

YGL League Rules 2020

RED (7th/8th) Division Rules:

- Regulation pocket, Regulation field, 12 v 12
- Transitional checking above shoulder level is permitted
 - Mandated enforcement of a 12" sphere for checking
- NO - 3-second rule for good defensive positioning
 - Transitional checking above the shoulder is permitted
- 25-minute running time halves
- **No Timeouts, No Overtime, No mercy rule**
- Yellow/Red carded players are off the field for 2/4 minutes
 - No substitute
- All other rules per NFHS rules

YELLOW (5th/6th) Division Rules:

- Regulation pocket, Regulation field, 12 v 12
- Modified checking below shoulder level only
- 3-second rule for good defensive positioning
 - Applicable to above shoulder cradling only
- 25-minute running time halves
- **No Timeouts & No Overtime**
- 4-goal differential mercy rule (INDIRECT - free position at center in lieu of draw)
- Yellow/Red carded players are off the field for 2/4 minutes
 - No substitute
- All other rules per NFHS rules

GREEN (3rd/4th) Division Rules:

- Short field, 8 v 8 (2 Defenders Back)
- No checking allowed
- Modified pocket allowed
- 3-second rule for good defensive positioning
 - Applicable to above AND below shoulder cradling
- 1 Pass attempt **MANDATORY** off every draw/free possession
- 25-minute running time halves
- **No Timeouts & No Overtime**
- 4-goal differential mercy rule (INDIRECT - free position at center in lieu of draw)
- Yellow/Red carded players are off the field for 2/4 minutes
 - Substitute **MANDATORY** for carded player
- 1 Coach from each team allowed on the field but not obstructing play
- ALL False Starts will be RESET; no turnover
- All other rules per NFHS rules

Umpire Compensation

- Adult Officials working with Adults
 - RED and YELLOW Divisions: \$60/team
 - GREEN DIVISION (single ref): \$35/team
- Adult Shadowing Youth Adult \$40
- Youth Official being shadowed \$20