

VOLUME 2

PLAY OF THE GAME

Length of Games:

Girls: U9 & U11 – 4 quarters of 10 minutes each (running clock) U13 – 2 halves of 25 minutes each (running clock)
Boys: U9 – 4 quarters of 10 minutes each (running clock but stops at 5 minutes for substitutions) U11- 4 quarters of 12 minutes each (running clock) U13 Rec – 4 quarters of 12 minutes each (running clock)

Timeouts: Each team gets one 1-minute timeout per half.

Halftime: 5 minutes

Faceoff (Boys): When two midfielders crouch down, facing each other, and use the backs of their sticks to try to gain control of the ball which is placed centered between the heads of the crosse. A faceoff occurs at the beginning of each quarter and after goals, with a few technical exceptions.

Draw (Girls): A draw is the girls' version of a Faceoff which starts play of the game. Two midfielders stand facing each other with the ball placed between their two nets by the referee. Upon the whistle the players push the ball up into the air trying to gain possession for their team.

U9 and U11 – Draw is only at the beginning of each quarter

U13 – Draw is at the beginning of the game and after each goal

Number of Players on the Field:

	Division	# of Players on Field	Made up of:
Girls:	U9	6v6	2 Attack, 2 Midfield, 2 Defense per Team
	U11	7v7	2 Attack, 2 Midfield, 2 Defense, 1 Goalie per Team
	U13	12v12	4 Attack, 3 Midfield, 4 Defense, 1 Goalie per Team
Boys:	U9	7v7	2 Attack, 2 Midfield, 2 Defense, 1 Goalie per Team
	U11 & U13	10v10	3 Attack, 3 Midfield, 3 Defense, 1 Goalie per Team

Mercy Rule: Once a team is up by a certain number of goals, that team must complete additional passes before going to goal.

	Division	If Up by:	Additional Passes Required:
Girls:	U9	5+ goals	Must attempt 2 passes before going to goal
	U11	5+ goals	Must complete 2 passes before going to goal
	U13	N/A	No mercy/passing rule
Boys:	U9	6+ goals	Must complete 2 passes before going to goal
	U11	6+ goals	No passing rule
	U13	N/A	No mercy/passing rule