

**2011 CTYLA Rules**

**Junior (6<sup>th</sup> and under) & Senior (8<sup>th</sup> and under)**

<p><b><u>LINEUP</u></b> Starters only</p>	<p><b><u>Face Offs</u></b></p> <ul style="list-style-type: none"> <li>5 goal advantage losing team awarded ball. 10 goal advantage go to running clock. Pre-whistle face off violation by any player, face off man must immediately leave the field. Offended team awarded the ball with immediate whistle. A sub may not enter until face off man enters the substitute area.</li> </ul>
<p><b><u>TIME</u></b> 10 minute stop time Quarters <b>1:45 maximum game time unless unanimously agreed upon before start of game</b> 2 - 2 minute time outs per half 10 minute half time</p>	<p><b><u>STICK LENGTH</u></b> 5<sup>th</sup>/6<sup>th</sup> – 4 Long Crosses 37" - 72"; All others 37" - 42" 7<sup>th</sup>/8<sup>th</sup> – 4 Long Crosses 52" - 72"; All others 40" - 42"</p>
<p><b><u>OVERTIME</u></b> 1 - 4 minute stop time period – sudden victory 1 time out</p>	<p><b><u>ILLEGAL BODY CHECKS</u></b> GUIDELINE: <b>No 'take out checks'</b>. A take out check is defined as any body check that has the intention to take the opposing player off his feet. <b>Unnecessary roughness 1<sup>st</sup> – 1 min. non-releasable, 2<sup>nd</sup> – 2 min. non-releasable, 3<sup>rd</sup> – 3 min. Non-releasable and results in EJECTION. Does not matter who commits,</b></p>
<p><b><u>CLEARING</u></b> NO CLEARING COUNTS</p>	<p><b><u>ILLEGAL STICK CHECKS</u></b> Any hit to the head (<b>intentional or not</b>) Any out of control check (if it makes contact or not) <b>One handed checks are allowed for 7<sup>th</sup>/8<sup>th</sup></b> 5<sup>th</sup>/6<sup>th</sup> – <b>No one handed stick checks</b></p>
<p><b><u>PENTALITIES</u></b> Regular time serving</p>	<p><b><u>STALLING</u></b> For the last 2 minutes of the game, the leading team must keep the ball with their offensive (Attack) zone</p>
<p><b><u>EJECTION</u></b> 4 minute total penalty time (personal fouls only); Fighting</p>	<p><b><u>Officials control the pace and safety of the game</u></b></p>

**Bantam (2<sup>nd</sup> and under) & Lightning (4<sup>th</sup> and under)**

<p><b><u>LINEUP</u></b> Full Line up</p>	<p><b><u>BLOWOUT RULE</u></b></p> <ul style="list-style-type: none"> <li>At a 5 goal advantage, the losing team is awarded the ball at midfield after goals</li> <li>At a 10 goal advantage, the leading team must move the ball behind the goal before shooting</li> </ul>
<p><b><u>TIME</u></b> 12 minute running time (stop clock at time outs and injuries) 2 time outs per half 10 minute half time</p>	<p><b><u>STICK LENGTH</u></b> No Long Crosses Short crosse (40" – 42")</p>
<p><b><u>OVERTIME</u></b> No Overtime</p>	<p><b><u>ILLEGAL BODY CHECKS</u></b> 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><b><u>CLEARING</u></b> No Clearing time limits</p>	<p><b><u>ILLEGAL STICK CHECKS</u></b> Any hit to the head (intentional or not) Any out of control check (if it makes contact or not) Any one hand checks – both hands must be on stick GUIDELINE ONLY: greater than 90 degree arc is a slash</p>
<p><b><u>PENTALITIES</u></b> Time and a half for penalties (e.g. 30 second penalty = 45 seconds time served in box; 1 minute penalty = 1:30 time served) Time does not start until player is in box and ref blow whistle</p>	<p><b><u>STALLING</u></b> Leading team NOT REQUIRED to keep in attack zone last 2 minutes.</p>
<p><b><u>EJECTION</u></b> 4 minute total penalty time (personal fouls only)</p>	<p><b><u>Officials control the pace and safety of the game.</u></b></p>