



South Coast Lacrosse League

Boy's Rules Matrix

<b>Age Level</b>	<b>BANTAM:</b> 1st and 2nd grade not to exceed 8 years of age as of September 1 <sup>st</sup> of prev year	<b>Lightning:</b> 3rd & 4th grade not to exceed 10 years of age as of September 1st of prev year	<b>Junior:</b> 5th & 6th grade not to exceed 12 years of age as of September 1st of prev year	<b>Senior:</b> 7th & 8th grade not to exceed 14 years of age as of September 1 <sup>st</sup> of prev year
<b>Field Size</b>	Side to Side on Regulation field -60'x40' & 5v5 (No goalies – 4v4)	30% Smaller if Possible OR Side to Side & 7v7	Regulation Field - 110' x 60'	Regulation Field - 110' x 60'
<b>Time</b>	(4) 10-Min. running time Quarters; No Horns	(4) 12-Min. running time Quarters; No Horns	(4) 12-Min. running time Quarters; No Horns	(4) 12-Min. running time Quarters; No Horns
<b>Half Time</b>	5 Min	5 Min	5 Min	5 Min
<b>Clock Stops</b>	Team Timeouts, Injuries, Officials Timeouts, & the last 2 minutes of the Game	Team Timeouts, Injuries, Officials Timeouts, & the last 2 minutes of the Game	Team Timeouts, Injuries, Officials Timeouts, & the last 2 minutes of the Game unless the goal differential is 5 or more	Team Timeouts (2 per half), Injuries, Officials Timeouts, & the last 2 minutes of the Game unless the goal differential is 5 or more
<b>Pre-Game Procedures for Officials</b>	Speak with both Head Coaches privately. Get captains numbers and in-home. Captains coin toss. Have an Officials talk at Center-X with ALL team members and coaches. Have starting lineup face each other and the rest of the team line up behind them. This is tradition in lacrosse and should be maintained at EVERY game during the day.			
<b>Penalties</b>	Penalties WILL BE SERVED per officials call. A player will be substituted for the penalized player to keep both teams 'Even'. Full times will be served.	Time and a Half; If called during last 2-Min of the Game, straight time	Time and a Half; If called during last 2-Min of the Game, straight time	Time and a Half; If called during last 2-Min of the Game, straight time
<b>Penalty timing</b>		Time and a Half, time starts at the subsequent whistle to restart play	Time and a Half, time starts at the subsequent whistle to restart play	Time and a Half, time starts at the subsequent whistle to restart play
<b>Fouling Out</b>	No disqualification at this level.	Any player who accumulates 4 personal fouls or 5 minutes in personal fouls penalty time shall be disqualified from the game	Any player who accumulates 4 personal fouls or 5 minutes in personal fouls penalty time shall be disqualified from the game	Any player who accumulates 4 personal fouls or 5 minutes in personal fouls penalty time shall be disqualified from the game
<b>Points Differential(Mercy)</b>	6 or more goals, the winning team must ATTEMPT 4 passes	6 or more goals, losing team may request possession vs face-off, See Mercy re 8 goal lead.	6 or more goals, losing team may request possession vs face-off, See Mercy re 8 goal lead.	6 or more goals, losing team may request possession vs face-off, See Mercy re 8 goal lead.
<b>6 or 8 goal Differential Passing(Mercy)</b>	6 goals - 4 attempted passes	8 goals - Must <b>attempt</b> four(nonconsecutive) passes on the offensive side of the field before shooting	8 goals - Must <b>attempt</b> four (nonconsecutive) passes in the box on the offensive side of the field before shooting. Once the ball enters the box it must stay within the box. If it comes out, the losing team gets a free clear at the midfield line. At 2 minutes if the lead is 5 or more, you don't have to stay within the box.	8 goals - Must <b>attempt</b> four (nonconsecutive) passes in the box on the offensive side of the field before shooting. Once the ball enters the box it must stay within the box. If it comes out, the losing team gets a free clear at the midfield line. At 2 minutes if the lead is 5 or more, you don't have to stay within the box.
<b>Passing Rules</b>	Must attempt 2 passes after Goalie's outlet pass anywhere on the field, prior to a shot. Officials to make verbal counts.			
<b>After a Goal</b>	Coach's choice to either have goalie clear the ball from the defensive end OR request a free clear at Center-X.	Face Off (when not in 'Mercy Rule') Same as NFHS	Face Off (when not in 'Mercy Rule') Same as NFHS	Face Off (when not in 'Mercy Rule') Same as NFHS

<b>Special Rules</b>	One coach from each team is permitted to coach on the playing field provided they do so no further than 10 yards from the bench sideline. Coaches are not permitted to intentionally move themselves within 5 yards of the ball or any player attempting to play the ball.	Only three coaches in the coaches box at all times. Coaches are not allowed to come out on the field for any reason with the exception of an injury to one of his players.	Only three coaches in the coaches box at all times. Coaches are not allowed to come out on the field for any reason with the exception of an injury to one of his players. <b>OVER &amp; BACK RULE IS APPLIED ONCE THE ADVANCEMENT HAS BEEN ACHIEVED!!</b>	Only three coaches in the coaches box at all times. Coaches are not allowed to come out on the field for any reason with the exception of an injury to one of his players. <b>OVER &amp; BACK RULE IS APPLIED ONCE THE ADVANCEMENT HAS BEEN ACHIEVED!!</b>
<b>Flag Down</b>		A team is not required to keep it in the box during a flag down situation, but can be warned for stalling. Play is whistled dead when the ball hits the ground.	A team is not required to keep it in the box during a flag down situation, but can be warned for stalling Play is not whistled dead until a change of possession occurs, if there is a second penalty, whistle stops play unless a scoring chance is imminent, second foul on team who caused first flag serves both, even if it's a technical foul	
<b>Loose Ball</b>	If a ball is loose for longer than 5 seconds AND there are 4 or more players attempting to scoop, the official MAY stop play and award the ball by AP for safety reasons	If a ball is loose for longer than 5 seconds AND there are 4 or more players attempting to scoop, the official MAY stop play and award the ball by AP for safety reasons	If a ball is loose for longer than 5 seconds AND there are 4 or more players attempting to scoop, the official MAY stop play and award the ball by AP for safety reasons	If a ball is loose for longer than 5 seconds AND there are 4 or more players attempting to scoop, the official MAY stop play and award the ball by AP for safety reasons
<b>Scoring</b>	A goal can be scored if the ball is out of the crosse before the horn and it is not touched by another offensive player before crossing the goal line	A goal can be scored if the ball is out of the crosse before the horn and it is not touched by another offensive player before crossing the goal line	A goal can be scored if the ball is out of the crosse before the horn and it is not touched by another offensive player before crossing the goal line	A goal can be scored if the ball is out of the crosse before the horn and it is not touched by another offensive player before crossing the goal line
<b>Coaches</b>	Only the Head Coach can speak to official(s). Coaches can speak to their own players ONLY!	Only the Head Coach can speak to official(s). Coaches can speak to their own players ONLY!	Only the Head Coach can speak to official(s). Coaches can speak to their own players ONLY!	Only the Head Coach can speak to official(s). Coaches can speak to their own players ONLY!
<b>Stick Evaluation</b>	None	None	Coach request. End of each Qtr. Or time outs. <b>SHOOTING STRINGS NOT CHECKED FOR 4 INCHS!!</b>	Coach request. End of each Qtr. Or time outs. <b>SHOOTING STRINGS NOT CHECKED FOR 4 INCHS!!</b>
<b>Overtime</b>	Up to (2) 4-Min sudden victory periods	Up to (2) 4-Min sudden victory periods	Up to (2) 4-Min sudden victory periods	Up to (2) 4-Min sudden victory periods
<b>Spectators</b>	Must remain on the opposite side of the field as the Team	Must remain on the opposite side of the field as the Team	Must remain on the opposite side of the field as the Team	Must remain on the opposite side of the field as the Team
<b>Stick Checks</b>	<b>Poke-Checks</b> and <b>lift-checks</b> permitted ONLY. All others will be considered slashing. <b>A slash to the stick will result in a 30 second technical foul.</b> The player will remain in the penalty box. Replacement player is allowed.	No one-handed or "Ice-Pick" checks, Poke checks and lift checks permitted. No one-handed slashes.	No one-handed or "Ice-Pick" checks/slashes.	No one-handed or "Ice-Pick" checks/slashes. = 1 min slash penalty
<b>Body Checks</b>	Man-Ball allowed. Limited Slap checks to the ball on ground only. Any other check should be flagged as a slash	Man-Ball and 2-step hands down	Man-Ball and 3/4-step hands down	Permitted according to NFHS Youth Rules – Unless targeting
<b>Count</b>	No counts	4s in crease/20s to Midline only	4s in crease/20s to midline and 10s to get in box	4s in crease/20s to midline and 10s to get in box
<b>Equipment</b>	All standard boys' equipment required. Goalies are required to wear elbow pads. <b>Mandatory protective cup required in ALL Divisions.</b> All GAME-DAY Balls MUST be <b>NOCSAE</b> certified and stamped as such. Either the host Park shall provide or each team shall provide for their own game.			

