

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.

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

- No slap checks
- Lift and poke checks only – bottom-up or level motion of stick
- No top-down checks – some leniency will be shown on this on loose ground balls
- 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)
- No pushes
- Any body contact must be due to "playing the ball" - boxing out for a ground ball is fine
- If a player goes down due to contact, it will likely be a foul
- 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)

- 90 degree or less slap checks only
- 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 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)

- 90 degree or less slap checks only
- All checks must be made with 2 hands on the stick
- Checks should hit stick or glove - not body
- Body checks are permitted within 5 yards of the ball.
- 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
- No advancing-the-ball counts (Exception: If the goalie holds the ball in the crease for an inordinate time, referee will verbally tell the goalie to get out or get rid of it - a technical turnover could occur if this is deemed excessive and intentional by the referee)
- 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