

2013 Atlanta Middle School Boys Lacrosse League Rules

All NFHS/US Lacrosse Rules apply, except where noted below:

Tournament Style: We will utilize a Tournament Style format for all Saturdays that involve a round robin / or multiple games on one day. This will enable us to stay on schedule.

- 12 minutes quarters, clock never stops with a 2 minute quarter breaks and 5 minute half time break. Allow the team who plays back to back a minimal of 15 minutes break between games. Our goal is to play a game every 1 ½ hour.
- 2 Time-Outs Per Half where the clock stops (no TOs in the last 2 minutes of 4th quarter).
- There may be times where we are limited to 3 hours for a field and those situations we will utilize only 1 Time-Out (no TOs in the last 2 minutes of the 4th quarter) with a running clock. We will allow the team who plays back to back a 5 minute break between games. This should keep us close to a game every hour.
- Penalties will be enforced at Time plus 1/2

Normal Time: For games that include only a single game (no round robin with three teams) we will utilize a Normal Time format.

- 10 minute stop time
- All normal rules on stop time apply (Out of bounds, face offs, time outs, etc).
- 2 minute quarter breaks, 10 minute half time break.
- Penalty Enforcement Normal Length - Penalty clock starts with resumption of play whistle. Penalty time will stop for all timeouts and end of periods.

League Overview and Guidelines:

Other 2013 Rules & Points of Emphasis:

Goalie Penalties: Goalie serves, but if team has no back-up goalie, then In-Home can serve. Goalie must serve Unsportsmanlike Penalties, regardless of the team having a back-up goalie.

Goal Differential: 2nd half only - 10 goal differential, clock doesn't stop, except for team or official's

5 Goal Mercy Rule: The coach of the team that is down by 5 or more goals has the option of taking the ball at midfield with no face-off or continuing to face-off. Once the differential is less than 5 goals then normal rules apply.

Sudden Victory Overtime: In the event of a tie at the end of the regulation game, play shall be continued after a two minute intermission with sudden victory overtime. The teams shall play periods of four minutes or until a goal is scored. Play shall be stop clock. The first team that scores is awarded the win. Each team gets one timeout per overtime period. There will be a two minute intermission between sudden overtime periods.

Fouling Out: Any player who accumulates four (4) personal fouls or five (5) minutes in personal foul penalty time will be disqualified from the remainder of the game.

Violent Body Checks: Violent, purposeful collisions, particularly those targeted at unsuspecting players and that feature one player intentionally putting another player on the ground or inflicting injury, will be prohibited. This would include an illegal body check on a player in a defenseless position — one whose blind side is exposed to the hit, who has his head turned for a pass or who has his head down playing a loose ball.

One Handed Checks: One-handed checks are legal when the check is landed on the cross or gloved hand holding the cross.