

2/2/2024 3:43pm CST	Game Time / offsides	Minimum Pass/Self Starts	Score/Overtime	Draw/Goal Scored	"Mercy Rule"	Defense/ Checking	Major / Minor Fouls	Carding/ Foul out/Subs	Playing the ball	Sideline Manager	Mandatory Cards	Goalie / Goal Circle
10U 5 v 5; No Goalie; 1 T/O per game	10 min running QTRS (5 min. half) Swap ends after each QTR; Stop clock for timeout/ injury/cards/AP 1 Player from each team behind midline. If offsides occur correct w/NO penalty	2 attempted passes after midfield; No self-start if: Clock stopped, in CSA, A/P, inadvertent whistle, if whistle requ'd & player self starts, just reset(no loss of poss.) Player fouled must pause B4 self start	Visible scoreboard; No OT; Ball roll out top 1/3 of back of stick; NO UNDERHAND shot on goal (Loss of poss.)	Draw to start each QTR; Only Mid allowed outside 8M; all others in 8M until poss. After goal, award ball to team that was scored on at the 8M (all others 4m away); all must be marked on 1 player only; No turnover for false starts inside the 8.	If winning by 6 or more, trailing team can take indirect at midfield until goal diff is under 6	NO checking allowed 1v1 defense in midfield; With ball DBL TM allowed inside 8M; Defensive 3 Second Closely Guarded Rule in affect (entire field)	Minor in 8M results in INDIRECT FP on 8M; Major in 8M results in a Direct FP on 8M (Shooting Space can be called if 2 attempted passes has happened); No DBL team on attack player w/o ball, DEF 3 secs in 8M is a foul;	Player serves time but sub is allowed; 2 yellows and 1 red card player is disqual; Teams do not play short; subbing allwd on injury or a misconduct;free movement allowed.	Cannot cover; If scrum, award ball by A/P; incidental stick contact is allowed when ball is in air/ on ground; Cannot kick ball;	Sideline Manager REQUIRED to be present at coin toss	High School rules in effect for mandatory cards; Team does not play short;	NO GOALIE No one is allowed in GC during live play; follow thru on shot is allowed
12U 6 v 6; 5FP 1G; 2 T/O PG	10 min running QTRS (5 min. half) Swap ends after each QTR; Stop clock for timeout/ injury/cards/AP Last 2 min. of 2nd & 4th qtr Stop clock on fouls in CSA unless 10 goal diff; 1 Player from each team behind midline. Offsides rule in effect	2 Att passes AFTER GOAL & Whistle Start ... Goalie has option to clear ball w/1 attempt pass remain or place ball on GLE for teammate to pick up ball (2 pass remain) Clock will stop for Timeout, Card, A/P, inadvertent whistle, fouls in CSA unless 10 goal diff; if whistle requ'd False Start is a turnover under 2 min in CSA	Visible scoreboard; Overtimes rule in effect sudden victory;	Draw to start each QTR: 2 Ms (1 Mid on draw, other is 4M away); all others inside 8M arc until poss. gain; Award ball to goalie after goal is scored (all others outside 8M ARC until whistle is blown);	If winning by 6 or more, trailing team can take indirect at midfield until goal diff is under 6	Defensive Checking BELOW the shoulder ONLY; 3 sec closely guarded applies (entire field)	Minor in 8M results in INDIRECT FP on 8M; Major in 8M results in a Direct FP on 8M; (Shooting Space can be called if 2 attempted passes has happened) NO DBL Team on attack player w/o ball, 2nd D is subject to 3 sec in 8M;	Player serves time (yellow and red). Team plays short; subbing on injury; free movement allowed. Player fouled must pause B4 self start	Cannot cover if opponent is w/in playing distance; incidental stick contact ok when ball is in air/on ground; Can kick ball but not on shot;	Sideline Manager REQUIRED to be present at coin toss	High School rules in effect for mandatory cards; Team plays short;	Only Goalie in GC.. NO Deputy; follow thru allowed on shot;
14U 2 T/O per game;	12 min running quarters (5 min. half) Swap ends afer each QTR; Stop clock for Timeouts/ injury/cards/AP Last 2 min. of 2nd & 4th qtr Stop Clock on fouls in CSA unless 10 goal diff;	High School rules in effect for False Starts. A Player fouled must pause B4 self start	Visible scoreboard; overtime rule in effect sudden victory;	Draw to start each QTR; Draw after each goal; Can start play w/ less than 12 Players	If winning by 6 or more, trailing team can take indirect at midfield until goal diff is under 6	Defensive Checking ABOVE the shoulders allowed with a 12 inch Sphere	High School rules in effect	Player serves time (yellow and red). Team plays short; subbing on injury; free movement allowed.	High School rules in effect	Sideline Manager REQUIRED to be present at coin toss	High School rules in effect for mandatory cards; Team plays short;	Only Goalie in GC... No Deputy; follow thru allowed on shot;