

**2017 COASTAL LACROSSE LEAGUE - Girls Rules  
RULES / TIMING**

All Teams are expected to meet at midfield for pregame instructions by officials

<b>Grades</b>	<b>3/4 or U9</b>	<b>5/6 or U11 &amp; U13</b>	<b>7/8 or U15</b>
<b>Clock/ timing ( QTRS/MIN/RUN OR STOP)</b>	2/25/run	2/25/run	2/25/run
<b># of Officials</b>	1	2	2
<b>Fees</b>			
<b>Timeouts</b>	2 per game / clock stops	2 per game / clock stops	2 per game / clock stops
<b>Betw Qtrs / Halftime</b>	1 min / 5 min	1 min / 5 min	1 min / 5 min
<b>Stalling Warning/ GET IT IN</b>	None	Enforced	Enforced
<b>Overtime</b>	No Overtime	No Overtime / except playoffs	No Overtime / except playoffs
<b>Checking</b>	None	Modified	Modified
<b>Mercy</b>	4 goals lead / no draw (offered)	4 goals lead / no draw (offered)	4 goals lead / no draw (offered)
<b>Home team</b>	clock/pinnies/horns/balls/fee	clock/pinnies/horns/balls/fee	clock/pinnies/horns/balls/fee
<b>Red Card</b>	Any player who receives a red card during a CLL game is suspended from next scheduled CLL game. Any player who receives an immediate red card during a CLL game (no yellow cards preceding) is suspended from the next 2 scheduled CLL games.	Any player who receives a red card during a CLL game is suspended from next scheduled CLL game. Any player who receives an immediate red card during a CLL game (no yellow cards preceding) is suspended from the next 2 scheduled CLL games.	Any player who receives a red card during a CLL game is suspended from next scheduled CLL game. Any player who receives an immediate red card during a CLL game (no yellow cards preceding) is suspended from the next 2 scheduled CLL games.
<b>Notes:</b>	* Ice picks and tomahawks are not permitted at all age levels		
<b>Home team pays for officials unless agreed ahead of time to split fees</b>			
<b>Running time - clock will only be stopped for injuries, timeouts or any excessive non play situation( lost ball)</b>			
<b>Running Time - Last 2 minutes of game will be stopped clock / Playoffs last 2 minutes of half and game are stopped</b>			
<b>Stop time - clock will be stopped, for timeouts, injuries, after a goal, out of bounds</b>			
<b>If not specifically indicated NFHS Rules will apply</b>			