

Youth Lacrosse Minnesota

BOYS RULES of PLAY

The National Federation of State High School Associations Boys Lacrosse Rules Book and Youth Supplemental exceptions adopted by the US Lacrosse Youth Council shall govern all levels of play. YLM exceptions are noted below.

RESPONSIBILITIES OF THE HOME TEAM – see the Operational Guidelines

RULE 1 – The Game, Field, and Equipment

Section 9 - Player Equipment

Art.1 ... paragraph g shall read: Contrasting jerseys with visible numbers

Art.2 ... paragraph a (1,2) and b do not apply

Section 10 - Prohibited Equipment

Art.6 ... will include the exclusion of hockey helmets

Section 12 - Game Administration

Horns will not be used

Section 13- Officials Certification

Referees shall be certified YLM referees and understand and enforce the modifications to the NFHS Boys Lacrosse Rules Book included in these YLM Rules of Play. If a referee is not certified, the game will only proceed if both coaches agree.

RULE 2 – Game Personnel

Section 4 - Home Coaches Responsibility

It shall be the responsibility of the home coach to see that the playing field is in proper condition for play and that support personnel are per the YLM Operational Guidelines.

Section 5 - Game Officials

Art.1 ... There should be a minimum of two certified officials

Section 7 - Chief Bench Official

Delete in its entirety. Use the honor system & timekeeper

RULE 3 – Time Factors

Section 1 - Length of Game

Art.1 & 2 ... plus Youth supplements a,b,c, are altered to read: regulation time for all games at all divisions will include four,12 minute running time quarters with no overtime.

Section 2 - Intervals

Changed to read: 5 minute halftime

Section 3 - Final Two Minutes of Regulation Play

Will not be enforced at the Bantam and Lightning levels

Section 5 - Interruption of Game

Delete in its entirety and replace with: If a game is interrupted due to events beyond the control of the responsible authorities then, if the game can be restarted, it will run only until the time in which an uninterrupted game would have ended. A game is considered complete if play has advanced midway into the 3rd quarter of play.

RULE 4 – Play of the Game

Section 3 - Face Off

Face-offs will still take place at half-time and at quarters regardless of the point differential.

Section 23 - Regular Substitution Prohibitions

This rule will not be enforced

Section 31 - Sudden-Victory Overtime Play

There will be no overtime play

Section 32 - Alternating Possession

Change to read for Bantam Division only: If there is a "scrum" for a ground ball, the referee will begin to count out 10 seconds from the start of the "scrum". If neither team gains possession during the 10 seconds, the referee will blow the whistle to stop play. He will then award the ball on alternating possessions at the point of the "scrum". If it is inside the goal area, he will award the ball outside of the goal area. The visiting team will have first possession.

Section 33 - Two Pass Rule

A two-pass rule will be enforced at the Bantam Division ONLY. The team with the ball will be required to complete two passes (anywhere in the field of play) before being allowed to take a shot on goal. If the shooting

team maintains possession following a missed shot, they will not have to make an additional two passes before they can shoot again. Possession changes when the defensive team has possession of the ball anywhere in the field of play. The referee will hold up his fingers to indicate the completed passes.

RULE 5 – Personal and Ejection Fouls

Section 3 - Illegal Body Check

There will be no body checking allowed at the Bantam and Lightning Divisions

Section 6 - Slashing

Amended along with Youth Supplement (a) to include all YLM Divisions

RULE 7 – Penalty Enforcement

Section 2 - Penalty Time

Art 2 ... Referee discretion - Game officials are urged to designate particularly severe or violent personal fouls or those they perceive to be intended to injure or intimidate an opponent, as non-releasable.

Guideline 3 of Youth Supplement will not be enforced.