

## 2009 Rule Variations for MBSLA 7/8 and YLM 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. **Goals**—Goals used may be practice goals and need not meet NFHS standards, except that they must be 6' × 6' at the opening and the net must be such that the ball cannot travel through. The goals must be secured so they do not move or tip during play.
3. **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 but need not to conform to the 2008 rules until 2013.
4. **Pre-game procedures**—A coin toss and line-up will be conducted before each game.
5. **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*.
6. **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.
7. **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.
8. **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.
9. **Penalties**—Penalty time will be 150% of the usual time. Penalty time begins when the whistle blows to restart play. If a penalty expires during a dead ball, the player is not released until the whistle blows to restart play. Penalties do not run when the clock is not running.
10. **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.
11. **Tie Games**—Ties will stand, with no overtime to be played except in playoff games (if any).
12. **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.
13. **Coach-requested equipment checks**—Will be limited to protective equipment and not the crosse unless the officials believe the crosse appears to be illegal.
14. **Counts and Stalling**—No offensive 10-second counts or defensive 20-second counts will be used, but the 4-second crease count is used. However, 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.
15. **Body checks**—No "take out" body checks (i.e., checks made with the force or intent to put the opponent on the ground) are permitted, nor is running 4 or more steps to contact an opponent. Penalty: 1- to 3-minute personal foul.
16. **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.)
17. **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, as described in the bylaws.