

EGYL RULES

Field sizes: 1st/2nd grade and 3rd/4th grade teams will be played across a regulation lacrosse field (half field/side to side), 5th/6th grade games will be played on a condensed full field (70 yds by 35 yds), 7th/8th grade games will be played on a regulation high school field (120 yds by 60 yds).

	1st/2nd B	3rd/4th B	5th/6th B	7th/8th B	1st/2nd G	3rd/4th G	5th/6th G	7th/8th G
Players	Flex6 (Max 6v6) All Midfield No Goalie	7v7 2 Attack 2 Midfield 2 Defense 1 Goalie	10v10 3 Attack 3 Midfield 3 Defense 1 Goalie	10v10 3 Attack 3 Midfield 3 Defense 1 Goalie	Flex6 (Max 6v6) All Midfield No Goalie	7v7 2 Attack 2 Midfield 2 Defense 1 Goalie	10v10 2 Attack 3 Midfield 4 Defense 1 Goalie	12v12 4 Attack 3 Midfield 4 Defense 1 Goalie
Positions	No Offsides	Max 4 Offense; Max 5 Defense	Max 6 Offense; Max 7 Defense 70 yards	Max 6 Offense; Max 7 Defense Full	No Offsides	Max 4 Offense; Max 5 Defense	Max 5 Offense; Max 8 Defense 70 yards	Max 7 Offense; Max 8 Defense Full
Field	Half	Half	70 yards	Full	Half	Half	70 yards	Full
Goal	4 ft	6 ft	6 ft	6 ft	4 ft	6 ft	6 ft	6 ft
Ball	Soft	NOCSAE	NOCSAE	NOCSAE	Soft	NOCSAE	NOCSAE	NOCSAE
Restart after Goal (FO/Draw)	start at midline	start at midline	3v3 Faceoff	3v3 Faceoff	start at midline	start at midline	3v3 Draw	3v3 Draw
Minimum Pass Rule	1 attempt on change in possession	1 attempt on change in possession	No Min Pass Rule	No Min Pass Rule	1 attempt on change in possession	1 attempt on change in possession	No Min Pass Rule	No Min Pass Rule
Length:	8 min quarters 5 min halftime	8 min Quarters 5 min Halftime	12 min Quarters 5 min Halftime	12 min Quarters (Stopped Clock last 2 min 2nd and 4th) 5 min Halftime Teams will have 20 seconds after a goal is scored to be ready to faceoff. If there is a delay, possession will be awarded to the team ready at the X and play will start on the whistle.	16 min Halves 5 min Halftime	18 min Halves 5 min Halftime	20 min Halves 5 min Halftime	22 min Halves (Stopped Clock last 2 min) 5 min Halftime Teams will have 20 seconds after a goal is scored to be ready to faceoff. If there is a delay, possession will be awarded to the team ready at the X and play will start on the whistle.
Timeouts	2 per game	2 per game	2 per game	2 per half	2 per game	2 per game	2 per game	2 per game
Mercy Rule		10 goals after first half/no stop on scores	10 goals in second half/no stop on scores	10 goals in second half/running clock			Running clock when team is 10 goals ahead	Running clock when team is 10 goals ahead
Overtime	None	None	4 min Sudden Death (No max OT)	4 min Sudden Death (No max OT)	None	None	5 min Sudden Death (Max 2OT)	5 min Sudden Death (Max 2OT)
Man-Down	Players who commit fouls will leave the field and serve the required penalty time before they can re enter the game. Must be in the box.	Equal Pressure	Upright body checks w/in 3 yds of ball	Upright body checks w/in 3 yds of ball	Players who commit fouls will leave the field and serve the required penalty time before they can re enter the game. Must be in the box.	Legal Contact Only	Legal Contact Only	Legal Contact Only
Contact	None	Equal Pressure	Upright body checks w/in 3 yds of ball	Upright body checks w/in 3 yds of ball	Legal Contact Only	Legal Contact Only	Legal Contact Only	Legal Contact Only
Checks	No Checking	Control w/ 2 Hands	Control w/ 2 Hands	Control w/ 2 Hands	No Checking	No Checking	Modified Checking	Transitional Checking
		Any one handed stick checks with or without contact is a slash and a 1 minute penalty	Any one handed stick checks with or without contact is a slash and a 1 minute penalty	Any one handed stick checks with or without contact is a slash and a 1 minute penalty				
Special	Man ball technique is allowed	Man ball technique is allowed	Man ball technique is allowed	Man ball technique is allowed				
		Timing restrictions in place – 4 seconds to clear the ball from the crease and 20 seconds to cross midfield. There is no 10 count at the level.						