

2019 NVTYLL Lacrosse Jamboree Rules – Quick Reference Guide

	3rd/4th	5th/6th	7th/8th
Crosse Lengths			
Short	37"-42"	40"-42" (NFHS)	40"-42" (NFHS)
Long	Not Allowed	52"-72" (NFHS)	52"-72" (NFHS)
Goalie	37"-54"	40"-72" (NFHS)	40"-72" (NFHS)
Number of long Crosses	NONE	4 (NFHS)	4 (NFHS)
Arm Pads/Cup	<=====Required for field players, Goalie arm pads optional =====>		
NOCSAE Game Balls	No NOCSAE Ball = NO GAME –or- GAME SUSPENDED - record score and report to sponsoring authority		
Game Lengths	Two halves, 20 mins running	Two halves, 25 mins running	4 x 8-minute stop quarters
Breaks/Halftime	5 min halftime	5-minute halftime	
Overtime	Ties stand	One 4-minute sudden-victory OT	One 4-minute sudden-victory OT
Final Two Minutes	N/A	"Get it in/Keep it in"	"Get it in/Keep it in"
Advancing the Ball	N/A	20-second and 10-second counts enforced	
Stalling	"Advance the ball"/5-sec count	All NFHS stalling/advance the ball rules in effect	
Face-off Mercy Rule	N/A	4+ goal diff - award to trailing team unless coach waives (Not Playoffs)	
Subs procedure	All Team Subs unless #'s don't allow	NFHS	NFHS
Stick Checks/Slashing	Lift, poke, down below shoulders	<===== US Lax Rules - No one-handed checks =====>	
3-Yard Rule	All legal checks, holds, or pushes must be on a player with possession or within 3 yards of a loose ball.		
Body Checking	Not Permitted	Not Permitted	NFHS - Intent to put the player on ground is illegal
Penalty Enforcement	Turnover & player subbed	NFHS	NFHS
If a rule is not modified by NVTYLL or US Lacrosse Boys Youth Rules...then follow NFHS.			
NVTYLL Playoff Overtime Rule – During NVTYLL playoff games there will be eight minutes of sudden death (2 four-minute periods). If still tied, each team will remove one defender from the field of play until there is a winner. (9 total players on the field for each team).			

SPECIAL RULES	FACEOFF PROCEDURE
Small field 60-70 yds x 35-45 yards	Face-off to start each half
7v7 with goalies - 2A, 2M, 2D and goalie - or 6v6 without goalies	Two face-off players at center, other middies at MF on opposite sidelines
Offsides enforced - 2 players on O-end, 3 on D-end	Each team will confine at least 2 players behind each goal line extended
Goal sizes allowed are 4x4, 5x5, or 6x6, 4x4 strongly preferred	Goalkeepers are confined to their crease during a face-off.
20-min running time halves, No TO's. 5-minute half time. No OT.	Wing middies run in on whistle.
Whole team substitutions only - unless team has too few players	All non-midfield players are released on possession or ball crosses GLE
Team scored upon gets ball on GLE to clear for restart. All players at least 5 yards from the player starting with the ball. Riding team cannot go behind GLE - it's a safe zone for clear.	Midfield Players gaining possession of faceoff must complete one pass prior to shooting at or scoring a goal.
Loose ball not quickly picked up due to 3 or more players in a "scrum" or becomes trapped by multiple sticks, the official shall stop play and award the ball via Alternating Possession Rules.	
Penalty infractions are time-served by offending player, but there is no man-down for his team. Offending player must run to box to serve and cannot be subbed for until he reaches the box.	
Defensive in-home players are used if a goalie commits a foul and their teams does not have another properly equipped goalie to be a replacement.	
A player who withholds the ball from play by maintaining possession for more than 5-7 seconds, without passing or shooting, will result in ball awarded to the other team.	