

2009 Rule Variations for YLM 3/4 Games

1. **Start of game**—No game may start until each team has an adult coach and an adult non-coach sideline manager. If either team is not in compliance at the scheduled start time, a delay of game penalty (possession) will be assessed. If either team is not in compliance within 5 minutes of the scheduled start time, the game is a forfeit.
2. **Field**—Fields for 3/4 games can be played on a 40 x 80 field with the goals 60 yards apart.
3. **Goals**—Goals may be practice goals and need not meet NFHS standards, except they must be 6' x 6' at the opening and the net must not allow the ball to pass through. Goals must be secured so they do not move or tip during play.
4. **Uniforms**—The rules regarding matching compression shorts, helmets and undershirts will not be enforced. Non-matching sweatpants may be permitted at the officials' discretion. Game jerseys must conform to 2007 jersey rules.
5. **Equipment**—All NFHS equipment rules are in effect. However, for 3/4 games, all crosses except the goalkeeper's must be between 37" and 42" (no long crosses are allowed at this level).
6. **Pre-game procedures**—A coin toss and line-up will be conducted before each game.
7. **Team responsibilities**—The designated home team (not the host site) must provide a timer, a scorekeeper, a timing device, and a scorebook. Each team must provide an adult sideline manager *who is not a team coach*.
8. **Game time**—Games will consist of four 12-minute running-time quarters, with 5 minutes between halves and 1 minute between other periods. The game clock will begin at the scheduled start time regardless of whether the teams are ready to play.
9. **Mercy rule**—In any game, at any point during a game when there is a four-point lead, the team that is behind will be given the ball at the midfield line in lieu of a face-off after a goal as long as the four-point lead is maintained, unless waived by the coach of the trailing team. This does not affect the face-off to start each period.
10. **Two-pass rule**—Two consecutive completed passes are required prior to a shot on goal. The first pass may be completed only after possession is gained. If the ball touches the ground before two passes are completed, the count starts over. If a shot is taken after two passes and the ball becomes loose the count does not start over. The official is responsible to call out and visually display to the teams the number of passes completed (i.e., one finger up, yell "One!" etc.)
11. **Time-outs**—The clock will stop for officials' timeouts. Each team will be allowed one 2-minute time-out per half; the clock will stop on team timeouts. The officials may call additional timeouts for water breaks in conditions of high heat or humidity.

12. **Penalties**—No penalties are served. When what would normally be a time-serving penalty is assessed, the offender must sub out of the game. The offended team will be awarded possession to restart play.
13. **Loose-ball scrum**— If there is a scrum for a loose ball, the official will begin a “10 count.” If after 10 seconds the ball is not picked up, the referee will stop play and award the ball via AP. If the ball is loose in the goal area, play will be restarted at the closest point laterally outside the goal area.
14. **Substitution**—Teams do not have to provide a horn. Regular substitution is allowed only between periods, after goals, and after a timeserving penalty is reported (but not after a sideline out-of-bounds). All other substitutions will be done through the special substitution area.
15. **Tie Games**—Ties will stand, with no overtime to be played except in playoff games (if any).
16. **Routine equipment checks**—Will be not performed. However, in any game, the officials can inspect anytime equipment appears to be illegal or missing and penalize if appropriate.
17. **Coach-requested equipment checks**—Will be limited to protective equipment and not the crosse unless the officials believe the crosse appears to be illegal.
18. **Counts and Stalling**—No offensive 10-second counts, defensive 20-second counts, or 4-second crease counts are used. If the officials believe that a team is stalling, they may warn the team to “advance the ball!” into the attack area within 20 seconds, at which point the ball must be kept in the attack area. There is no automatic stall warning in the last two minutes of the game
19. **Body checks**—No body checking, pushing, or intentional body contact is permitted at this level. This means players may not use equal pressure against an opponent or “box out” on a loose ball.
20. **Slashing**—All one-handed stick checks are considered slashes whether they make contact or not. Any intentional contact with the stick at or above the elbow must be penalized. Any contact with the helmet must be penalized at this level (no “brush” calls.)
21. **Unsportsmanlike conduct and ejections**—Any unsportsmanlike conduct penalty against a coach that the officials deem worthy of reporting to the assigner results in an automatic one-game suspension. All player and coach ejections carry suspensions of 2 and 4 games, respectively, for the first offense and escalate from there.