

2014 CYLA Rules Matrix

****BEFORE THE START OF EACH GAME OFFICIALS MUST CONDUCT A PRE-GAME MEETING w/ ALL COACHES & PLAYERS TO GO OVER RULES****

Game Ball MUST be labeled: "MEETS NOCSAE STANDARD" If no NOCSAE stamped ball is available, then game is NOT played.

All Players must wear a protective cup. No penalty will be assessed for not wearing a cup. Officials will rely on coach's certification.

Number of Players: The CYLA is a 10v10 league. A team may start w/ 8 players and play "man down" w/o forfeit.

Only Head Coach may speak to Officials. Each Team is allowed **ONLY 3 COACHES** in the **COACHES BOX**. All Spectators must sit on the far side of the field. No parent photographers on bench sideline or endlines.

Face-Off each Quarter regardless of score [Exception flag down at end of period or man-up and period ends with team in possession. (See Rule Book).

Timeouts: (a) Each Team - 2 per Half (1 Min); (b) 1st/2nd Qtr & 3rd/4th Qtr (2 Min); (c) Halftime (5 Min); NO Timeouts in OT

3-Yard Rule: ALL LEGAL Stick Checks, Body Checks, Legal Holds, Pushes MUST BE w/in 3 Yards of Player in Possession of Ball or w/in 3 Yards of Loose Ball or Ball in Flight

All Unnecessary Roughness Penalties are NON-RELEASEABLE! **MERCY RULE:** 6 Goal Lead at any time during game (N/A to U13 Red & U15 Red)

NO TAKE-OUT CHECKS AT ANY AGE LEVEL IN THE CYLA! **NO BODY CHECKING OF A PLAYER IN A DEFENSELESS POSITION: "Blind Side," "Playing w/ Head Down, Head Turned Away to Receive Pass,**

Checks to Head/Neck: Blocking w/ Head, Targeting, Spear, Initiating or Following Through to Head/Neck = 2-3 Min. Non-Releaseable Penalty (mandatory) OR Ejection for Flagrant Misconduct

ALL CYLA Games are 12 Min. Running Timed Quarters. ALL Substitutions are "on-the-fly." EXCEPTION: U8 & U9 ("time breaks" for sub every 3-4 min. on lose ball or out-of bounds whistle. DO NOT KILL FAST BREAK!)

ALL CYLA Penalties are Start/Stop Clock on Whistle at every age level

Game Clock ONLY Stops for TEAM, OFFICIAL or INJURY TIMEOUTS

Long Poles: 4 Maximum on the Field When Permitted by Rule

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	Stick Length	Game Time	If 5 Goals in last 2 Min, then Clock stops on each Whistle	If Tie, then 2-4 Min. OT	Sudden Victory (No Breaktied)	4th Qtr "Keep It In" Rule	20 Sec. Def. & 10 Sec. Off. Counts	MCR (6-Goal Differential)	Time Serving Penalties	Fouling Out	1 Handed Stick w/ or w/o Contact	1 Pass Rule	Coach on Field	Subs (3-4 Min.)	Equip. Check
U8	NO	4-12 Min. Running Qtrs.	YES	YES	NO	NO	NO	YES	NO (Sub In)	3 Personals Fouls or 5 Min. of Personals	NO	YES	YES		Head Coach Request
U9	NO	37"-42" Running Qtrs.	YES	YES	NO	NO	NO	YES	NO (Sub In)	3 Personals Fouls or 5 Min. of Personals	NO	YES	YES		Head Coach Request
U10	NO	37"-42" Running Qtrs.	YES	YES	NO	NO	NO	YES	YES (Stop Clock)	3 Personals Fouls or 5 Min. of Personals	NO	NO	NO	NO. On the Fly	Head Coach Request
U11	NO	37"-42" Running Qtrs.	YES	YES	NO	NO	NO	YES	YES (Stop Clock)	3 Personals Fouls or 5 Min. of Personals	NO	NO	NO	NO. On the Fly	Head Coach Request
U12	YES	40"-42" Running Qtrs.	YES	YES	NO	NO	NO	YES	YES (Stop Clock)	4 Personals Fouls or 5 Min. of Personals	NO	NO	NO	NO. On the Fly	Head Coach Request
U13	YES	40"-42" Running Qtrs.	YES	YES	NO	NO	NO	YES - Blue & White & White Only	YES (Stop Clock)	4 Personals Fouls or 5 Min. of Personals	NO	NO	NO	NO. On the Fly	Head Coach Request
U14/15 Blue & White	YES	40"-42" Running Qtrs.	YES	YES	YES	YES	NO	YES	YES (Stop Clock)	4 Personals Fouls or 5 Min. of Personals	NO	NO	NO	NO. On the Fly	Head Coach Request
U14/15 Red	YES	40"-42" Running Qtrs.	YES	YES	YES	YES	NO	YES	YES (Stop Clock)	4 Personals Fouls or 5 Min. of Personals	NO	NO	NO	NO. On the Fly	Head Coach Request

U8 & U9: ONE PASS RULE: Preceding a shot on goal, a team must (a) COMPLETE a clearing pass from their defensive zone to their offensive zone; **OR** (b) once gaining possession of the ball is in their offensive zone, MAKE ONE ATTEMPTED PASS. The One Pass Rule is in effect (re-sets) after every whistle that stops play.

NOTE: The Lead Official will extend his/her arm and hold one finger in the air to designate that a team must make their 1-pass. The Lead Official will point in the direction of the goal to designate that the team may now shoot.