

**Summary of 2017 Minnesota 8U–14U Rules**

	<b>8U Rules</b>	<b>10U Rules</b>	<b>12U Rules</b>	<b>14U Rules</b>
<b>Number of players</b>	5 v 5, no goalies	7 v 7 (1G, 2A, 2M, 2D)	10 v. 10	10 v. 10
<b>Field size</b>	60 yd x 35 yd	60 yd x 35 yd	110 yd x 53 1/3–60 yd	110 yd x 53 1/3–60 yd
<b>Ball</b>	Soft ball optional; otherwise standard NOCSAE ball must be used	Standard NOCSAE	Standard NOCSAE	Standard NOCSAE
<b>Goal size</b>	3 ft x 3 ft (or standard goal flipped to triangle)	6 ft x 6 ft (or 5'x5' or 4'x4')	6 ft x 6 ft	6 ft x 6 ft
<b>Penalties</b>	Player leaves, but no man-down (sub is sent in for penalized player); ejections still possible	Time-serving, man-down	Time-serving, man-down	Time-serving, man-down
<b>Jersey numbers on front and back</b>	Recommended	Required (violation results in technical to start game; issue reported to sponsoring authority)	Required (violation results in technical to start game; issue reported to sponsoring authority)	Required (violation results in technical to start game; issue reported to sponsoring authority)
<b>Body checking</b>	None (no time-serving penalties at this level but ejection is likely for a violent hit)	None; minimum 2:00 NR penalty for excessive/takeout checks (could be 1:00-3:00 releasable for completely upright non-takeout check)	None; minimum 2:00 NR penalty for excessive/takeout checks (could be 1:00-3:00 releasable for completely upright non-takeout check)	No take-out checks; minimum 2:00 NR penalty. Body contact must be non-violent and both players must be completely upright. Can't be more aggressive than needed to stop player.
<b>Stick checking</b>	No one-handed checks. Only (1) downward check initiated below shoulders of both players (2) lift or poke below chest. Violation = slash.	No one-handed checks. Only (1) downward check initiated below shoulders of both players (2) lift or poke below chest. Violation = slash.	No one-handed checks. Only (1) downward check initiated below shoulders of both players (2) lift or poke below chest. Violation = slash.	No one-handed checks (violation is a slash)
<b>Face-offs</b>	None; coin toss for first possession, then team that is scored upon gets ball on GLE to restart. Start each quarter by alternate possession.	One wing player with foot on sideline on left of face-off player released on whistle. 2A+2D players behind GLE and GK in crease released when faceoff ends	Standard for 10 v. 10	Standard for 10 v. 10
<b>Coin toss</b>	Yes, with one player from each team (not necessarily a "captain"). Winner gets first actual possession and other teams gets first AP	Yes, with captains; determines goals to defend and first AP.	Yes, with captains; determines goals to defend and first AP.	Yes, with captains; determines goals to defend and first AP.
<b>Line-up</b>	All players	All players	All players	Starters only
<b>Officials</b>	Not required. Coaches officiate or 1 official (2 could be used)	Required. Two will normally be used but one can be used in some circumstances.	At least 2 (3 could be used upon request in some situations)	At least 2 (3 could be used upon request in some situations)
<b>Coaches</b>	Roam field if there are no officials; can roam entire sideline (off field of play) if an official is used	Roam field if there are no officials; can roam entire sideline (but can't go through table area or other coach/bench area) if an official is used	Must stay in coaches box (exceptions: injured player, goalie warm-up, halftime, get info from table, cross exchange in table area)	Must stay in coaches box (exceptions: injured player, goalie warm-up, halftime, get info from table, cross exchange in table area)
<b>Time factors</b>	Default is 4 x 12-minute running-time quarters; other times are possible	Default is 4 x 12-minute running-time quarters; other times are possible	Default is 4 x 12-minute running-time quarters; other times are possible	Default is 4 x 12-minute running-time quarters; other times are possible
<b>OT or tiebreaker</b>	None (no score kept)	None (except possibly in tournament situations)	None (except possibly in tournament situations)	None (except possibly in tournament situations)
<b>Team timeouts</b>	One per half for normal game times; none if total game time is 32 minutes or less	One per half for normal game times; none if total game time is 32 minutes or less	One per half for normal game times; none if total game time is 32 minutes or less	One per half for normal game times; none if total game time is 32 minutes or less
<b>Dead-ball substitution</b>	Sub <b>all</b> players during dead ball (everyone must sub at once); subbing <b>required</b> after each goal (goal scorer must be one of the players to sub out if fewer than 5 on bench)	Sub <b>all</b> players during dead ball (GK need not sub); subbing all players other than GK <b>required</b> after each goal (goal scorer must be one of the players to sub out if fewer than 6 on bench)	Standard substitution rules	Standard substitution rules

Summary of 2017 Minnesota 8U-14U Rules

	8U Rules	10U Rules	12U Rules	14U Rules
<b>Live or dead ball subs through table area</b>	No one-off, one-on subs permitted through table area at any time	No one-off, one-on subs permitted through table area at any time	Standard substitution rules	Standard substitution rules
<b>Injured player substitution</b>	The injured player may sub out and a replacement may enter the game (or the entire team may sub, as with any dead ball)	The injured player may sub out and a replacement may enter the game (or the entire team may sub, as with any dead ball)	Standard substitution rules	Standard substitution rules
<b>Stopping play for subs</b>	If play goes on for longer than 2 minutes with no stoppages, officials will look for an opportunity to stop play and allow subs	If play goes on for longer than 2 minutes with no stoppages, officials will look for an opportunity to stop play and allow subs	None	None
<b>Offside</b>	None	No more than 4 players in offensive end or 5 players in defensive end, including players serving penalties. Based on cone if no midfield line; only called if player is clearly past cone.	Standard rules (violation if a team has <b>too many</b> players on either end of the field)	Standard rules (violation if a team has <b>too many</b> players on either end of the field)
<b>Scrum ball rule</b>	Award ball by AP if players can't pick it up	Award ball by AP if players can't pick it up	Award ball by AP if players can't pick it up	None
<b>Raking the ball</b>	Technical foul	Technical foul (except for a GK in the crease and by a face-off player during the face-off)	Legal	Legal
<b>Scorekeeping</b>	No score will be kept	Yes	Yes	Yes
<b>Routine officials equipment inspections</b>	Check protective gear and end cap. Visually inspect stick (pocket depth and rollout checked only if stick is obviously illegal, in which case it is confiscated). No penalties.	Check protective gear (penalize if missing). Check stick for everything but measurements; if illegal, stick confiscated but no penalty (exception: deep pocket can return if adjusted).	Check protective gear and all aspects of stick except measurements. Normal penalties apply.	Check protective gear and all aspects of stick except measurements. Normal penalties apply.
<b>Coach-requested equipment inspections</b>	No coach-requested checks	Check protective gear/stick as above, but illegal sticks and deep pockets are penalized. No measurements will be checked except for length of long stick upon request by coach.	Check all aspects of protective gear and crosse except for measurements and penalize per rule. (Exception: When a L2 official is working and the coach requests the stick be measured, then measurements will be checked).	Check all aspects of protective gear and crosse except for measurements and penalize per rule. (Exception: When a L2 official is working and the coach requests the stick be measured, then measurements will be checked).
<b>Max # of long crosses (not counting goalie)</b>	None permitted	Two	Four (Three for GNLL spring 2017)	Four
<b>Stalling rule</b>	None	None	Standard NFHS "get-it-in/keep-it-in" stalling rules	Standard NFHS "get-it-in/keep-it-in" stalling rules
<b>Offensive 10-count/over-and-back</b>	Small field, so rule doesn't apply	Small field, so rule doesn't apply	Yes	Yes
<b>Special rules</b>	<b>Optional</b> 3-pass rule (must attempt 3 passes without possession by opposing team before shooting on goal). Will not be used for GNLL, will be used for YLM, and other leagues tournaments will each make their own decision	<b>Optional</b> 2-pass rule (must complete 2 passes without possession by opposing team before shooting on goal). Will not be used for GNLL, will be used for YLM, and other leagues tournaments will each make their own decision.	None	None
<b>Short stick lengths</b>	37"-42"	37"-42"	40"-42"	40"-42"
<b>Long stick lengths</b>	None permitted	47"-54" (recommend no taller than player)	52"-72" (recommend no taller than player)	52"-72" (recommend no taller than player)
<b>Goalie stick lengths</b>	None permitted	37"-54"	40"-72"	40"-72"