

CTYLA Rules

Junior (6th and under) & Senior (8th and under)

<p><u>LINEUP</u> Starters only</p>	<p><u>BLOWOUT RULE</u></p> <ul style="list-style-type: none"> At a 5 goal advantage, the losing team is awarded the ball at midfield after goals. At a 10 goal advantage, the clock will go to running time and the team ahead must move the ball behind the goal before shooting
<p><u>TIME</u> 10 minute stop time 1:45 maximum game time unless unanimously agreed upon before start of game 2 - 2 minute time outs per half 10 minute half time</p>	<p><u>STICK LENGTH</u> 4 long crosse (52" – 72") short crosse (40" – 42")</p>
<p><u>OVERTIME</u> 1 - 4 minute stop time period – sudden victory No time outs</p>	<p><u>ILLEGAL BODY CHECKS</u> GUIDELINE: No 'take out checks'. A take out check is defined as any body check that has the intention to take the opposing player off his feet.</p>
<p><u>CLEARING</u> No clearing counts</p>	<p><u>ILLEGAL STICK CHECKS</u> Any hit to the head Any out of control check (if it makes contact or not) Any rap checks</p>
<p><u>PENTALITIES</u> Regular time serving</p>	<p><u>STALLING</u> For the last 2 minutes of the game, the winning team must keep the ball with their offensive zone</p>
<p><u>EJECTION</u> 4 minute total penalty time (personal fouls only) Fighting or 3rd team unnecessary roughness regardless of who committed</p>	<p><u>Officials control the pace and safety of the game.</u></p>

Bantam (2nd and under) & Lightning (4th and under)

<p><u>LINEUP</u> Full Line up</p>	<p><u>BLOWOUT RULE</u></p> <ul style="list-style-type: none"> At a 5 goal advantage, the losing team is awarded the ball at midfield after goals. At a 10 goal advantage, the clock will go to running time and the team ahead must move the ball behind the goal before shooting
<p><u>TIME</u> 12 minute running time (stop clock at time outs and injuries) 2 time outs per half 10 minute half time for Lightning 5 minute half time for Bantam</p>	<p><u>STICK LENGTH</u> No long crosses Short crosse (40" – 42")</p>
<p><u>OVERTIME</u> No Overtime</p>	<p><u>ILLEGAL BODY CHECKS</u> No body checks. GUIDELINE: No collisions are allowed GUIDELINE: Equal pressure is allowed. GUIDELINE: Players are allowed to 'move' players off the ball away from the goal or out of bounds. GUIDELINE: Picks allowed</p>
<p><u>CLEARING</u> No Clearing time limits</p>	<p><u>ILLEGAL STICK CHECKS</u> Any hit to the head (intentional or not) Any out of control check (if it makes contact or not) Any one hand checks Two hands at the bottom of the stick GUIDELINE ONLY: greater than 90 degree arc is a slash</p>
<p><u>PENTALITIES</u> 1.5 time for penalties (e.g. 30 second penalty = 45 time served in box, 1min. penalty is 1 min. 30 secs.) Time does not start until player is in box and ref blows whistle</p>	<p><u>STALLING</u> Not required to keep in last 2 minutes</p>
<p><u>EJECTION</u> 4 minute total penalty time (personal fouls only) Fighting or 3rd team unnecessary roughness regardless of who committed</p>	<p><u>Officials control the pace and safety of the game.</u></p>