



3/31/2017

2017 Rule Clarification Memo 2  
To: Youth Lacrosse Coaches and Officials  
From: Rick Lake, US Lacrosse  
Subject: 2017 Rule Clarifications Memo #2

US Lacrosse was asked to give clarification to portions of the 2017 rules. This communication is being distributed to the youth lacrosse community to correct or clarify those questions.

**1. Max Number of Long Poles and Long Pole Measurements.**

The following table states which sizes are legal for play and how many long poles can legally be used for each game.

<b>Age and Game Format</b>	<b>Min - Max Long Pole Length</b>	<b>Legal Max # of Poles on Field</b>
6U	N/A	0
8U	N/A	0
10U – Cross Field	47” - 54”	2
12U – Cross Field	52” - 72”	3
12U/14U – Full Field	52” - 72”	4

**2. Score Keeping**

US Lacrosse does not recommend a visual score be kept on any games playing the cross field format. However a score book can be utilized to maintain statistics on the game for the purposes of tracking player development. If playing a full field or 10 v 10 format game, US Lacrosse expects a scorekeeper to be utilized on the sideline that maintains a visual score for each team.

**3. Starting Play After Halftime in 8U and 6U**

Since there are no face-offs at these age levels, alternate possession rules shall be followed to start play after halftime.

**4. Deep Pockets**



A player that has a slightly deep pocket at 10U and below should not be penalized by officials. The pocket is only illegal if it is significantly deep and causes the player to gain a distinct advantage over others. In this case the pocket is to be removed from the game until it is corrected. At Ages 12U and above a player that is found to have a deep pocket should be penalized with a 1 minute non-releasable foul.

#### **5. Substitutions**

Any time a game is played on a cross field format (60 x 35) substitutions are to be made after goals, during dead ball situations, or with permission of the officials. Any time a game is being played in a full field format or 10 v 10, substitutions can be made on the fly in addition to dead ball situations.

#### **6. Offside Penalty**

Offside only applies to ages 12U and above. Offside in at 12U cross field format (7v7) is defined as having more than 4 players on offense half of the field or more than 5 players on the defensive half of the field during an even man situation. Offside in 10 v 10 format remains the same as NFHS.

#### **7. Clearing Counts**

Clearing Counts, of 20 seconds to cross the midline and 10 seconds to advance the ball into the box, apply only to 12U and 14U full field format games. Cross field games do not have these requirements.

#### **8. Over and Back**

Only applies to 12U and 14U full field or 10 v 10 format games.

#### **9. Stalling Rules**

In 14U and 12U full field games regular stalling ("Get it in and keep it in") rules apply and may be used when officials detect effort to stall the advancement of the ball. In all games playing cross field if a game official detects an effort to stall by the offense, they can give the command "advance the ball" followed by a visual 5-second hand count. If the team that is warned does not attempt to advance the ball within the 5-second count, a turnover will occur with restart at the point the stalling infraction occurred.

For a future clarification or rules interpretations, please go to <http://www.uslacrosse.org/rules/boys-rules>

We hope that this information is helpful. Should you have any additional rules questions this season, please send an email to [boysrules@uslacrosse.org](mailto:boysrules@uslacrosse.org)