

CONNECTICUT VALLEY YOUTH LACROSSE, INC.

Rules of Play for the 2011 Season

Points of Emphasis for Bantam Play

There are two special points of emphasis in connection with the Special Rules Applicable to Bantam Play during the 2011 Season, as follows:

1. Time. The regulation playing time of a Bantam game shall be 60 minutes divided into 4 periods of 15 minutes each. Each period shall be running time with the exception of the fourth period, during which stop time shall be utilized in the last two minutes. In addition, the clock shall be stopped for all team timeouts and all injury timeouts.

2. Checks. No bodychecking is allowed in Bantam play. It is expected that some unintentional contact will occur in loose ball situations, but excessive contact and all intentional body checking shall be avoided and an illegal bodycheck penalty shall be called for excessive contact or intentional bodychecks. For example, no man/ball involving an intentional bodycheck shall be permitted in Bantam play.

3. Goalie Four Second Count. When the goalie gains possession of the ball in the crease, the official shall commence a visual four (4) second count. At the end of the visual four (4) second count the official shall continue with a verbal and visual count for an additional four (4) seconds. The failure of the goalie to surrender possession of the ball by the end of this eight (8) second count shall result in a loss of possession and the other team shall be awarded possession of the ball outside of the goal area.

4. Stick Checks. No stick checks shall permitted at the Bantam level of play. Officials at the Bantam level of play shall, however, be encouraged to request that a player tighten the player's pocket when the official observes a pocket that the official believes is deeper than permitted by the Federation Rules. No penalties shall be assessed under such circumstances.

5. Concussions. As a special point of emphasis, the 2011 Federation Rule Changes highlight the rules applicable to a player exhibiting the symptoms of a concussion. Specifically, any player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

6. Three Pass Rule. **Please note, this is a relatively new rule that will be in effect for the 2011 Season and special attention must be paid by all players, coaches and officials to this rule:**

- (a) Three Passes. Once a team gains possession of the ball, three passes must occur before a team can take a shot.
- (b) Definition of a "Pass":
 - (i) A "Pass" is defined as a throw traveling more than approximately three feet that is intended to reach a teammate;
 - (ii) A pass does not require a catch;
 - (iii) A pass that does not include a catch shall only be deemed a pass if and when the team that initiates the pass gains possession of the ball with no intervening possession by the opposing team; and
 - (iv) A goalie clear from inside or outside the crease is considered a pass.
- (c) Officials. Officials shall count OUT LOUD each pass to help themselves, players and coaches keep track of the pass count.
- (d) Location of Passes. Passes may occur anywhere on the field, in either the offensive or defensive end. The intent of this rule is to promote the use of passing to move the ball up the field.

- (e) Consequence of Three Passes.
- (i) Once three passes have occurred, the attacking team may take a shot.
 - (ii) If the attacking team loses possession of the ball after three passes have occurred (A) as a result of a shot that does not result in a goalie save and possession of the ball by the goalie or (B) a turnover in the offensive end of the field and the attacking team regains possession before the ball crosses the midfield line, the attacking team can shoot without being required to make three passes again.
 - (iii) If the attacking team loses possession of the ball after three passes have occurred as a result of a shot and a goalie save where the goalie retains possession of the ball, and if the attacking team regains possession of the ball in the offensive end of the the field immediately following the goalie save before any other member of the clearing team gains possession, three (3) passes must occur before a shot can be taken.
 - (iv) Once the ball moves from the defensive end of the field into the offensive end, a change of possession from the attacking team to the defensive team requires the defensive team on attack to make three passes before a shot can be taken.
- (f) Violation of Three Pass Rule. Any violation of the three pass rule (shooting before three passes have been made) will result in the award of possession to the defending team, with the ball awarded outside of the goal area laterally from where the shot in violation of the three pass rule was taken.
- (g) Exception for Fast Breaks Attributable to Personal Fouls. The Three Pass Rule shall not be applicable to a fast break opportunity awarded to the offended team as a consequence of a personal foul. In connection with each fast break opportunity awarded to the offended team, however, the officials shall place special emphasis on the prohibition against body checking in Bantam play and any intentional contact made by the player with possession of the ball in connection with a fast break opportunity in relation to an opposing player shall constitute an illegal body check and shall be penalized.