

6. Rules of Play

All games will be played in accordance with the Official Rules for Girls Youth Lacrosse as written by US Lacrosse, except as those rules may be modified in these bylaws. A copy of the 2017 US Lacrosse Youth Girls Rulebook is attached as Appendix C. Exceptions to the official US Lacrosse rules can be approved and implemented by a majority vote during a Semi-Annual League Meeting. To the extent there is a conflict between the rules in these bylaws and the US Lacrosse Youth Girls Rulebook, the rules in the bylaws shall control.

Note: The US Lacrosse Youth Girls Rulebook refer to 14U, 12U, 10U and 8U age groups. For purposes of TGYLL League play:

14U is 7th/8th grade

12U is 5th/6th grade

10U is 3rd/4th grade

8U is 1st/2nd grade

Member Programs should also be familiar with and, to the extent practical, follow the Youth Rules and Best Practices Guidebook for Girls published by US Lacrosse, attached as Appendix D. Although possible, it is not recommended that players play up a level. Players may not play down a level under any circumstances.

Specific TGYLL Rules include the following:

6.1 Game Time/Format

1st/2nd/3rd/4th grade teams will play two 20-minute running clock halves, 7v7 with a goalie, no checking, and no score is kept. If a team cannot field a full team (10 players), a shot blocker may be used. The shot blocker should be the Rage Cage shot blocker or something similar (that allows for plenty of space for shots to go in). All shots must be overhand if shooting against a shot blocker, and a ball rolled under a shot blocker will not be counted as a goal.

5th/6th grade teams will play two 25-minute running clock halves for League games or two 20-minute running clock halves for back-to-back League games, 12v12 with a goalie, modified checking, and score is kept.

7th/8th grade teams will play two 25-minute running clock halves, 12v12 with a goalie, modified checking, and score is kept.

6.2 Mercy Rule

If a team trails in a game by six goals or more, the team may elect to invoke the Mercy Rule. In that event, if the team that is ahead wins the draw, the referee will blow the whistle and the trailing team will be awarded possession (indirect free position).

6.3 One Pass Rule

The One Pass Rule shall be in effect for all 1st/2nd/3rd/4th and 5th/6th grade games.

A team must not take a shot on goal until one pass, not including the goalkeeper's clear, is completed or attempted. Referees have the final say in determining pass completion/attempts. The purpose of this rule is to get as many girls involved as possible. It was implemented because teams would get the ball into the hands of one strong player who would run up the field alone and shoot the ball. A team must make one bona fide pass attempt (the ball does not need to be caught to count) before shooting.

TGYLL has asked referees to use their judgment in assessing a bona fide pass. Typical criteria include requiring that the ball go above the shoulder during the pass and that the players be six feet apart. Referees will count passes and will tell the players when they have completed the required pass. Coaches are not to count. Note that referees will not (as coaches should not) tell

players that "they can shoot" after one pass is made, because additional passes might be the right thing to do. The intent of this rule is not to have teams make one pass and then, regardless of where the ball is, compel the player to run to the goal and shoot. Once a team has completed one pass, this count is "reset" only when the opposing team has possession of the ball outside of the defensive restraining line (or outside of the 8-meter arc for 7 v 7 games on a modified field). This rewards teams for playing good defense in their attacking zone — if they recover the ball they can immediately shoot. If a shot is taken before the One Pass Rule is satisfied, whether or not a goal is scored, the official will whistle and follow the penalty administration for an illegal shot. If a team is trailing by six or more goals, and is given a free position at midfield at the draw, the trailing team must still satisfy the One Pass Rule. The clear by the goalie does not meet the requirements for the One Pass Rule. In a situation where a Deputy advances the ball from inside the goal circle and makes a pass while grounded outside the goal circle, the One Pass Rule will be satisfied. One Pass Rule Exception: After any whistle and game restart inside the offensive end, the foul will be administered by the official in accordance with prevailing rules dictating a direct or indirect free position -- whether or not the One Pass Rule has already been satisfied. For example, for both 1st/2nd/3rd/4th and 5th/6th play, the requirement for the One Pass Rule will be waived by an official during play when the following has occurred: (a) the ball carrier advances play into Critical Scoring Area; (b) a major foul is committed by a defensive player in the Critical Scoring Area; (c) the ball carrier is awarded a direct free position; and (d) a penalty lane is cleared by the official. In this case, the official may also verbally instruct the ball carrier that she may shoot directly on goal.

6.4 Coach On Field

For 1st/2nd/3rd/4th grade games, each team may have one coach on the field to instruct players.

6.5 Draw After Goal Scored

For 3rd/4th grade games, after a goal is scored, the competition will restart with a draw at center.

6.6 Contested Ground Balls

For 3rd/4th grade games, there are no restrictions for the number of players contesting a ground ball. Kicking the ball is not permitted.