

DFW LACROSSE
BOY'S YOUTH LACROSSE
2024 RULES WAIVERS
REVISED ON 2/01/2024

The 2023/2024 NCAA Lacrosse ONLINE ONLY Rulebook and the 2024 DFWL RULEBOOK VERSION 2.2 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.

These rules exist to promote the appropriate development of the game/players at the youth level.

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. The Game Site Administrator will be responsible in-part for the administration of the Sportsmanship Card and ensuring 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.

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 home team may have three adults in this area: One to keep score, one to work the game clock and one to track penalty time. 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.

COACHING BOX, TEAM BENCH AREA (1-11) ~ A maximum of 3 coaches/assistants /trainers per team in the bench area or coaching box.

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 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. Exception: If field constraints require that spectators be on the same side of the field as the bench area they should remain a reasonable distance from the bench area and refrain from coaching their children.

THE BALL (1-16)~ A minimum of 4 balls shall be available at each endline and where field restrictions dictate sideline balls may be kept in a bag at the table.

Note: if neither team can supply NOCSAE legal balls the game will not be played.

CROSSE DIMENSIONS (1-17)~The crosse will conform to NCAA length, and pocket depth however the head does not have to comply with the current NCAA rule. Officials may perform stick checks at their discretion.

PERSONAL EQUIPMENT (1-21) ~ Home teams are responsible for contrasting jersey colors and will wear pinnies, if needed. Shorts, under jerseys, compression shorts and sweatpants may vary in color but under jerseys must be tucked in if extending below the waist. *(Exception: If the under jersey is an integral part of the uniform or team name or logo is displayed the jersey may remain untucked.)* Gloves may vary in color. Worn out or cut out gloves are not permitted. The top side of fingers must be protected, fingers must remain in the gloves. Gloves deemed unsafe will be removed from play but no penalty assessed. Baseball shoes (metal / hard plastic cleats) and hockey helmets are not permitted. Cups and rib pads are recommended and goalies can wear arm pads and shin guards as long as they are not oversized. Mouth guards must be properly used.

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.

SHOT CLOCK OPERATOR (2-12)~Not required

LENGTH OF GAME (3-1) ~The regulation playing time of a game shall be 60 minutes, divided into 4 periods of 15 minutes each with a 5 minute half time. Exception: If weather or waning light warrants an abbreviated playing time both head coaches must agree to the time. Stop clock for injury time out and in the last two minutes of the game.

SUDDEN-VICTORY OVERTIME (3-4) ~ In the event of a tie at the end of at the end of regulation, a single 4 minute sudden-victory overtime period will be played for regular season games. One time-out per team will be allowed in OT. Playoff games will include as many sudden-victory overtime periods as necessary to determine a winner. One time-out for each team will be granted for each OT period.

TEAM TIMEOUTS (4-27) ~ Each team will have two timeouts per half. Same as NCAA Rules. The ball must be below their offensive restraining line. **Note:** The clock does not stop for a timeout except for the last two minutes of the game.

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 / Face off players positioning. (4-3-5) ~ Each player shall have both hands and fingers wrapped around the handle of their own crosse and touching the ground. The crosses and gloves shall rest on the ground along the centerline, parallel to each other up to, but not touching, the center line. The hand closer to the throat shall be in a palm-up position and shall not touch any part of the head of the crosse.

The player's feet may not touch their crosse. Both hands and feet of each player shall be to the left of the throat of their crosse. Each player shall be positioned so their entire body is to the left of the throat of their crosse. It is legal to lean over the centerline.

FACING OFF (4-3) Advantage Rule At any time during the game there is a 5 goal difference the trailing team will be awarded the ball at midfield. Coaches have the option to waive this and continue to face-off. If the free clear option is chosen each quarter will start with a face-off unless the quarter ends with a flag down.

ADVANTAGE / ONE PASS RULE (4-5) ~ If at any time during the game there is a 5-goal difference. The trailing team will be awarded the ball at midfield. All Youth Teams with a five-goal lead are required to complete one pass through to "X" before attempting a shot on goal. X is defined as the area directly behind the goal. Requirement is reset with change of possession, or there is a whistle. *Note: the ball may be either passed thru X, Passed then ran thru X or ran through X and then passed.*

The 1-Pass and Advantage rule may be waived at this level. If waived coaches are encouraged to play within the spirit of the game.

The Advantage and 1 Pass Rule will not be implemented during play-offs

OFFSIDE ENFORCEMENT (4-13) ~ Offside is a technical foul and the ball shall be awarded at midfield.

ADVANCING THE BALL INTO THE ATTACK AREA (4-15)

Upon gaining possession a team must advance into its attack area within 30 seconds. The clearing count is reset with change of possession, a whistle or a foul.

RULES ONCE THE ATTACK AREA IS GAINED/OVER AND BACK

a. **Description.** Once the ball has been cleared it shall not return to the defensive half of the field by offensive actions.(errant pass etc.)

b. **Exceptions.**

1. **A shot that leaves the offensive half of the field,**
2. **A loose ball that is last touched by the defense crosses the midline.**

Note: In the above situations a new clearing count is initiated.

Note: A defensive player standing at the mid line may bat the ball to prevent over and back but may not possess the ball.

3. **This rule applies to all youth levels and divisions.**

BODY CHECKING (4-17) ~ “Limited” Body checking is permitted. However, members agreed that “take-out” checks would not be taught or tolerated on the field of play. “No Tolerance”, Take-out checks, as defined 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 on the ground) the other player.

2.) Any body check considered more aggressive or more physical than necessary to stop the advancement of a player with possession or to keep or move a player away from a loose ball. This includes but is not limited to; any check where a player makes contact with sufficient force and intent to knock down or injure an opposing player or any check made in a reckless or intimidating manner.

3.) Any take-out check will be penalized as “unnecessary roughness”. The offending player will serve a 2 or 3 minute, non-releasable penalty. An excessively violent violation of this rule may result in an ejection.

GOAL MOUTH AND DIVING (4-21) No offensive player may be in the opponent’s goal crease area during live play. There is no Goal Mouth for youth games and NO Diving is allowed! Diving into the goal crease area shall be an immediate turnover, regardless of whether the ball went into the goal. If contact is made with the goalie, the penalty shall be a 1 to 3 Min Unsportsmanlike Conduct penalty.

OFFICIAL TIMEOUTS (4-26) ~ Officials are required to suspend play immediately when they see a player is injured and that player is not re-entering the game. The Player’s coach should tend to the player and remove him from the field of play as soon as possible. Whether or not a player is in the scrimmage area is not important. Our first priority is safety. The injured player must leave the field until the next dead ball situation.

SLASHING (5-7) ~ All stick checks must be two handed. A slash does not have to make contact to be a penalty if, in the judgment of the official, the player did not exhibit control. This is a developmental league for many of our players and these are good habits to reinforce.

A DIRECT slash to the head shall be a non-releasable penalty.

UNSPORTSMANLIKE CONDUCT (5-4) ~ 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.

Note: CONDUCT---(POLICY)

Inappropriate conduct by a team official, player, coach or spectator has cannot be tolerated. This conduct must be dealt with immediately and if possible adhere to the following sequence(spitting, cursing or touching enables an official to bypass the sequence):

Verbal warning

Technical Foul

Personal Foul

Note: Games are played under the auspices of the USA Lacrosse Sportsmanship Card which prohibits poor fan, coach or player behavior and authorizes the officials to cancel the game if the behavior continues.

ILLEGAL PROCEDURE (6-6) ~ A field player may not assume the position of goalie (without the proper goalie equipment). This is a safety issue, no slow whistle, play will be stopped immediately and a technical foul awarded.

2024 HELMET RULEe (6-6-AA) ~ During a live ball scenario within the scrimmage area, anytime a player’s helmet comes off their head the officials will stop play immediately. That player is required to leave the field of play. Play is to be restarted once that player reaches the substitution area, and that player may not return until the next dead ball after the restart of play.

STALLING (6-11) ~ It shall be the responsibility of the team in possession to attack the goal.

A. A team in possession of the ball in its offensive half of the field will be required to “get it in (10 second count)/keep it in” the attack area if:

1. At any time during the course of the game, if in the judgment of the officials, that team is keeping the ball from play by not attacking the goal.

Exception: If the offensive team has the ball in the attack area and the defensive team is not playing the ball. The defensive team must attempt to play the ball within the attack area in order for a stalling warning to be issued against the offensive team. This exception does not apply outside the attack area, but the offensive team’s responsibility to attack the goal remains.

2. Automatically, in the last two minutes of the fourth quarter if the team in possession is leading. When a team is warned for stalling in the attack area, a “keep it in” warning will be administered.

Note: If the score is tied, neither team is required to keep the ball in the attack area, unless warned to keep it in. (See item No. 1 above.)

B. Once a stalling warning has been issued it will remain in effect until:

1. The defensive team gains possession;
2. A goal is scored by the offensive team;
3. 3. The period ends, resulting in a faceoff; or
4. 4. The offensive team causes the ball to go outside the attack goal area and touches the ball before the defensive team gains possession. In this case a stalling violation is called, and the defensive team is awarded the ball.

Note: A team in possession of the ball in the attack goal area, after it has been warned to “keep it in,” cannot be penalized for stalling unless it causes the ball to go outside the attack goal area.

C. Once a warning has been issued, a stalling violation will be called if the ball comes out of the attack goal area in any manner, except for the following:

1. A shot by the offensive team; or
2. A loose ball leaves the attack area after last being touched (or deflected) by the defensive team.

A 10-second count starts when the offensive team regains possession. The stalling warning remains in effect.

PENALTY ENFORCEMENT(7-1)~Fouls by the goalie will be served by the In Home.

Exception: The goalie will serve unsportsmanlike conduct violations.

Note: replacement goalie will be given a two minute warmup period.