

YOUTH 2024 RULES INTERPRETATION MEETING



Safety

Enforce the rules

Fun

Enjoy yourself, help others enjoy the game

Fairness

Be consistent, allow the outcome to be determined
by the players, respect all and expect respect

USAL Online Resources

Player Safety



- Legal use of the stick is essential to minimization risk to players
- We must work as a team to ensure that the game is played in a safe manner.
- Positioning, ability to keep up with play, and knowledge of the rules give us the tools we need to keep the players safe.
- Legal defensive positioning – 10 and 2!



2024 Points of Emphasis YOUTH

Dangerous Shot

Dangerous Follow Through



2024 Points of Emphasis YOUTH

Dangerous Shot:

-Shoot dangerously or without control at the goalkeeper.

- 1. A dangerous shot is judged on the basis of the combination of distance, force and placement.**
- 2. A shot should not be directed at the goalkeeper's body, especially the head or neck. This would not apply if the goalkeeper has time to react and/or moves into a shot.**



2024 Points of Emphasis YOUTH

Dangerous Follow Through:

Follow-through with the crosse in a dangerous or uncontrolled manner at any time.

NVYLL Specific Rules



Checking

- Full – 7/8 A and B
- Modified – 7/8 C and 5/6 A,B,C
- NO CHECKING – 3/4 and GK2

Time

- Stop clock fouls in CSA on last 2 min of 2nd and 4th quarters unless 10 goal differential
- 7/8 and 5/6 – 12 min quarters running clock
- 3/4 and GK2 – 10 min quarters running clock
- All timeouts exactly like HS rules
- 3/4 NO OVERTIME REGULAR SEASON!

NVYLL Specific Rules



Scoring

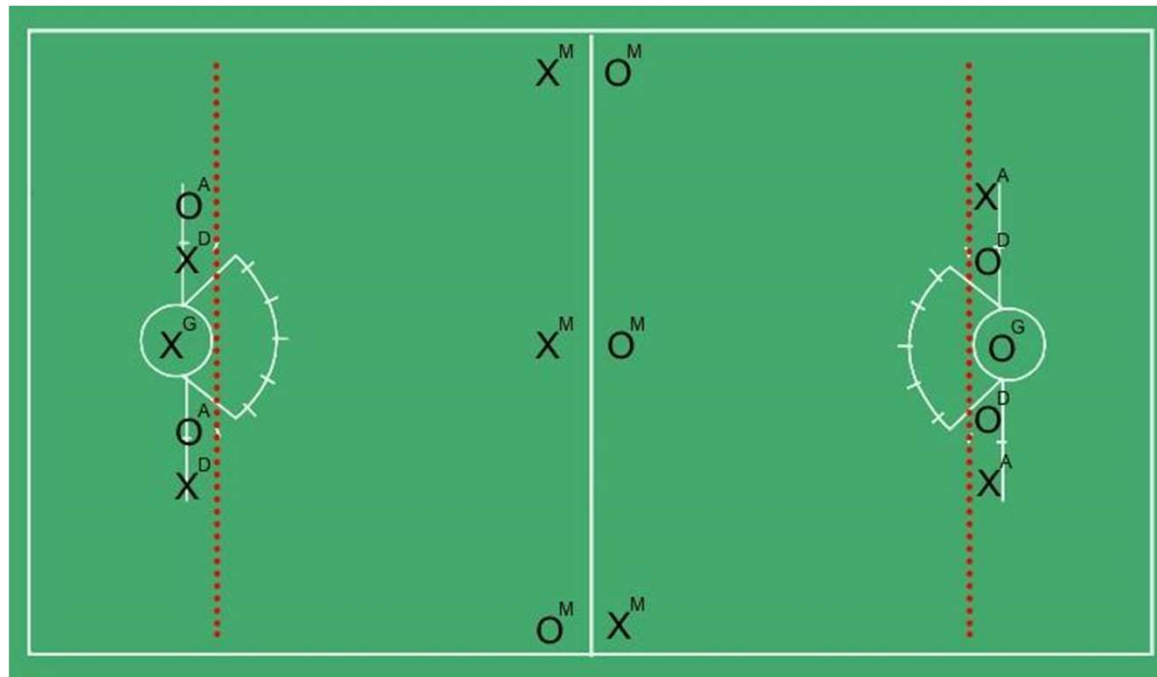
- Substantial advantage –3/4, 5/6, 7/8 C/B
 - Behind **5 goals** or more – get ball at center of field instead of draw regardless of who just scored the goal
 - Must pass before an attempted shot on goal ALL AGES
 - NO Substantial Advantage for 7/8 A!
- No score for GK2. **Draw only to start each quarter. After goal, ball starts at center with opposing team.**
- 3/4, 5/6, 7/8: Draw at start of each **quarter** regardless of score
- Quarter breaks 2 min, half time 5 min. **KEEP TRACK!**
- Shinguards required for ALL YOUTH GOALIES
- **Eyeblack allowed as long as it is not offensive or vulgar**

NVYLL Specific Rules



- **NO DEPUTY for GK2, 3/4, 5/6, 7/8 C**
- **Deputy ALLOWED for 7/8 A and B**
- 3-seconds good defense at all modified or non-check levels
- GK2 may play without a goalie – turn goalie around/upside down
- 3/4 , 5/6 & 7/8 MUST have a goalie (cannot turn goal instead)
- No pass required in 7/8 A
- GK2 and 3/4 NEVER play down (even with card)
- One coach allowed on field for GK2, no offsides
- No false start penalty for illegal self-start for GK2 & 3/4
- **NEW: same follow through rules as HS!!! (on a shot that originates outside GC, shooter and defender)**

$\frac{3}{4}$ Modified Draw set up – All same rules as $\frac{3}{4}$ full field



Rule Review



One pass rule

- At each new draw, at least one pass must be attempted into offensive end
- All levels except 7/8A (7/8 B and down)
- Offensive end is past midfield
- Failure results in major foul
- Goalie clear does not count towards one pass
- Official does not advise player "to shoot"
- Resets only if the ball crosses the midfield line

Mandatory Cards (5)



Check to the head

(RED CARD IS NOT MANDATORY, but seriously consider one if the foul is excessively dangerous, flagrant or dangerous intention is clear)

Dangerous Contact

Slashing

Dangerous Follow Through

(shooting and passing)

Dangerous Propelling

(shooting, passing, flicking)

Consistency counts



Major youth fouls

- 3 seconds good defense
- Push/cross check
- In the sphere
- “self start” vs “whistle start”



This is the sphere on a
HIGH SCHOOL
player! Be mindful- it
is 7" around the head
in all directions!

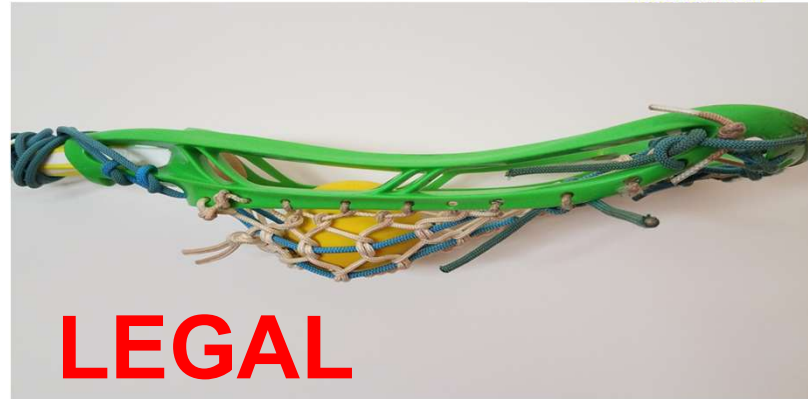


Modified Pocket: GK2-3/4



"The ball must remain visible above the bottom rail of the sidewall. If the crosse head is a solid-body construction, no more than two-thirds (2/3) of the ball may be visible below the bottom of the sidewall."

All other existing requirements pertaining to the head of the cross (e.g., the ball being able to move freely, ball being able to roll out of the front and back of the cross, holes & gaps, proper stringing, etc.) still apply.



Dangerous/Illegal Contact



- Dangerous contact (**MUST BE** CARDED): any action that thrusts or shoves any player with or without the ball who is in a defenseless position.
 - Includes but not limited to:
 - Head down
 - From out of the visual field
 - In the air
 - Out of balance
 - In the kidneys, ribs, lower back, shoulder blades or aimed at the neck or head
- Dangerous play (**MAY BE** CARDED): player actions that are rough, threatening and/or are without regard to player safety. May be carded

Offensive fouls



- Block: block an opponent by moving into the opponent's path without giving the opponent a chance to stop or change direction and contact occurs.
 - When a player is running to receive the ball, a “blind side” defense player must give the player enough time and/or space to change directions.
- Charge: charge, barge, shoulder, or back into an opponent, including a player pushing into an opponent's stick
- Who initiates contact?

5 Types of Fouls



- Major fouls
- Minor fouls
- Goal circle fouls
- Team foul (Restraining Line/Offside) – major
- Misconduct - major

Major Fouls

Crosse in Sphere

Rough/Dangerous Check

Check to Head

Slash

Dangerous Propelling

Dangerous Follow-Through

Dangerous Contact

Illegal Contact

Cross-Check

Illegal Use of Crosse

Three-Seconds

Shooting Space

Dangerous Shot

Forcing Through

Pushing

Reach Across Body

Blocking/Illegal Pick

Charging

Hooking

False Start

Tripping

Holding

Play Ball off Opponent

Illegal Shot

Illegal Deputy



Minor Fouls



Covering

Early Entry on the Draw

Empty Stick Check

Warding

Hand Ball

Squeeze Head of Crosse

Improper Use of Crosse

Illegal Draw

3 seconds good defense

Illegal Crosse

Resumption of Play

Improper Equipment

Illegal Substitute

Delay of Game

Play From Out of Bounds

Illegal Re-Entry

Illegal Timeout

Body Ball

Penalty Administration



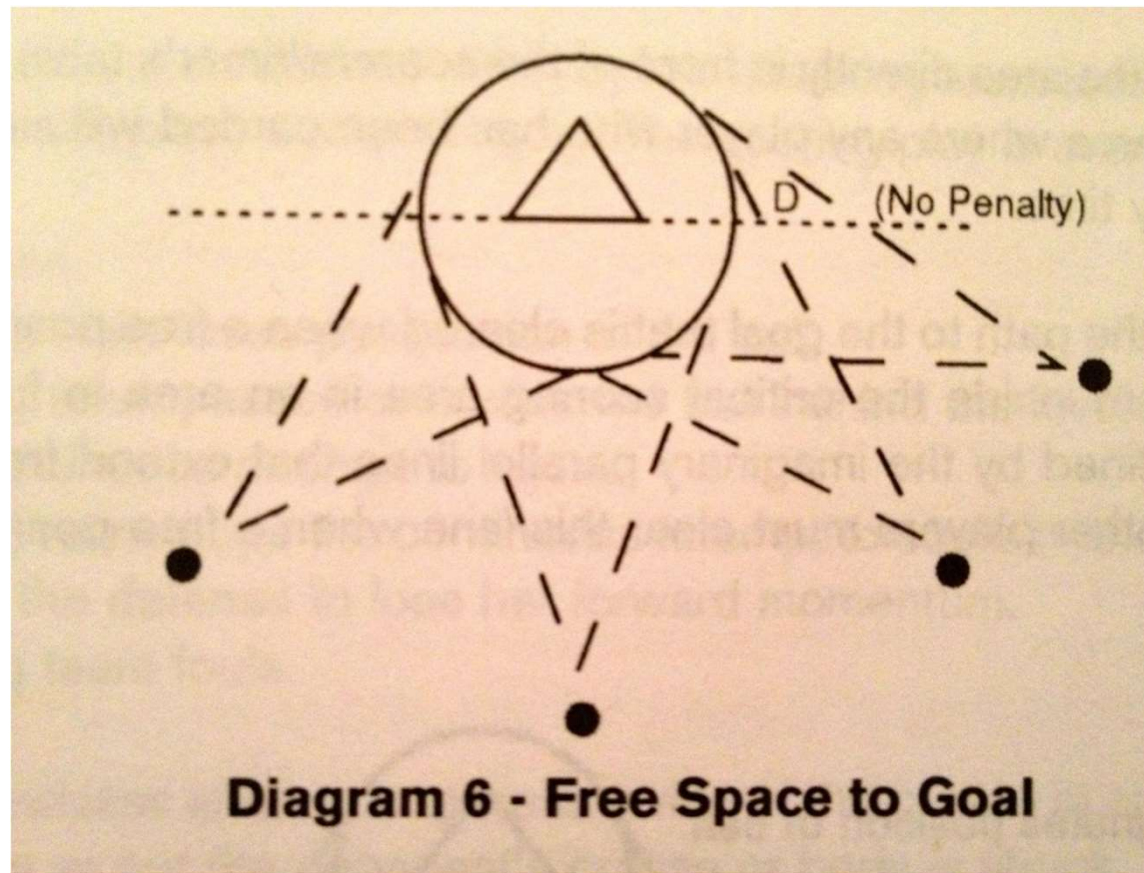
- For major fouls anywhere on the field, the offending player will stand **4m behind the player taking the free position.**
- For minor fouls anywhere on the field, the offending player will stand **4m away in the direction from which she approached** before committing the foul.

Emphasis: Major Foul – Shooting Space Shooting Space



- What is the definition?
- 2 Criteria
 - Opportunity to shoot
 - Ball is Inside the 12 m fan
- Immediate Whistle!
 - Attack has the responsibility
NOT TO SHOOT

Emphasis: Major Foul – Shooting Space



Emphasis: Major Foul – Three Second Violation



Three Second Violation

Definition – defender may not remain in the 8M arc area for more than 3 sec when not marking within a stick's length

Criteria – ball is below RL, team is in possession

SET-UP: -Ball within 8m of goal circle above GLE- closest hash

-Ball outside of the 8m above GLE- on the 12m

-Ball below GLE - on the closest dot

Defender ALWAYS goes BEHIND player with ball

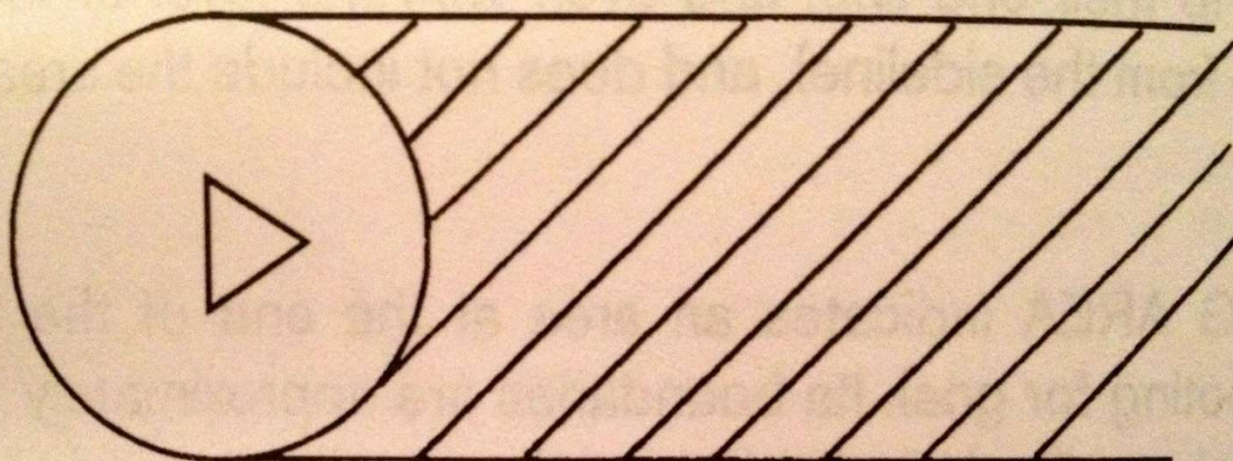
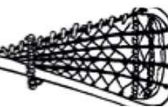


Diagram 5 - Directly Behind the Goal Circle