

Canby Youth Lacrosse Jamboree

Rules – Clarifications, Modifications, Points of Emphasis

General Guidelines

- Safety is paramount
- Refs will be advised to error on the side of making calls rather than NOT making calls
- Contact around the head will be a more severe penalty
- There will be no checking for illegal sticks - please don't tell your players this though as this is meant to keep the games moving, not to allow illegal sticks into the game
- If you have an issue with the refereeing, take a timeout and calmly tell the officials that you want to discuss things with them. Both team's coaches should be in the discussion. Keep it short and positive. This will NOT be a charged time-out.
- Coaches: Please set a good example for your players and parents by not openly screaming/yelling at the officials critically.
- Games will start on the hour. Within 1-2 minutes of the top of the hour, headquarters will blow a horn indicating that games should get started. Game clocks will be run at each field separately. Games are 20 minute running halves with maximum of 5 minute halftime. Each team is allotted one 60 second timeout per half. Notwithstanding stoppages, games should take 45 minutes. The game clock will stop for timeouts and injuries. At 50 minutes past the hour though, a double-horn will be blown from headquarters again. At that time, any game still in progress is immediately over, regardless of how much time may be left on the game clock at the field.

3/4 Rules (Based on the OYLA rules, but adapted/clarified for this event)

- All checks must be made with 2 hands on the stick - even a one-handed check that does not make contact will be a foul
- All checks must hit stick or glove - not body
- 8 vs. 8 (goalie, 2 attack, 3 middies, 2 defense)
- Smaller field (approx 80 x 45-50)
- Offsides will be enforced (2 on attack end, 3 on defense end)
- Pushing only of equal pressure – A push that puts another player on the ground will likely be a foul
- Any body contact must be due to "playing the ball" - boxing out for a ground ball is fine
- No time-serving penalties – substitute the player who committed the foul
- No advancing-the-ball counts
- No score will be kept, but if the refs and coaches recognize more than a 4 goal difference, the ball will be given to team behind in lieu of a face-off
- Sticks of attack and defense must be in the crease during the faceoff until possession is called
- One timeout per team per half - 60 seconds only
- 20 minute running halves
- 5 minute halftime – even shorter if need be due to the day's schedule

5/6 Rules (Based on the OYLA rules, but adapted/clarified for this event)

- All checks must be made with 2 hands on the stick
- Checks should hit stick or glove - not body
- 10 vs 10
- Score will be kept - a tie is a tie - no overtime
- Offsides will be enforced
- Pushing of equal pressure from in front with hands together on stick is fine. Other pushes (from behind or of excessive force) are not.
- Time serving penalties will be enforced at 1.5x times normal length (normal 30 sec penalty is 45 sec, etc)
- If a player goes down due to contact, it will likely be a foul
- No advancing-the-ball counts
- D poles must be agreed upon by BOTH coaches before the game - it is assumed that they will NOT be used unless discussed and agreed upon
- With more than a 4 goal difference, face-offs will be awarded to losing team - coaches can agree to waive this though and continue with face-offs but only if the team behind agrees to it
- One timeout per team per half - 60 seconds only
- 20 minute running halves
- 5 minute halftime – even shorter if need be due to the day's schedule

7/8 Rules (Based on the OYLA rules, but adapted/clarified for this event)

- All checks must be made with 2 hands on the stick
- Checks should hit stick or glove - not body
- Body checks are permitted within 3 yards of the ball if executed from in front and not shoulder or higher, and not judged to be excessive
- Checks even remotely close to the head will be a foul - Instructions to refs will be to error on the side of calling it
- 10 vs 10
- Score will be kept - a tie is a tie - no overtime
- Offsides will be enforced
- Pushing from in front with hands together on stick is fine. Other pushes (from behind or of excessive force) are not.
- Time serving penalties will be enforced at 1.5x times normal length (normal 30 sec penalty is 45 sec, etc)
- If a player goes down due to excessive contact, it will be a foul
- Advancing the ball counts will be used – 4 seconds in the crease, 20 seconds to midfield, 10 seconds into the box – No Retouching into the box is needed. If a referee believes there is a stalling situation, they will call a stall warning at which point the advancing must get it in within 10 seconds and keep it in.
- D poles Allowed (Max of 4 on field at once)
- One timeout per team per half - 60 seconds only
- 20 minute running halves
- 5 minute halftime – even shorter if need be due to the day's schedule