

MBYLL JAMBOREE RULES

U15 Jamboree Rules to Remind & Reinforce to Players

- CONTROLLED stick & body checks allowed, but ONLY within 3 yards of ball AND from the front
- NO take-out checks OR hits with/to helmet OR high hits OR launching off the ground at player
- Penalties: player must SUB-out for 2 minutes AND other team gets a Fast Break at midfield
- Player called for the following penalties will sit out for the remainder of the half in that game:
 - unsportsmanlike conduct (swearing, taunting, obscene, out-of-control behavior, etc)
 - unnecessary roughness or illegal body check or intentional (in Ref's opinion) slash/cross-check
- Player called twice for above penalties in a game, is ejected from that game AND next game.
- Any fighting results in immediate ejection from remaining games (Ref & Coach to notify HQ's)
- Up to (4) 72" long poles allowed anywhere on field during U15 game
- 20 seconds to clear ball past midfield line plus 10 seconds to bring ball in to offensive attack box
- If any team gains a 5+ goal lead, trailing team receives ball at midfield & face-offs are suspended

U13 Jamboree Rules to Remind & Reinforce to Players

- CONTROLLED stick & body checks allowed, but ONLY within 3 yards of ball AND from the front
- NO take-out checks OR hits with/to helmet OR high hits OR launching off the ground at player
- Penalties: player must SUB-out for 2 minutes AND other team gets a Fast Break at midfield
- Player called for the following penalties will sit out for the remainder of the half in that game:
 - unsportsmanlike conduct (swearing, taunting, obscene, out-of-control behavior, etc)
 - unnecessary roughness or illegal body check or intentional (in Ref's opinion) slash/cross-check
- Player called twice for above penalties in a game, is ejected from that game AND next game.
- Any fighting results in immediate ejection from remaining games (Ref & Coach to notify HQ's)
- Up to (3) 60" long poles allowed anywhere on field during U13 game
- If any team gains a 5+ goal lead, trailing team receives ball at midfield & face-offs are suspended

U11 Jamboree Rules to Remind & Reinforce to Players

- NO body checking & NO long poles. 'D' to use equal pressure to prevent ball-carrier's progress
- U11 players are expected to play the ball and NOT the man when the ball is loose.
- Team in possession of ball must make **1 attempted** pass in offensive end of field & after every whistle
- Penalties: player must SUB-out for 2 minutes AND other team gets a Fast Break at midfield
- 1 coach from each team is allowed on field during game if within 5 yards of sideline or endline.
- If any team gains a 5+ goal lead, trailing team receives ball at midfield & face-offs are suspended

***U11 Games play 8 vs 8 format on reduced full-size field:** U11 Teams games will all be played in an 8 players vs. 8 players format with 2 Attack players, 3 Middie players, 2 Defense players and a Goalie player per team on the field

U9 Jamboree Rules to Remind & Reinforce to Players

- U9 Games are played 8 vs 8 with 2 Attack, 3 Middies, 2 D & a Goalie on the field for each team.
- NO body checking & NO long poles. 'D' to use equal pressure to prevent ball-carrier's progress
- U9 players are expected to play the ball and NOT the man when the ball is loose.
- Team in possession of ball must make **2 attempted** passes in offensive end of field & after every whistle
- 2 coaches from each team are allowed on field during game if within 5 yards of sideline or endline.
- NO downward stick checks are allowed--only Lift or Poke stick checks are acceptable.
- Penalties: Player SUB-out after Ref explains penalty. NO time serving penalties & NO fast break.

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