

Rules	HS (NF rules)	U15	U13	U11	U9
<b>Rule 1: The Game, Field and Equipment</b>					
<b>Spectators</b>	May be on either side of field, but not behind goals	May NOT be on same side of field as team benches or behind goals			
<b>Field size and markings</b>	In accordance with NF rules; no penalty for non-compliance				Smaller, no clearing lines or Attack/Defense Area lines
<b>Player equipment</b>					
<b>Crosses</b>	Follow NF rules			Shorter lengths allowed (specific lengths not defined; must be "appropriate")	
<b>Other equipment</b>	Follow NF rules	Follow NF rules; proper fit and function is key rather than letter of the law. Watch for unsafe arm pads and shoulder pads			
<b>Mouthpieces</b>	<b>Absolutely required, and must be brightly colored (that is, not clear or white)</b>				
<b>Uniforms (including colors)</b>	Follow NF rules	Follow NF rules, but allow exceptions for colors, sweats. Home team changes (pennies are OK) if conflict.			
<b>Equipment checks</b>	Once per half, plus on request of coach	Once per half, plus on request of coach. While penalties may be called (for everything but crosses - see above), intent is to encourage safety through			
<b>Rule 2: Game Personnel</b>					
<b># of players</b>	10; no minimum number required	10; no minimum number required; intent is to play every game			7; no minimum number required; intent is to play every game
<b>Head Coach</b>	Required. Role may be taken over by assistant coach if head coach is ejected.	Required, <u>and must be an adult</u> . Role may be taken over by assistant coach if head coach is ejected.			
<b>Coach on field during play</b>	No				2 max, outside play only
<b>Timer/Scorekeeper</b>	Required; may not be coaching while performing these roles				Referee may keep official time
<b>Official roster</b>	Required; must be completed prior to start of game	Encouraged, but not required by WMYLC rule			
<b>Rule 3: Time Factors</b>					
<b>Game time</b>	4 x 12 minutes, stop/start	4 x 8 minutes, stop/start			4 x 10 minutes, running
<b>Overtime</b>	4 minute "golden goal", repeat as needed	None, even if coaches request it.			
<b>Lightning/Thunder delays</b>	Absolutely required; game must be suspended if lightning is seen or thunder is heard, and <b>may not resume until 30 minutes have elapsed from last "flash" or "bang"</b>				

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<b>Rule 4: Play of the Game</b>					
Scoring	Scores are recorded				Scores not recorded.
Faceoffs	At start of periods and after goals (except for penalty situations)	Same as HS except when 4 goal differential exists.			At start of periods only
<b>Restart after goal</b>					
Normal (no Slow Whistle, less than 4 goal differential)	Faceoff				Awarded to other team at faceoff spot
Normal (4+ goal differential)		Team's choice: faceoff or awarded ball			
Normal (12+ goal differential, second half)	Faceoff, but clock runs	Clock runs			
Goal scored under Slow Whistle (flag down)	<b>Personal Foul:</b> offender serves time, man-down faceoff <b>Technical Foul:</b> no time served, normal faceoff				<b>Personal Foul:</b> follow "Time serving penalty enforcement" procedures <b>Technical Foul:</b> award ball to other team at faceoff spot
Dead ball foul after goal	<b>Personal Foul:</b> offender serves time, award ball to offended team at faceoff spot <b>Technical Foul:</b> no time served, award ball to offended team at faceoff spot				<b>Personal Foul:</b> follow "Time serving penalty" procedures <b>Technical Foul:</b> award ball to other team at faceoff spot
Offside & player positioning	4 on defensive half, 3 on offensive half (when more than 3 players are serving penalties, must keep 3 players on offensive half, but otherwise cannot be called offside)				3 on defensive half, 2 on offensive half
Regular substitution	Before quarters, after goal, after injury, after time-serving penalty, ball out on sideline (not endline)				Same as NF plus "mass substitution" and 2-minute timeout with horn at 5-minute mark (ref's whistle stops play); regular substitution intended to be used sparingly.
Special substitution	Permitted in accordance with NF rules				
<b>Counts</b>					
4 second to exit crease	Yes; visual count only				No specific time, but watch for delay of game
20 sec to cross Center Line on clear	Yes; timer used, no visual or audible count			No specific time, but watch for delay of game	
10 sec into Attack area	Yes; visual count			No specific time, but watch for delay of game	
20 seconds to restart	Yes; no count	Highly encouraged, but not called unless team repeatedly delays restart	Encouraged, but not called unless team deliberately delays restart		
<b>Rule 5: Personal and Ejection Fouls</b>					
Body checking	Allowed in accordance with NF rules				None; picks and "boxing out" permitted by interpretation
One-handed checks	Allowed in accordance with NF rules		Not allowed; called as slash by rule		
Profanity	Use common sense	Penalize for Unsportsmanlike Conduct if directed at an official, at an opponent, or if it can be heard outside the offender's immediate area if directed toward himself			
Baiting and Taunting	Penalize for Unsportsmanlike Conduct on first occurrence; <b>NO WARNING</b>				
<b>Rule 6: Technical Fouls</b>					
Offensive stalling (last 2 minutes)	Follow NF rules			None	
Offensive stalling (other than last 2 minutes)	Follow NF rules; call it early and often.			Follow NF rules, but call only if blatant	

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<b>Rule 7: Penalty Enforcement</b>					
<b>Coach's request for rule clarification</b>	May request rule timeout at dead ball; timeout charged if original ruling unchanged	<b>NF Rule 7-13 does not apply.</b> Coaches may meet with officials during last 4 minutes of halftime to request rule clarification, but may not argue a call or question official's judgement.			
<b>Time serving penalty enforcement</b>	Yes, in accordance with NF rules. Goalies must serve their own fouls; allow time for replacement to be equipped, plus 1 minute for warmup if requested			None; fouling player must be replaced by a substitute & may not reenter until penalty time expires. Goalies must serve their own fouls; allow time for replacement to be equipped, plus 1 minute for warmup if requested. Restart with fast break at faceoff spot	
<b>Special Rules</b>					
<b>3 passes in offensive half of field - teams at equal strength</b>	Not required			3 pass attempts before shooting required unless <b>both</b> coaches agree before game	
<b>3 passes in offensive half of field - extra man situation</b>	Not required				
<b>Sideline Managers</b>	No; school administrator must be present by law. Officials communicate all crowd control issues through home team Head Coach.	One designated by each team, charged with proactively dealing with spectator issues. If problems arise, officials communicate all crowd control issues <u>through home team Head Coach</u> , who will work in turn with Sideline Managers. <b>OFFICIALS SHOULD NEVER INTERACT DIRECTLY WITH SPECTATORS</b> (except to provide "positive instruction" at halftime).			