

## 2016 TVYLL Boy's Rules

Level:	U-9	U-11	U-13	U-15
Quarter Length:	12 minute run-time	8 minute stop-time	10 minute stop-time	
Between Quarters:	2 minutes (all levels)			
Between Halves:	5 minutes (all levels)			
Mercy Rule:	Run-time always	Run-time if $\geq 12$ goal differential in second half		
Ties:	No OT, remains a tie	4 min. sudden victory. Limit one period.	4 min. sudden victory. Limit two periods.	
Face-Off: (tape not req'd)	Award to down team if $\geq 4$ goal difference. Head coach may choose to faceoff anyway		Award to down team if $\geq 6$ goal difference. Head coach may choose to faceoff anyway.	
Body Checks:	Illegal	Minor hip checking & boxing-out is allowed. NO direct body checks.	Minor body checks allowed- illegal if excessive or intent to harm	Similar to JV-Illegal if excessive or intent to harm; must not leave feet
Takeout Checks or Unnecessary Roughness:	Illegal - minimum 2 minute penalty, <b>must be non-releasable</b> ; may eject from game			
One-Handed Stick Checks: (includes poke check)	Illegal; automatic slash call, <b>even if no contact is made</b>			
Stick Length:	37-42 inches		Normal NFHS	
Long Poles:	None		Maximum 4 per team	
Advancement Counts:	4 second goalie count only		Normal NFHS	
Penalty Enforcement:	No man-up at any time	Normal NFHS		
Equipment:	Goalies are required to wear arm pads. All players required to wear cups (coach's game certification).			
Number of Players:	Games will be played with a 7 vs 7 format on modified field	Normal game is started and played with 10 v. 10 format. Games may start and play with 7 v. 7 format by coach agreement (notify field manager)		
Fouling Out:	3 Personal fouls or 4 minutes of personal foul time		4 Personal fouls or 5 minutes of personal foul time	
	Immediate substitution; DQ'd player must leave field.	Substitute enters game when the DQ'd player's penalty time expires.		

**Takeout checks defined:** Lowering the shoulder/leaving feet to hit, excessive aggression, blindside checks, checks against an opponent in a defenseless position.