

CTYLA 2020 GAME RULES CHECKLIST

JUNIOR (5-6th Grades) & SENIOR (7-8th Grades)

TIME	10 min Quarters, Stop Clock (ref Blowout except.) <ul style="list-style-type: none">• -10 min Halftime• -2 Timeouts Per Team, Per Half (2 min in length). No time out in last 2 minutes.• -1:45 Max Game Time (unless agreed prior to start)• -1 @ 4 min Overtime (stop clock, sudden victory)
LINE-UP	Starters Only
CLEARING	SENIORS: 4 sec. Crease Count; 30 sec. to Attack Box JUNIORS: 4 sec. Crease Count; 30 sec. to attack Box in Final 2 min.
FACE OFF	Senior Only: Face off violation: 30 sec. Technical Foul after 3 rd violation
CONTACT	-Contact Within 3 Yards of Ball Only -NO Unnecessary playing man instead of ball. -Player intent: If an official believes a player's intent was excessive a penalty may be issued. <i>Good defensive positioning and equal pressure, not if the hands are together.</i> -Stick Checks: 90-degree max, controlled (get stick) No "Ice Pick" Check at any level. JUNIOR: NO ONE HANDED CHECKS
PENALTIES	-Regular Time Serving (4 Personal Fouls or 5 min of Pers. = Disqualification) -Goalie Serves His Own Time for Personal Fouls -Checks to Head & Neck: Auto Non-Releasable -Unnecessary Roughness (UR): <ul style="list-style-type: none">1st Time = 1-2 min Non-Releasable (NR)2nd Time = 2 min NR3rd Time = 3 min NR. & that player is disqualifiedEvery Additional UR is 3 min NR & that player is disqualified. -Fighting or 2 Unsportsmanlike Conduct = Ejection -Penalties for Coaches/Spectators: <u>Count against the team not the individual.</u> 1st = Conduct Foul warn coach/spectator - change of possession; 1st Flag = Technical Foul - Conduct - 30 sec - in-home serves penalty; 2nd Flag = Unsportsmanlike - 1 min NR - in-home serves penalty; 3rd Flag = Unsportsmanlike - 2 min NR - in-home serves penalty and coach is ejected 4th Flag - Game ends. Score at that time will count as final.

Misconduct Fouls (Players Only)

Officials are permitted to issue misconduct fouls on players (5 Mins).

A substitute player is allowed to replace a player serving a misconduct penalty immediately. That player may not return to the game until their full misconduct penalty has expired. If a player has a time serving foul in addition to a misconduct penalty, his teams in-home shall serve the time serving foul.

STICKS

SENIOR: Attack: 40-42" Def: 52-72"

JUNIOR: Attack: 40-42" Def: 47-60" **NO FULL-LENGTH D POLES**

BLOWOUT

Up by 8: Losing coach has choice not to faceoff, down team starts with ball

Up By 10: Winning team must complete 3 consecutive passing cycles through X before shooting. Passes DON'T have to be consecutive; Ball MUST PASS THROUGH X 3TIMES. **Running clock for remainder of game. Clock does not revert to stopped time with less than 10 goal differential.**

STALLING

Seniors: May not stall throughout entire game.

Juniors: Leading Team Keeps in Box Last 2 Min. of Game

MEET FIELD ADMIN. PRIOR TO EACH GAME

CTYLA 2020 GAME RULES CHECKLIST

Bantam (1st and 2nd Grades) & Lightning 3rd and 4th Grades)

TIME	Bantam - 10 min Quarters, Running Clock -5 min halftime -1 Timeout Per Team, Per Half, No timeouts in last 2 minutes of game. Lightning - 12 min Quarters, Running Clock -5 min Halftime -1 Timeout Per Team, Per Half, No timeouts in last 2 minutes of game. ---Clock continues to run during timeouts, but penalty clock will stop. -No penalty kills by calling a timeout. -One 4 min Overtime (running clock, sudden victory)
LINE-UP	Starters Only
PLAYERS	Bantam: 4v4, no offsides, players play entire field, no goalie Lightning: 7v7, 2 Attack, 2 Mid, 2 Def, 1 Goalie. -No more than 5 on defensive side, no more than 4 on offensive side.
RESTART (after goal)	Possession quickly awarded to non-scoring team at midfield.
FACE OFF	Face off each quarter only.
CONTACT	No Body Checks. Equal pressure allowed while players are playing the ball Stick Checks must be controlled check, 90-degree max. <i>No one-handed stick checks.</i> No "Ice Pick" Check at any level.
PENALTIES	Bantam: Whistle stops play, ball is given to the team that was fouled. Player who committed the penalty must sub off for a new player coming on the field. Whistle will be blown before substitution complete. <u>Penalties for coaches/spectators will be served by a player on the field (ramp up below).</u>

Lightning: Time Serving @ time and half (Tech = 45 sec./Personal = 1:30)
(4 Personal Fouls or 5 min of Pers. = Disqualification)

-Goalie Serves His Own Time for Personal Fouls

-Checks to Head & Neck: Auto Non-Releasable

-Unnecessary Roughness (UR):

1st Time = 1-2 min Non-Releasable (NR)

2nd Time = 2 min NR

3rd Time = 3 min NR. & that player is disqualified

Every Additional UR is 3 min NR & that player is disqualified.

Fighting or 2 Unsportsmanlike Conduct = Ejection

Penalties for Coaches/Spectators: Flagged offenses are counted against the team not the individual.

1st = Conduct Foul warn coach/spectator - change of possession;

1st Flag = Technical Foul - Conduct - 30 sec player on field serves penalty;

2nd Flag = Unsportsmanlike - 1 min NR a player on the field serves penalty;

3rd Flag = Unsportsmanlike - 2 min NR - field player serves penalty **and coach is ejected**

4th Flag - Game ends and counts as final.

Misconduct Fouls (Players Only)

Officials are permitted to issue misconduct fouls on players (5 Mins).

A substitute player is allowed to replace a player serving a misconduct penalty immediately. That player may not return to the game until their full misconduct penalty has expired. If a player has a time serving foul in addition to a misconduct penalty, his teams in-home shall serve the time serving foul.

EQUIPMENT

Attack length sticks only: 37-42" **NO D POLES**
Regulation NOCSAE Balls

BLOWOUT

Up by 8 or obvious blowout
Lightning: Trailing team will bring ball to midline
Bantam: Complete 2 passes before shooting on goal

MEET FIELD ADMIN. PRIOR TO EACH GAME