

# **Crossroads Township League (CTL) Rules**

## **OFFICIALS:**

### U9 Small Ball (1<sup>st</sup> / 2<sup>nd</sup> Grade):

- League does not provide any officials.
- Home Teams is responsible for providing 1 or 2 AO's.
- All U9 games will be played with 2 - 25 minute, running time halves.
  - U9 games should be given a 60-75 minute game block.

### U11 Modified (3<sup>rd</sup> / 4<sup>th</sup> Grade):

- League pays one certified official \$65 per game.
- Home Team is responsible for providing and paying for 1 AO.
  - If the league provides the 2nd official (CO or AO), the home team is still responsible to pay the 2nd official.

### U13 (all divisions – 5/6<sup>th</sup> grade):

- League pays one certified official \$65 per game.
- Home Team responsible for providing 1 AO.
  - If the league provides the 2nd official (CO or AO), the home team is still responsible to pay the 2nd official.

### U15 (all divisions – 7<sup>th</sup>/8<sup>th</sup> Grade):

- League pays two certified officials \$65 each per game.

## **The CTL uses NFHS RULES:**

The Crossroads Township League (CTL) will be using NFHS sanctioned rules for all divisions ([click here](#)), with the exception of the following modifications in each Division:

## **U9 Cross-Field**

*U9 Field of Play and Game Setup*

- Game length for U9 is recommended for 2 - 25-minute run time halves, with 5 minutes in between halves.
- For U9, the field is set up cross field and is 35 yards wide (endline to restraining line), and 60 yards long (cross-field, sideline to sideline).
- Player configuration for U9 Cross-Field play is 7v7 (2. attack, 2 midfielders, 2 defenders and a goalie).
  - 3 players must stay in defensive end of field to remain on-sides, 2 in the offensive end.
- U9 Face Offs: Each team lines up with wing players behind the sidelines. Attack must start with both feet behind Goal Line Extended (GLE). Defense are allowed to setup in I-formation in front of the goal/crease they are defending.
- In U9 play, there are no counts, even when the goalie is in possession of the ball in the crease.
- There will be no time-serving penalties in U9 play.
  - The offending player must be removed from the field, both teams play at full-strength.
- Stick length: Players are allowed and encouraged to have sticks lengths under 40 inches.
  - Appropriate length is about belly to chest high when standing next to stick.
- On-field coaching is allowed at U9.
- NO TIME OUTS in U9.
- No long poles at U9.

### **U11 Modified**

- For U11, field size should be shrunk down to 40 yards wide (Face-off wing becomes U11 sideline), and 80 yards long (goal-line-extended (GLE) becomes the new end lines).
  - Goal lines should be placed 5 yards inside of a full-field's restraining line.
  - Face Off Wings should be painted 5 yards away from the sideline.
    - Whenever possible, home team should try to line U11 Modified field in a contrasting color.

- Player configuration for U11 Modified will be 8v8 (2 attack, 3 midfielders, 2 defenders and a goalie).
  - 3 players must stay in defensive end of field to remain on-sides, 2 in the offensive end.
- There is no body checking allowed at U11!!
  - Body contact is allowed, but only the amount needed to play 1v1 defense, box out on a GB, or to turn a player back on a ride.
  - Players who deliver body checks will be penalized.
- There are no one handed checks allowed at U11.
- U11 coaches must remain in the bench area, they cannot enter the field to coach.

### **Additional Rules Specific to the CTL:**

**There is no minimum # of passes rule at U9, U11, U13 & U15.**

- However, in an effort to promote sportsmanship, if a lopsided game unfolds, the winning team is expected to self-impose a 2-3 pass rule.

### **Game Formats:**

- All U13 & U15 games will be played with 4 - 15 minute, running time quarters.
  - U13 & U15 games should be given a 75-90 minute game block.
- All U11 games will be played with 4 - 12 minute, running time quarters.
  - U11 games should be given a 60-75 minute game block.
- All U9 games will be played with 2 - 25 minute, running time halves.
  - U9 games should be given a 60-75 minute game block.
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- Officials Keep Game Time.
  - Time will stop only during injury or time out situations.
- Time Outs

- All teams are allowed 1 - 90 second timeout per half or overtime period. The game clock is stopped during all timeouts called by a coach or official.
- U13 & U15 may be called only on the offensive side of the field provided you have possession or it is a dead ball situation.
- U11 can call a time out anywhere on the field provided you have possession or it is a dead ball situation.
- No time-outs in U9
- Penalties are running time with 10 secs. added to all time-serving penalties.
  - Personal fouls serve 70 seconds.
  - Technical fouls serve 40 seconds.
- If the score is tied at the end of regulation play, there will be a 4 minute, running time sudden-death overtime period.
- Mercy Rule:
  - 7+ goals - Losing team has the option of no face-offs, to restart the ball at midfield.
    - Losing team will restart the ball at midfield.
    - If losing team doesn't want to utilize the Mercy rule, face-offs will continue.
  - 6 goal differential or less = A face-off will resume play
- Stick Checks:
  - 2 hands on stick for all U11 & U13
  - Under control to the stick or gloves
  - Controlled, one handed wrap checks and over the head checks allowed at U15 only
- Long Pole Restrictions:
  - U15 - No more than 4 poles on the field.
  - U13 - No more than 4 poles on the field.
  - U11 - No more than 2 poles on the field.
  - U9 - NO long poles allowed.
- Long Pole Specs:
  - U15 - may use a full length 72" long pole.
  - U13 - may use modified long poles (no longer than 60").
  - U11 - may use modified long poles (no longer than 60").
  - U9 - NO long poles.

- Counts:
  - FOR U15 & U13 - After possession is gained, a team has 20 seconds to cross midfield and then 10 seconds to “get it in” to the offensive box.
  - Goalie counts (4 seconds) only at U13, U15.
- **Ejections:**
- **If a player is ejected from a game, it must be reported to the league and they must sit out the next scheduled CTL game.**