

**Edmond Lacrosse**  
**BOYS YOUTH LACROSSE**  
**7<sup>th</sup> / 8<sup>th</sup> Grade**  
**2011 RULES MODIFICATIONS**

**REVISED 02/13/2011**

**ADOPTED BY ELC BOARD 2011 SEASON.**

In an attempt to keep the Edmond Lacrosse Club, Inc. rules as close as possible to those followed by the Tornado Alley Lacrosse League (TALL), with some age appropriate adjustments, the following rules apply to the Edmond Lacrosse Club Youth Lacrosse League (ELC). These rules exist to promote the appropriate development of the game/players at the youth level.

**The 7/8th grade division will follow the 2009 NCAA rulebook and the TALL High School Lacrosse waivers and will be exempt from all youth waivers with the exception of Rule 4-15 body checking.**

The 2009 NCAA Lacrosse Rulebook and the 2009 USLYC Rules will be used unless a specific modification is listed on this sheet. Parentheses indicate the section of the NCAA Rulebook, which pertains to the modification.

**SITE ADMINISTRATOR** ~ The home team will provide a Game Site Administrator. The Game Site Administrator will present themselves to the referee prior to the opening face-off. Failure to present a Game Site Administrator prior to the game will result in a 30 second penalty to the home team. The Game Site Administrator will be primarily responsible for the administration of the Sportsmanship Card and insuring that the program policies are adhered to by all participants.

**PLAYING FIELD (1-2)** ~ Play on regulation size field is preferred. However, both Head Coaches may agree to play on any size field available. The home site/sponsoring club shall ensure the field is properly lined/marked and that there are cones in place. The home team **and** the game site administrator are responsible to ensure the endlines and bench/table sides of the field are clear of spectators at all times.

**GOALS & NETS (1-3 & 1-5)** ~ The goals & nets at game sites shall be legal as they are. The NCAA rules as to the color, size and type of pipe shall not apply. However, the home team should make every effort to comply with the NCAA rules & specifications.

**TABLE AREA, TEAM BENCHES (1-10)** ~ Only players serving penalty time, players ready to substitute on the fly, and official scorers and timers are allowed in the special substitution area. The ELC permits the Home team to have three adults in this area: One to keep score, one to work the game clock and one to track penalty time. All adults will confine themselves to the table area. The Visiting team is permitted a maximum of two people in the table area. If the Home team cannot provide enough adults, the visiting team will be expected to perform these tasks. Any violation of this rule will result in a delay of game penalty being called against the team violating this provision

**COACHING BOX, TEAM BENCH AREA (1-11)** ~ ELC permits a maximum of 3 coaches/assistants/trainers per team in the bench area or coaching box. Any violation of this rule will result in a delay of game penalty being called on the team that the violator(s) is affiliated.

**LIMIT LINES, SPECTATOR & MEDIA RESTRICTIONS (1-14)** ~ Limit lines are not required, however, spectators and media are not allowed behind the end lines or immediately behind the benches or table areas. Spectators attending ELC events will watch games from the opposite side of the field from coaches and players. Site Administrators are responsible for enforcing this rule and should remind coaches and spectators to comply. Any violation of this rule will result in a delay of game penalty being called

**CROSSE DIMENSIONS (1-17)**~ The crosse shall conform to all NCAA specifications as to

length. The crosse does not need to meet the NCAA head specifications that became effective January 1, 2010 (“2010 Legal”). However, the head must meet all specifications established prior to January 1, 2010, and all other requirements established by rule.

**PERSONAL EQUIPMENT (1-21)** ~ Home teams are responsible for contrasting jersey colors and will wear pinneys, if needed. Shorts, under-jerseys, compression shorts and sweat pants may vary in color but under-jerseys must be tucked in if extending below the waist. Gloves may be taped-up if the fingers and or palms are not present but none of the protective features may be altered in any way. Gloves may vary in color. Baseball shoes (metal / hard plastic cleats) are not permitted. **Stick checks will be conducted by the officials. A minimum of 2 stick checks per game will be conducted at random by the officials. Coaches may request equipment check(s) pursuant to NCAA rule 4-28.**

**TIMEKEEPER (2-11)** ~ The Home team will provide the timekeeper. If the Home team cannot provide a timekeeper the visiting team will do so. At all game sites, the Official shall end each period with a sounding of a whistle, whether or not the field is equipped with a visible game clock and a loud automatic horn.

**LENGTH OF GAME (3-1)** ~ Fifteen (15) minute running quarters with stop clock last 2 minutes of each quarter. Exception: If weather or waning light warrants an abbreviated playing time, the officials and the coaches from each team shall meet to discuss a mutually agreeable resolution, including a reduced stop clock or a running clock. The officials always have the authority to suspend a game in case of weather or other safety related issues.

**SUDDEN-VICTORY OVERTIME (3-5)** ~ In the event of a tie at the end of regulation, a single four minute sudden-victory overtime period will be played for regular season games. One time-out per team, per overtime period will be allowed in OT. In the event a regular season game is still tied at the end of the overtime period, the “Braveheart” format shall be used to determine the outcome of the game. Playoff games will be decided by additional four minute sudden-victory overtime if required. There will be a two-minute intermission between each overtime period in playoff and games. Sudden victory overtime periods will continue until one team scores, thus ending the game.

**INTERRUPTION OF GAME (3-6)** ~ If a game is interrupted because of events beyond the control of the responsible authorities, it shall be continued from the point of interruption unless the Head Coaches agree otherwise. Exceptions: All interrupted  
Playoff games will be played in their entirety.

**PLAY OF THE GAME (4)** ~ The game is to be played with emphasis on the proper development of stick, team, and sportsmanship skills.

**FACING OFF (4-3)** ~ Advantage Rule at 5 goal difference. If at any time during the game there is a 5 goal difference face-offs will continue; however, if the leading team gains possession, play will be stopped, advantage declared, and the trailing team will be awarded the ball at midfield.

**THREE PASS RULE (4-4)** ~ All ELC teams with a five-goal lead are required to complete three consecutive passes while in their offensive half of the field (a pass through to “X”) before attempting a shot on goal. 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 three 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.

**ADVANCING THE BALL (4-13)** ~ The four second goalie count, the 30 second, and “Get it in/Keep it in” counts are used for all ELC 7/8th grade games (Rule 4-13). Stalling will be enforced in accordance with Rule 6-11.

**BODY CHECKING (4-15)** ~ “Limited” Body checking is permitted. However, ELC members agreed that “take-out” checks would not be taught or tolerated on the field of play. These rules are to be properly

taught and coached by the coaches and they are to be strictly enforced by the officials. Take-out checks, as defined by the ELC, are as follows:

1) Definition: A Take-out check is when the player lowers his head or shoulder with the force and intent to take out (put the other player on the ground) the other player. Players may make contact in an upright position within five yards of the ball. An offensive player who “charges” a defender by lowering his head and shoulder with the intent of hitting the defending player is considered a take-out check. This would also include **any time** a player takes more than 4 steps and hits an opponent. The onus is on the player delivering the body check to disengage or avoid a collision in the event of a violation or expected violation.

2.) “Buddy Pass”: Defined as a long pass situation where the player receiving the ball can be blindsided by a player by a check from an opposing player team who is pursuing him.. This is dangerous and illegal and will be enforced as Unnecessary Roughness.. It is the intention of ELC to teach the proper skills and development to players while allowing for proper playing of the ball.

**3.) Any take-out checks in this situation will be penalized as “unnecessary roughness”. The offending player will serve a 1 minute, non-releasable penalty. Unnecessary roughness calls on the same team will be penalized on an escalating scale; first offense 1 minute, second offense 2 minutes, and third offense 3 minutes resulting in expulsion from the game. The player committing the third foul is subject to expulsion whether or not the foul committed is the first foul for that specific player. The official can assess a two or three minute penalty on the first offense if a severe check warrants such a call.**

4.) Man/Ball Play: Player “A” is within five yards of the ball but is obviously not making any attempt for the ball nor does he even appear entirely aware of the ground ball play. If such a player is checked with excessive force (take-out check) by a player on the opposing team and it’s obvious that the offending player was not making a play for the ball, an “unnecessary roughness” penalty will result as well.

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**OFFICIAL TIMEOUTS (4-26)** ~ Referees are instructed to suspend play immediately when they see a player is injured. If play is stopped for an injured player, that player may not re-enter the game until the next dead ball stoppage of play. The Player’s coach should tend to the player and remove him from the field of play as soon as possible. The NCAA slow whistle technique will not be employed in case of an injured player. Rather, play will be stopped by the referee(s) upon seeing a downed injured player and possession will be awarded by rule depending on where the ball is and who has possession. These players are young boys and our first priority is their safety. The injured player must leave the field until the next dead ball situation.

**SLASHING (5-7)** ~ One handed checks are allowed at the 7/8th grade level. A slash does not have to make contact to be a penalty. Uncontrolled stick checking is an NCAA point of emphasis this year and it will be strictly enforced. Coaches are expected to help teach and instruct their players how to execute proper stick checks and when to refrain from excessive or aggressive play. This is a developmental league for many of our players and these are good habits to reinforce.

**UNSPORTSMANLIKE CONDUCT (5-10)** ~ No player, substitute, non-playing member of a squad, coach, parent or anyone officially connected with a competing team shall: Use threatening, profane or obscene language or gestures at any time during the game. Non-compliance of this rule will result in a one-minute, non-releasable penalty. Face paint is considered to be non-verbal taunting and may not be worn. Players who do not comply will be asked to leave the field and it will be treated as an “equipment adjustment” under rule 4-22-c. **No additional time** will be granted for a substitute to enter. Officials will warn players and coaches to remove the paint if noticed. Eye black that does not extend below the bottom of the nose is acceptable.

**TARGETING THE HEAD/NECK (6-14)** ~ 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! The penalty will be one, two or three minutes in length (at the official’s discretion) and shall always be non-releasable. Excessive or flagrant violation of this rule may result in ejection from the game.