

# CTYLA 2020 GAME RULES CHECKLIST

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

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<b>TIME</b>	10 min Quarters, Stop Clock (ref Blowout except.) 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)
<b>LINE-UP</b>	Starters Only
<b>CLEARING</b>	<b>SENIORS:</b> 4 sec. Crease Count, 30 sec. to Att. Box <b>JUNIORS:</b> 4 sec. Crease Count 30 sec. Count in Final 2 min.
<b>FACE OFF</b>	<b>Senior Only:</b> Face off violation: 30 sec. Technical Foul after 3 <sup>rd</sup> violation
<b>CONTACT</b>	Contact Within <b>3</b> 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 <b><i>Good defensive positioning and equal pressure, not if the hands are together.</i></b> Stick Checks: 90-degree max, controlled (get stick) <b>No "Ice Pick" Check at any level.</b> <b>JUNIOR: NO ONE HANDED CHECKS</b>
<b>PENALTIES</b>	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): 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 <b>Penalties for Coaches/Spectators: <u>Count against the team not the individual.</u></b> <b>1st</b> = Conduct Foul warn coach/spectator - change of possession; <b>1st Flag</b> = Technical Foul - Conduct - 30 sec - in-home serves penalty; <b>2nd Flag</b> = Unsportsmanlike - 1 min NR - in-home serves penalty; <b>3rd Flag</b> = Unsportsmanlike - 2 min NR - in-home serves penalty <b>and coach is ejected</b> <b>4th Flag - Game ends. Score at that time will count as final.</b>
<b>STICKS</b>	SENIOR: Att: 40-42" Def: 52-72" JUNIOR: Att: 40-42" Def: 47-60" <b>NO FULL-LENGTH D POLES</b>
<b>BLOWOUT</b>	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 they can shoot. Passes DON'T have to be consecutive; Ball <b>MUST PASS THROUGH X 3TIMES.</b> <b>Playoffs:</b> No blowout or mercy rule will be applied in Playoffs at the end of the season.
<b>STALLING</b>	<b>Seniors:</b> May not stall throughout entire game. <b>Juniors:</b> Leading Team Keeps in Box Last 2 Min. of Game

**MEET FIELD ADMIN. PRIOR TO EACH GAME**

# CTYLA 2020 GAME RULES CHECKLIST

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

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<b>TIME</b>	<b>Bantam</b> - 10 min Quarters, Running Clock <ul style="list-style-type: none"><li>• 5 min halftime</li><li>• 1 Timeout Per Team, Per Half, No timeouts in last 2 minutes of game.</li></ul> <b>Lightning</b> - 12 min Quarters, Running Clock <ul style="list-style-type: none"><li>• 5 min Halftime</li><li>• 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.</li><li>• One 4 min Overtime (running clock, sudden victory)</li></ul>
<b>LINE-UP</b>	Starters Only
<b>PLAYERS</b>	<b>Bantam:</b> 4v4, no offsides, players play entire field, no goalie <b>Lightning:</b> 7v7, 2 Attack, 2 Mid, 2 Def, 1 Goalie. <ul style="list-style-type: none"><li>• No more than 5 on defensive side, no more than 4 on offensive side.</li></ul>
<b>RESTART (after goal)</b>	Possession quickly awarded to non-scoring team at midfield.
<b>FACE OFF</b>	Face off each quarter only.
<b>CONTACT</b>	<b>No Body Checks.</b> 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> <b>No "Ice Pick" Check at any level.</b>
<b>PENALTIES</b>	<b>Bantam:</b> 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. <b>Whistle will be blown before substitution complete</b> <b><u>Penalties for coaches/spectators will be served by a player on the field (ramp up below).</u></b> <b>Lightning:</b> 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 <b>Penalties for Coaches/Spectators: <u>Flagged offenses are counted against the team not the individual.</u></b> <b>1st</b> = Conduct Foul warn coach/spectator - change of possession; <b>1st Flag</b> = Technical Foul - Conduct - 30 sec player on field serves penalty; <b>2nd Flag</b> = Unsportsmanlike - 1 min NR a player on the field serves penalty; <b>3rd Flag</b> = Unsportsmanlike - 2 min NR - field player serves penalty <b>and coach is ejected</b> <b>4th Flag - Game ends and counts as final.</b>
<b>EQUIPMENT</b>	Attack length sticks only: 37-42" <b>NO D POLES</b> Regulation NOCSAE Balls
<b>BLOWOUT</b>	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**