

## 2016 US Lacrosse Boys' Youth Rules Test

- 1. What are the expectations about violent collisions in the youth game?**
  - a. There is no justification for deliberate and violent collisions at any youth level.
  - b. Officials must apply the rules on violent collisions and utilize the more severe penalty options.
  - c. A legal body check that may be acceptable at the high school level may be excessive at the youth level, and should be penalized accordingly.
  - d. All of the above.
- 2. There are two places a youth player may legally check with his crosse. Where are they?**
  - a. Crosse and arm.
  - b. Crosse and shoulder.
  - c. Crosse and gloved hand holding the crosse.
  - d. Crosse and back.
- 3. Must profanity be used to draw an unsportsmanlike conduct penalty?**
  - a. No, tone may also contribute to a USC.
  - b. No, intent may also contribute to a USC.
  - c. No, body language may also contribute to a USC.
  - d. All of the above.
- 4. For a lacrosse ball to be legal for use in a boys youth game it must:**
  - a. Be stamped with "Meets NOCSAE Standard".
  - b. Be stamped stating "Meets NFHS Specifications".
  - c. Be stamped stating "Meets NFHS and NCAA Standard".
  - d. None of the above.
- 5. Correct crosse dimensions for field players are?**
  - a. U9 crosse dimensions are 37" - 42" ONLY.
  - b. U11 crosse dimensions are 37" - 42" (short crosse) or 47" - 54" (long crosse).
  - c. U13 and U15 crosse dimensions are 37" - 42" or 52" - 72".
  - d. Both (a) and (b).
- 6. Player A1 has a stick head conforming to NFHS measurements, while Player B1 has a stick head conforming to NCAA measurements. Which player will receive a penalty for an illegal crosse?**
  - a. B1 because NCAA heads are illegal under youth rules.
  - b. A1 because NFHS heads are illegal under youth rules.
  - c. No penalty. Players may play with heads that conform to NFHS or NCAA measurements.
  - d. A1's stick is legal for play, but B1 will receive a 3-minute non-releasable penalty for an illegal crosse.
- 7. Which of the following is true about protective cups and rib pads?**
  - a. May be worn at the player's discretion.
  - b. Cups are required and part of the mandatory equipment for all youth players.
  - c. Rib pads are recommended equipment for all youth players.
  - d. Both (b) and (c).

- 8. The NFHS rule on eye black/shade is modified to prohibit which of the following under youth rules?**
- Grease or non-glare strips or stickers.
  - Other markings that include words or numbers.
  - Other markings that include logos or other symbols.
  - Both (b) and (c).
- 9. Provided that both teams agree, at what level may coaches enter the field of play during the game to provide instruction?**
- At the U11 level, one coach from each team may stand on the end line.
  - At the U9 level, one coach from each team may be on the field; coaches should stay wider than the wing lines and out of the way of players / officials.
  - At any level, coaches may enter the field to provide instruction whenever their team is clearing the ball.
  - Both (a) and (b).
- 10. In the final two minutes of a game:**
- Stalling rule is not enforced at any age level.
  - Stalling rule is only enforced at U15.
  - Stalling rule is only enforced at U13 and U15.
  - Stalling rule is enforced at all levels.
- 11. Faceoff rules for include which of the following?**
- U13 and U15 follow all NFHS faceoff rules.
  - "U9 and U11 follow all NFHS faceoff rules, until a six goal differential; then the losing team is given the ball at mid-field in lieu of a faceoff (unless waived by the coach of the trailing team)."
  - There is no mercy rule at any level, faceoff after all goals and to start all quarters.
  - Both (a) and (b).
- 12. Are youth players required to have six inches of contrasting color tape in order to take a faceoff?**
- Yes, youth players must have contrasting color tape and the tape cannot touch the head of the crosse.
  - No, the requirement for the faceoff players to have six inches of contrasting color tape is waved at all youth levels.
- 13. How are advancement counts applied in youth lacrosse?**
- All levels are required to satisfy the 10-second offensive count.
  - U13 and U15 are required to satisfy the 20-second clearing count and the 10-second offensive count.
  - U9 and U11 are not required to satisfy the 20-second or 10-second counts.
  - Both (b) and (c).
- 14. Permitted body checking at each level includes:**
- U15 and U13 allow legal body checks.
  - U9 and U11 do not allow any body checks, except legal pushes and holds and restricted "man-ball" contact are allowed.
  - Any take-out check is a time serving penalty and can be releasable or non-releasable.
  - Both (a) and (b).

**15. Which of the following would be considered body checking a defenseless player?**

- a. Body checking a player who has his head down in an attempt to play a loose ball.
- b. Body checking a player from his blind side.
- c. Body checking a player whose head is turned away to receive a pass, even if that player turns toward the contact immediately before the body check.
- d. All of the above.

**16. Youth rules define take-out checks as:**

- a. A player that lowers his head or shoulder with force and intent to put the other player on the ground.
- b. Any body-check considered more aggressive or more physical than necessary to stop the advancement of the player carrying the ball.
- c. Any body-check on a player in a defenseless position.
- d. All of the above are considered take-out checks and they are illegal at all levels.

**17. A1 takes a shot. B1 body checks A1 when the ball is more than 3 yards away. What is the correct call?**

- a. Illegal body check for a late hit; personal foul; 1-3 minutes releasable.
- b. Interference; technical foul; 30-seconds.
- c. Unnecessary roughness; personal foul; 1-3 minutes releasable.
- d. Legal play.

**18. Which youth level permits one handed stick checking?**

- a. One-handed stick checks are prohibited at all levels and must be flagged when they occur.
- b. U15
- c. U13
- d. U11

**19. What is the correct penalty for an excessive, violent, or uncontrolled slash to the head or neck?**

- a. 1-minute releasable.
- b. 2- or 3-minute non-releasable penalty
- c. 30-second technical foul
- d. Both (a) and (c).

**20. During a U13 game, B1 executes a successful one-handed wrap check and dislodges the ball from A1's stick. What is the call?**

- a. No call, legal play at the U13 level.
- b. Technical foul on B1, holding, 30-second penalty.
- c. Personal foul on B1, slashing, 1-minute penalty; one hand wrap checks are illegal at all youth levels
- d. Personal foul on B1, slashing, 1 minute non-releasable penalty

**21. The penalty for unnecessary roughness shall be:**

- a. Releasable.
- b. Non-releasable.
- c. Releasable or non-releasable depending on the severity of the contact.
- d. Automatic ejection for the offending player.

**22. To be disqualified in the youth game, a player must accumulate:**

- a. 4 personal fouls or 5 minutes of personal foul time.
- b. There is no fouling out in the boys' youth game.
- c. 5 personal fouls.
- d. 5 minutes of personal foul time.

**23. While A1's knee is on the ground and the ball within 3 yards of A1, B2 body checks A1, while B1 scoops the ball.**

- a. No foul on B2, legal body check, good man-ball technique.
- b. Personal Foul on A1, Unsportsmanlike Conduct, for trying to draw a foul.
- c. Personal Foul on B2, Illegal Body Check.
- d. Unsportsmanlike foul on the Team B coach for permitting aggressive play.

**24. How are timeserving penalties assessed?**

- a. U9 - The player is removed from the game; however, the team does not play man-down.
- b. U11, U13 and U15 - The player is removed from the game; his team plays man-down.
- c. Youth players never serve penalty time.
- d. Both (a) and (b).

**25. Under what circumstances may officials terminate a game?**

- a. Flagrant acts of unsportsmanlike behavior, including excessively rough play.
- b. Encouragement of excessively rough play by coaches, teammates or spectators.
- c. Both (a) and (b).
- d. Officials cannot terminate a game under any circumstances.