

NORTH TEXAS

Boy's Bantam Lacrosse

2017 Rules and Waivers

REVISED ON 1/30/2017

The 2017/2018 NCAA Lacrosse Rulebook and the 2017 NORTH TEXAS YOUTH Rules will be used unless a specific modification is listed on this sheet. Parentheses indicate the section of the NCAA Rulebook which pertains to the modification.

Site Administrator ~ The home team will provide a Game Site Administrator. The role of Game Site Administrator may be combined with the home team's responsibility for a timekeeper. The Game Site Administrator will be responsible in-part for the administration of the Sportsmanship Card and insuring that the program policies are adhered to by all participants.

GAME PERSONNEL (1-1) ~ 1st and 2nd grade teams: Five or six players if a goalie is used vice Hector the Rejecter in goal. 1 Defenseman, 1 Attackman, and 3 Midfielders. **3rd and 4th grade teams:** ten - 1 Goalie, 3 Defensemen, 3 Attackmen, 3 Midfielders.

PLAYING FIELD (1-2) ~ A 60 x 55 field is recommended for 1st and second grade teams.

For 3rd and 4th grade teams play on regulation size field is preferred. However, both Head Coaches may agree to play on any size field available. The home team is responsible for marking the field (with cones at a minimum).

GOALS & NETS (1-3 & 1-5) ~ The goals & nets at game sites shall be legal as they are. The NCAA rules as to the color, size and type of pipe shall not apply. However, the home team should make every effort to comply with the NCAA rules & specifications. Hector the Rejecter is used at the 1/2nd grade level.

Recommended that the home team supply both "Hectors"; however, visiting team should have a "Hector" available. 3 x 3 goals may be substituted

COACHING BOX, TEAM BENCH AREA (1-11) ~ A maximum of 3 coaches/assistants /trainers per team in the bench area or coaching box and no coaches on the field of play for 1st and 2nd grade teams.

LIMIT LINES, SPECTATOR & MEDIA RESTRICTIONS (1-14) Parents must sit on the opposite side of the field from the coaching area. This is league policy. It assists the coaches in keeping the players attention.

CROSSE DIMENSIONS (1-17) ~ Player may have 36 to 40 inch crosses and they are not required to conform to the NCAA 2010 Crosse Specifications.

PERSONAL EQUIPMENT (1-21) ~ All pads, including mouthpiece, are required. (1-21) of the North Texas Youth rules applies.

TIMEKEEPER (2-11) ~ The Home team is responsible for a person to run the time clock and air horn. This person may also be responsible for the Game Site Administrator duties.

LENGTH OF GAME (3-1) ~ There will be four 10 minute running clock quarters with a 5 minute half time. The clock will only stop for injury.

SUDDEN-VICTORY OVERTIME (3-4)~The score is not kept at this level therefore no overtime periods

PLAY OF THE GAME (4) ~ The game is to be played with emphasis on the proper development of stick, team, and sportsmanship skills. All quarters will start with a faceoff no matter the score.

FACING OFF (4-3) ~ Advantage Rule at 5 goal difference. There will be no score kept but if it is recognized that one team is dominating the game (resulting in a lead of 5 or more goals) after a goal there will be no face off and the trailing team will receive the ball at midfield.

Facing Off Violations (4-4)~ Does not apply at the Bantam level.

ONE PASS RULE (4-5) ~ All Bantam Teams with a five-goal lead are required to complete one pass through to "X" before attempting a shot on goal. X is defined as the area directly behind the goal.

Requirement is reset with change of possession, or there is a whistle.

Note: the ball may be either passed or run through X

The advantage rule may not be waived at this level.

SCORING (4-10) ~ A team scores when the ball crosses the face of the plane of the goal. A ball may not be rolled under Hector the Rejecter.

ADVANCING THE BALL (4-15,4-16) ~ Does not apply to 1st and 2nd grade teams, 4 second goalie count only for 3rd and 4th grade teams.

BODY CHECKING (4-15) ~ **Incidental body contact is allowed, however players must always play the ball. There is no “man-ball” or takeout checks. The definition of an illegal check: the player lowers his head or shoulder in an attempt to put another player on the ground or takes two or three running steps at an opposing player before making contact. Players may make contact in an upright position within 5 yards of the ball. A ground ball situation in which there are multiple players “swarmed” around a ground ball will be considered a play-on situation. If no possession is gained then the ball is awarded by alternate possession. The intent is to prevent injuries and to keep the ball off the ground as much as possible.**

SUBSTITUTION (4-23) ~All substitutions will be on the fly.

OFFICIAL TIMEOUTS (4-26) Officials are required to call timeout if there is an apparent injury.

TEAM TIMEOUTS (4-27) ~ **No time outs at the bantam level. The 2 minutes in between quarters may be used for this purpose.**

SLASHING (5-7) ~ all stick checks must be two-handed. One-handed checks should be called as a “slash”. A Slash does not have to make contact with a player or his stick to be a penalty. This is a developmental league for many of our players and these are good habits to reinforce, especially during a game.

UNSPORTSMANLIKE CONDUCT (5-4) ~ **No player, substitute, non-playing member of a squad, coach, parent or anyone officially connected with a competing team shall: Use threatening or profane language or gestures at any time during the game. Continual question of official’s calls or non- calls in an argumentative manner or to attempt to influence calls will be considered unsportsmanlike conduct.**

Note:

Games are played under the auspices of the US Lacrosse Sportsmanship Card which prohibits poor fan, coach or player behavior and authorizes the officials to cancel the game if the behavior continues.

PENALTY ENFORCEMENT (7-1) No penalties are served by bantam players however they must be substituted. ***The slow whistle technique will not be used at the bantam level***