



2018 North Jersey Junior Lacrosse League US Lacrosse Rules Amendments .v3

The North Jersey Junior Lacrosse League (NJLL) follows both the 2018 NFHS Boys Lacrosse Rulebook and the 2018 US Lacrosse Boys' Rulebook. However, the NJLL has adopted several changes to the US Lacrosse Youth Boys Rulebook as indicated in this document. If an item is not covered by this document or the US Lacrosse Youth Boys Rulebook, then revert to the NFHS Boys Lacrosse Rulebook for all other issues.

Link to NFHS and US Lacrosse Boys Youth Rules: <http://www.uslacrosse.org/rules/boys-rules>

The NJLL follows a grade-based system with an age maximum per grade.

As such for 2018 the NJLL will use the below chart to match US Lacrosse rules to the NJLL appropriate grade.

US Lacrosse Age Level		NJLL Grade Level
14U	=	7 th & 8 th Grades
12U	=	5 th & 6 th Grades
10U	=	3 rd & 4 th Grade

Note: The NJLL does not recognized play below the 3rd grade or U10 level.

New for 2018 – Each grade level has an age maximum

8 th Grade players	cannot turn 15 prior to 3/1/2018*
7 th Grade players	cannot turn 14 prior to 3/1/2018
6 th Grade players	cannot turn 13 prior to 3/1/2018
5 th Grade players	cannot turn 12 prior to 3/1/2018
4 th Grade players	cannot turn 11 prior to 3/1/2018
3 rd Grade players	cannot turn 10 prior to 3/1/2018

*Any player in high school is ineligible regardless of age

NOTABLE RULE CHANGES FOR 2018

- Raking the ball in 3rd and 4th grade is now legal
- In all grades any contact to the helmet is a slash. (No brush calls)
- Teams can now be called for a unsportsmanlike conduct foul for the conduct of a parent or spectator

U10 / 3rd & 4th Grade - Modifications to the 2018 US Lacrosse Youth Boys Rules:

Rule 1.2.1	This rule only applies to games played 7 V 7 All 7 V 7 games must be played on a small sided field using US Lacrosse specifications as a guide but size variations are permitted.
Rule 1.3.1	Goals will be 6' X 6'

Rule 2.1.1	All 4 th grade games shall be played 10 V 10 3 rd grade games may be played either 10 v 10 or 7 V7 All 3 rd grade games are 10 V 10 unless otherwise indicated in Arbiter Sports No long poles are permitted at this level
Rule 2.1.5	Officials are optional on 3 rd grade games only – If you want officials enter the game(s) into Arbiter Sports, if you do not want officials do not enter the game in Arbiter Sports. 2 Officials will be assigned to all 10 V10 games entered into Arbiter Sports 1 Official will be assigned to all 7 V 7 games entered into Arbiter Sport
Rule 3.1	All 10 V 10 games shall consist four 12-minute running time quarters All 7 V 7 games shall consist of four 12-minute running time quarters For all running time games: <ul style="list-style-type: none"> • Clock stops for all injuries and time outs • If there is a one goal difference in the score of the game the last 2 minutes of the GAME will be played stop time. • If at any time the lead increases to 2 or more goals running time will start again For games that are tied the clock runs during the last two minutes
Rule 4.10	For 7v7 games offside will be enforced. At least 2 players must remain on the offensive half of the field and at least 3 players must remain on the defensive half off the field. (If a team has no goalie and is playing with 6 players only 2 must remain on the defensive half of the field)
Rule 4.4	All 7 V 7 Games are played with 2- Attack, 2- Midfielders, 2- Defenseemen and 1- Goalie In 7 V 7 games: <ul style="list-style-type: none"> • If a goalie is not available a device similar to “Hector the Rejecter” may be used. In this case that team would only have 6 players on the field. • If either team intends to not use a goalie this must be communicated to the opposing program prior to the game being entered in Arbiter Sports.
Rule 4.21	Does not apply to NJJLL games
Rule 4.25:	Each team will be permitted two time-outs per half
NOTE: <ul style="list-style-type: none"> • Raking the ball in no longer a violation • The 4” Shooting String rule will NOT be enforced • No long poles allowed – all stick to be between 37”-42”. (Goalie stick can be 37” – 54”) • Coaches may not request stick checks • All sticks legal from 2017 are still legal in 2018 • Substitution horns when the ball goes out of bounds is permitted • A maximum of four coaches may be on the sideline and must remain in the team area if officials are working the game • No coaches on field if referees are working the game <ul style="list-style-type: none"> ○ If no referees are being used, one coach is permitted on field, outside of wing areas and restraining boxes • Only head coaches may communicate with officials • Six goal mercy rule at losing coaches option • No over and back rule 	
One Pass Rule (10 V 10 games): Any offensive player who is the first to possess the ball in their attack zone may not attempt a shot on goal unless they have first attempted a pass or a loose ball situation has been created. Once one of these requirements is met another pass is not required until the ball has returned to their defensive side of the field.	
Hippo Rule (7 V 7 games): When the ball is in a team’s offensive half of the field, no player <u>on offense</u> may hold the ball longer than 5 seconds. The game official (or coach if no officials are used) will give a verbal count and visual hand signal. Failure to pass or shoot in five seconds will result in a turnover. A loose ball will reset the 5 second count as long as the player did not intentionally create a loose ball in the opinion of the official.	

U12 / 5th & 6th Grade - Modifications to the 2018 US Lacrosse Youth Boys Rules:

Rule 1.2.1	All games will be played on a full-size field
Rule 2.1.1	All games shall be played 10 V 10
Rule 3.1	All games shall consist four 12-minute running time quarters <ul style="list-style-type: none">• Clock stops for all injuries and time outs• If there is a one goal difference in the score, during the last 2 minutes of the GAME it will be played stop time.• If at any time the lead increases to 2 or more goals running time will start again• For games that are tied the clock runs during the last two minutes
Rule 3.4	No overtime at this level
Rule 4.11	No 20 second or 10 second counts at this level
Rule 4.4	Does not apply, all games are 10 V 10
NOTE: <ul style="list-style-type: none">• 4 Long poles are permitted in grades 5th through 8th• The 4" Shooting String rule will NOT be enforced• Coaches may not request stick checks• All sticks legal from 2017 are still legal in 2018• Substitution horns when the ball goes out of bounds is permitted• A maximum of four coaches may be on the sideline and must remain in the team area• Only head coaches may communicate with officials• Six goal mercy rule at losing coaches option• No over and back rule	

U14 / 7th & 8th Grade - Modifications to the 2018 US Lacrosse Youth Boys Rules:

Rule 1.8.1	<ul style="list-style-type: none">• In addition to what is listed in Appendix V. any stick that was legal in 2017 is also legal in 2018• The 4" Shooting String rule enforcement: No penalty but the stick may not be used
Rule 3.4	A maximum of two, four-minute overtime periods shall be played. Note: League sanctioned playoff games (8 th grade only) shall be played until a goal has been scored, regardless of how many overtime periods are required.
NOTE: <ul style="list-style-type: none">• Coaches may not request stick checks• Officials shall perform at least two random stick / equipment checks per game• A maximum of four coaches may be on the sideline and must remain in the team area• Only head coaches may communicate with officials• Six goal mercy rule at losing coaches option• All high school counts are in effect• Over and back rule is in effect	
Game officials shall record the jersey number of any player receiving a personal foul for the purpose of determining when a player has fouled out. In any case where a team has more than one player wearing the same number, all players wearing the number will be disqualified should that number receive 3 personal fouls or 5 minutes in personal foul penalty time unless the officials can determine the correct player.	