

Edmond Lacrosse

3rd/4th Grade Boys

2012 Rules Modifications

We will be using the NFHS rulebook for the 2012 season. US Lacrosse has also produced an excellent resource in the Youth Rules & Best Practices Guidebook for boys. This sheet is just trying to highlight some major points, and rule changes.

Game Time: We will be playing four 12 minute running time quarters. Two minutes between quarters, with a five minute half time. No horns in running time. The clock will only stop for injury. No overtime will be played, games end in a tie. In the case of bad weather, once $\frac{3}{4}$ of a game has been played, then the game will be considered a full game. If less than $\frac{3}{4}$ is played, the board will determine what shall be done.

Game Personnel - Ten (10) players are preferred. NFHS does recognize programs that are playing seven (7) players. NFHS also recognizes a waiver for less than 10 players, if both Head Coaches agree.

Playing Field: Play on regulation size field is preferred. However, if not possible, any size field can be used, if both Head Coaches and club agree. Please make sure we set up cones for every game.

Limit Lines, Spectators: Players, coaches, officials and approved personnel ONLY will be allowed on the bench side of the field. No one will be permitted to stand behind the end lines, for safety purposes. Parents and fans must sit on the opposite side of the field from the teams. **Crosse Dimensions:** The length of the Crosse may be 37 to 42 inches, goalie stick are 40 to 72. Long sticks are not recommended, but if used, should be 47-52. The Crosse is not required to meet 2010 NCAA specifications. At this level, there are no stick checks from officials or coach requested stick checks.

Personal Equipment: All pads, including mouthpiece, and athletic cup are required. Since we do not have equipment and stick checks, it becomes essential

that coaches certify to the officials prior to the game that all their players are legally equipped by rule.

Play of the Game: The game is to be played with emphasis on the proper development of stick, team, and sportsmanship skills. The first and second half will start with a faceoff by midfielders; all other players must remain behind their respective restraining lines until possession is established.

Facing Off: Face-offs shall consist of “down” and “set” and then a whistle. Officials shall assist players with learning proper face-off procedures. The faceoff man is not required to leave the field in the event of a face-off violation. If one team is dominating the play (with a lead of four goals) there will be no faceoff, and the ball will be awarded at mid-field to the team that is behind. There also must be an attempt to pass the ball three times, one time behind the X, for the team that is ahead. If a ball is deflected but still caught in the offensive half of the field before it hits the ground (by an offensive player) the three pass count continues. The 3 pass count is reset whenever the ball hits the ground or the defensive team gains possession. The referees are responsible to keep count of these passes with both a visual (by holding up the number of fingers to correspond with completed passes) and audible count.

Scoring: A team scores when the ball passes completely beyond the plane of the goal. There is a one pass requirement prior to scoring. The offensive team must attempt a pass inside their offensive zone (across the midfield line). The pass does not have to be completed. However, if the pass is not completed and the defensive team establishes possession or a whistle is blown on the loose ball the requirement for a pass is reset if the offensive team regains possession. The referee is responsible to keep the pass count and is to indicate by raising a finger and announcing “one.”

Body Checking: No intentional body contact or pushing is allowed at this level. Any contact that is made must be strictly incidental in nature. Pushing and illegal body checks will be penalized with a minimum of one minute personal foul. Players must always play the ball.

Substitutions: “On the fly” substitutions will be allowed.

Timeouts: Each head coach will be allowed one 30 second timeout per half. (The clock does not stop during timeouts.) No timeouts are permitted in the last 2 minutes of each half. A timeout may be called when that team has possession anywhere on the field of play or during a dead ball situation.

Coach on Field: Head coach can be on the field, for instructions, as long as he can stay out of the referee's way.

Slashing: All stick checks must be **two handed**. A slash does not have to make contact with a player or his stick to be a penalty.

Unsportsmanlike Conduct: No player, substitute, non-playing member of a squad, coach, parent or anyone officially connected with a competing team shall: Use threatening or profane language or gestures at any time during the game. Continual questioning of official's calls or non-calls in an argumentative manner or an attempt to influence calls will be considered unsportsmanlike conduct. Games are played under the auspices of the US Lacrosse Sportsmanship Card which prohibits poor fan, coach and player behavior and authorizes the officials to terminate the game if the behavior continues. ELC would like to stress that coaches can do such a powerful thing in showing players and fans what good sportsmanship is all about.

Targeting The Head/Neck: Targeting of the head or neck will not be tolerated. A player shall not deliberately initiate contact to an opponent's head or neck with his body or stick. Any follow-through that contacts the head or neck shall also be considered a violation of the rule. Violation of this rule will be strictly enforced! Deliberately targeting the head or neck of an opponent will result in an expulsion foul.

Rule Questions: Should be brought to the attention of Kerry Campbell. Kerry will then research the rule in the rulebook, or even contact Eric Nielsen to help define the rule. Kerry can be reached at either headreferee@edmondlacrosse.com or kerry@searchtv.org. Cell is 315-2021 or he is always at the fields.

3/4 RULES

QUICK THOUGHTS FOR GAMES

Length: Four 12 minute running time, with no overtime. Games end in a tie. No horns in running time. Time is only stopped for injuries, per the referee's.

Timeouts: 1 per half, and not in the last two minutes of each half.

Head Coach: May be on the field – out of the referee's way.

Players: Each team should have 10 players. We can play with less, if both coaches agree to this.

Sticks: Coaches cannot request stick checks, and referee's will not be doing stick checks.

Equipment: Referees will ask coaches prior to the start of the game, if they certify their players are legally equipped by rule.

Complete Game: A game is considered complete, when at least $\frac{3}{4}$ of the game has been played. In the event that this does not happen, the board will make the decision of what to do.

Sidelines: All parents and fans must sit on the opposite side of the field from the teams. No one is allowed along end lines.

Timekeeper: The Home team is responsible for the book and for a person to keep the time.

Counts: No counts at this level.

Hits: No intentional body contact. All stick checks must be two-handed.

4 Up rule: NFHS has changed this from 5 to 4. If a team is up by four, no faceoff and team down gains possession at midfield. If team us gets the ball, in the offensive attack area, they must complete 3 passes, with one through X, before taking a shot.

Good Sportsmanship: Applies to everyone. Coaches, Players, Parents and Fans.