

2017 CYLA Rules Matrix

**** BEFORE THE START OF EACH GAME OFFICIALS MUST CONDUCT A PRE-GAME MEETING w/ ALL COACHES & PLAYERS TO GO OVER RULES****
H/C should have CYLA verified roster at field. Penalty: (U10-U15 = 2-min USC to start the game); (U8/U9 = possession awarded to offended team)
Game Ball labeled: "MEETS NOCSAE STANDARD" If no NOCSAE stamped ball is available, then game is NOT played. Eye black and eye black strips are allowable as long as they do not contain offensive words, shapes, images, or logos.
All Players must wear a protective cup. No equipment violation penalty is assessed for not wearing cup. Officials rely on H/C's certification. NO "Vs or Us" permitted in ANY cross. Mouthguard violation = Technical Foul. NO FISH HOOKING!
Number of Players: U7-U9: 7-7. U10-U15: 10v10 – A team may start w/ 8 players and play "man down" w/o forfeit. Long Poles: 4 Maximum on the field when permitted by Rule.
Only H/C 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 end lines.
Facing Off: U10-U15: F/O 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. U7-U9: F/O ONLY at beginning of Qtr. Pinch & Pop = 1-Step!
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! Defense may restart play w/ ball in goal area or in the crease.
3-Yard Rule: ALL LEGAL Stick Checks, Body Checks, Legal Holds, Pushes MUST BE w/in 3 Yards of Possession of Ball or w/in 3 Yards of Loose Ball or ball in flight. 5-Yard Rule for all Re-Starts.
All Unnecessary Roughness Penalties are NON-RELEASEABLE! MERCY RULE: 6 Goal Lead at any time during game (N/A to U13 Red & U15 Red) OVER & BACK: U7-U9 (1-Pass Rule Resets); U10-U15: Apply NFHS Rules
NO TAKE-OUT CHECKS AT ANY AGE LEVEL IN THE CYLA NO BODY CHECKING OF A PLAYER IN A DEFENSELESS POSITION: "Blind Slide," "Playing w/ Head Down," "Head Turned Away to Receive Pass." THESE PENALTIES ARE NON-RELEASEABLE!
Checks to Head/Neck: Blocking w/ Head, Targeting, Spearling, Initiating or Following Through to Head/Neck = 2-3 Min. Non-Releaseable Penalty (mandatory) OR Ejection for Flagrant Misconduct THESE PENALTIES ARE NON-RELEASEABLE!
ALL CYLA Games are 12 Min. Running Timed Quarters. All Substitutions are "on-the-fly." EXCEPTION: U7/U8/U9 ("time breaks" for sub every 3-4 min. on loose ball or out-of-bounds whistle. DO NOT KILL FAST BREAK!)
ALL CYLA Penalties are Start/Stop Clock on Whistle. Game Clock ONLY Stops for TEAM, OFFICIAL or INJURY TIMEOUTS. DQ (ALL LEVELS): 3 Personal Fouls/ 5 total penalty min. Table MUST track Personal Fouls & Penalty Min.

	Body Checking (3-Yard Rule)	Stick Checking	Below Shoulder	1-Handed Stick	Stick-Length	Game Time	Timeouts (1 min). No. T/O in OT	5-2 Goals in last 2. Min. Clock stops on whistle.	Tie Game: Sudden Victory: 2, 4-Min. OT's (if no goal in 1st OT. No Braveheart.	5-5 Goals "Keep it In" Last 2-Min.	4-Sec. GK Count	Get it in. Keep it in.	20 Sec. Def. & 10 Sec. Off. Counts	MCR (6-Goal Differential)	Time Serving Penalties	Fouling Out (FO)	Eye Black	Eye Black Stripes	1-Pass Rule	Coach on Field	Subs (3-4 Min.)	Timed Breaks	Over & Back	Equip. Check
U7	NO	YES	YES	37"-42"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES: 1-Pass Rule Re-Sets	Head Coach Request	
U8	NO	YES	YES	37"-42"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES: 1-Pass Rule Re-Sets	Head Coach Request		
U9	NO	YES	YES	37"-42"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES: 1-Pass Rule Re-Sets	Head Coach Request		
U10	NO	YES	YES	37"-42"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES	Head Coach Request		
U11	NO	YES	YES	47"-54"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES	Head Coach Request		
U12	YES	NO	YES	40"-42"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES	Head Coach Request		
U13 Blue	YES	NO	YES	40"-42"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES	Head Coach Request		
U13 White	YES	NO	YES	52"-72"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES	Head Coach Request		
U13 Red	YES	NO	YES	40"-42"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES	Head Coach Request		
U15 Blue	YES	NO	YES	40"-42"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES	Head Coach Request		
U15 White	YES	NO	YES	52"-72"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES	Head Coach Request		
U15 Red	YES	NO	YES	40"-42"	4-12 Min. Running	Yes. 2 per half. 1-min. each.	YES	YES	NO	YES	NO	NO	YES	3 Personal Fouls or 5 total penalty minutes	YES	YES	YES	NO	NO	NO	YES	Head Coach Request		

U7/U8/U9 ONE PASS RULE: After the game officials have recognized a team has made their 1-attempted pass, the 1-PASS RULE ONLY resets after a WHISTLE in a team's offensive end of the field.

For Example: There can be multiple changes of possession in offensive end after attacking team makes their 1-attempted pass. These turnovers have no effect on the 1-Pass rule. The attacking team is HOT can still go to goal.
NOTE: Lead Official will extend his/her arm & hold 1-finger in the air to designate that team must make their 1-pass. Lead Official will point in the direction of goal to designate the team may now shoot.
One-Pass Rule Interpretations and Situations described on the reverse side of the CYLA Rules Matrix.