideline and endline out-of-bounds for all Level 1/2 games.
- Level 1/2 shall require two attempted passes be made in the offensive half of the field before a legal shot may be taken. **[adopted by 2013]**
  - This includes a faceoff man winning the draw; there must make two attempted passes.
  - This also includes a player awarded possession at the faceoff X after a penalty, or a goal, or when using the fast-break rule.
  - In the event of a whistle, if the offensive team has made two attempted passes, they are not required to attempt any additional passes. **[new 2018 rule]**
  - If two attempted passes have been completed in the offensive end and the defensive team gains possession of the ball but does not successfully clear the ball before losing possession, the original offensive team must attempt two additional passes prior to shooting. **[new 2018 rule]**
- There is no penalty for raking the ball at Level 1/2. **[new 2018 rule]**
- In the event that a loose ball cannot be picked up due to three or more players being caught in a scrum or scramble in a Level 1/2 game, officials should wait approximately four seconds before stopping play and awarding the ball via the alternate possession rule. **[adopted in 2016]**
- Unlike 8U USL Youth rules, there are faceoffs at Level 1/2. **[adopted by 2013]**
- Unlike 8U USL Youth rules, there are off-sides at Level 1/2. **[adopted by 2013]**
- Unlike 8U USL Youth rules, partial-team substitutions and on-the-fly substitutions are allowed at Level 1/2. **[adopted by 2013]**

#### **H. MBYLL Game Procedures and Expectations**

- Prior to every MBYLL game, the two head coaches and the official(s) must meet prior to the game to review the MBYLL Pre-game checklist and for the coaches to produce their valid Coaching Education Certification badge.
- For MBYLL Classic games, one coach minimum from each team must have a valid Coaching Education Certification badge on a lanyard, visible during the game.
- For Mass Bay Select games, all adults in the team bench area must have a valid Coaching Education Certification badge on a lanyard, visible during the game.
- The home team is expected to have a dedicated person as time keeper / scorekeeper for game who is stationed at midfield between both team benches.
- The home team must confirm an EMLOA official has been scheduled for the game.
  - The home team is responsible for assigning an Associate Official (AO) to a U9 game as the lead official or to an older level as a second official or for reaching out to EMLOA with assistance in assigning an AO from another town

- If the assigned EMLOA official fails to show, both coaches will agree on how to proceed.
  - The game should be rescheduled, if possible.
  - Coaches should consider the potential liability and quality of the game if played without a certified official.
- Towns are encouraged to enlist parents or high-school aged students to become certified EMLOA Officials / Associate Officials.
- The home coach is expected to pay the official(s) for MBYLL Classic games at the time of the game.
- Mass Bay Select officials will be paid by the league, but a post-game report is required by both coaches.
- The home team is responsible for contrasting jersey colors to the opponents' jerseys and will wear contrasting pinnies if necessary in order to do so.
- At the conclusion of each contest, players are to line up at midfield behind their respective goalies. Keeping their helmets on and only removing their right glove, they are to partake in handshakes (no fist bumps) with the opposing team.