



# MASS YOUTH LACROSSE 2026 BOYS RULES CARD

	1/2 GRADE	3/4 GRADE	5/6 GRADE	7/8 GRADE	5/6 SELECT	7/8 SELECT
<b>FIELD LAYOUT</b>	At or near 60 yds x 40 yds; 4' x 4' goals.	90 yds x 40 yds; 6'x6' goals	120yds x 65 yds; 6'x6' goals			
<b>NUMBER OF PLAYERS</b>	7v7 (6 field and Goalie)	8v8 (7 field and a goalie)	10v10 (9 field and a goalie)			
<b>GAME DURATION &amp; TIME OUTS</b>	(2) 25 min halves with a 5 minute half time	(4) 15 minute running time quarters			(4) 10 minute start/stop time quarters *running time instituted after a 12 goal differential	
<b>OVERTIME</b>	NO overtime in Classic Play				4 minute overtime, golden goal. If no goals are scored at the end of one overtime, game ends in a tie.	
<b>FACEOFFS &amp; GOAL DIFFERENTIAL</b>	For all grades, faceoffs start play & restart play after a goal. If there is a 6, or more, goal differential the trailing team has the option to receive the ball at midfield.				For all grades, faceoffs start play & restart play after a goal. Running time will be used when if the goal differential reaches 12 goals at any point during the game. Stop time will not resume if the differential goes back below 12 goals. During running time, clock stops for timeouts and injuries.	
<b>GOALIE CLEARING</b>	When the goalie has possession of the ball within the crease opposing players must remain at least 5 yards outside of the crease until the goalie has either initiated a pass or exited the crease with the ball.	N/A				
<b>NUMBER OF COACHES</b>	ON THE FIELD: 1 per team. Coach must remain within 5 yards of the sideline.			Coaches are not permitted on the field		
<b>CHECKING</b>	Downward stick checks are allowed as long as the checking player does not raise his hands above shoulder height.	No one handed checks	1 handed checks allowed; any dangerous or wild checks will result in a 1 minute penalty.	No one handed checks	1 handed checks allowed; any dangerous or wild checks will result in a 1 minute penalty.	
<b>REQUIRED PASSES</b>	2 attempted passes in the offensive side of the field.	1 completed pass on the offensive side of the field prior to shooting	N/A			
<b>SUBSTITUTIONS</b>	For all grades: After a goal or during play. No substitutions allowed once official has engaged sticks for a faceoff until possession is gained following the faceoff.					
<b>OFFSIDES</b>	Offsides is in play, but there is no over and back rule.					
<b>TIME OUTS</b>	2 per half					
<b>TIME SERVING PENALTIES</b>	No time serving penalties	Player must leave the field for the penalty time but team does not play down.	Time Serving Penalties apply.			
<b>LONG POLES</b>	No long poles permitted.		Up to (4) 60" poles permitted	Up to (4) 72" poles permitted	Up to (4) 60" poles permitted	Up to (4) 72" poles permitted
<b>FAILURE TO ADVANCE</b>	N/A		Applies; 20 seconds to advance ball over midfield; 10 seconds to advance play into the box			
<b>STALLING</b>	N/A		2 minute stalling rule will apply; a stall warning can also be issued at any point in the game if the official feels the offensive team is not making an effort at scoring.			

### OFFICIAL PAY RATES FOR ALL LEAGUES

	AO ALONE	SENIOR AO ALONE	ADULT ALONE	AO paired with any second official	Senior AO paired with any second official	TWO ADULTS
1/2 & 3/4 Games	\$40	\$55	\$85	\$35	\$50	\$75 ea.
5/6 & 7/8 Games	N/A	N/A	\$110	\$35	\$50	\$75 ea.
Select Games (3/4, 5/6, 7/8)	N/A	N/A	\$110	N/A	N/A	\$85 ea.

\*\* full pay is due to the official if game is cancelled within 2 hours of start time