



WELCOME

WLUA Youth Rules Interpretation 2025

Responsibilities



Safety

Enforce the rules, use your cards

Fun

Enjoy yourself, help others enjoy the game

Fairness

**Be consistent, allow the outcome to be determined
by the players, respect all and expect respect**

NVYLL Specific Rules



Checking

- Full – 7/8 A and B
- Modified – 7/8 C and 5/6 A,B,C
- NO CHECKING –3/4 and GK2

Time

- Stop clock for fouls in CSA within the last 1:00 of **ALL** quarters unless 10 goal differential
- Stop clock after goals last 1:00 **4th quarter only**
- 7/8 and 5/6 – 12 min quarters running clock
- 3/4 and GK2 – 10 min quarters running clock
- All timeouts exactly like HS rules
- 3/4 NO OVERTIME REGULAR SEASON!

NVYLL Specific Rules



Scoring

- Substantial advantage –3/4, 5/6, 7/8 C/B
 - Behind **5 goals** or more – get ball at center of field instead of draw regardless of who just scored the goal
 - Must pass before an attempted shot on goal ALL AGES
 - NO Substantial Advantage for 7/8 A!
- No score for GK2. **Draw only to start each quarter. After goal, ball starts at center with opposing team.**
- 3/4, 5/6, 7/8: Draw at start of each quarter regardless of score
- Quarter breaks 2 min, half time 5 min. **KEEP TRACK!**
- Shinguards required for ALL YOUTH GOALIES
- **Eyeblack allowed as long as it is not offensive or vulgar**

NVYLL Specific Rules



- **NO DEPUTY for GK2, 3/4, 5/6, 7/8 C**
- **Deputy ALLOWED for 7/8 A and B**
- 3-seconds good defense at all modified or non-check levels
- GK2 may play without a goalie – turn goalie around/upside down

3/4 , 5/6 & 7/8 MUST have a goalie (cannot turn goal instead)

- No pass required in 7/8 A
- GK2 and 3/4 NEVER play down (even with card)
- One coach allowed on field for GK2, no offsides
- No false start penalty for illegal self-start for GK2 & 3/4
- **Same follow through rules as HS!!! (on a shot that originates outside GC, shooter and defender)**

2025 Points of Emphasis YOUTH

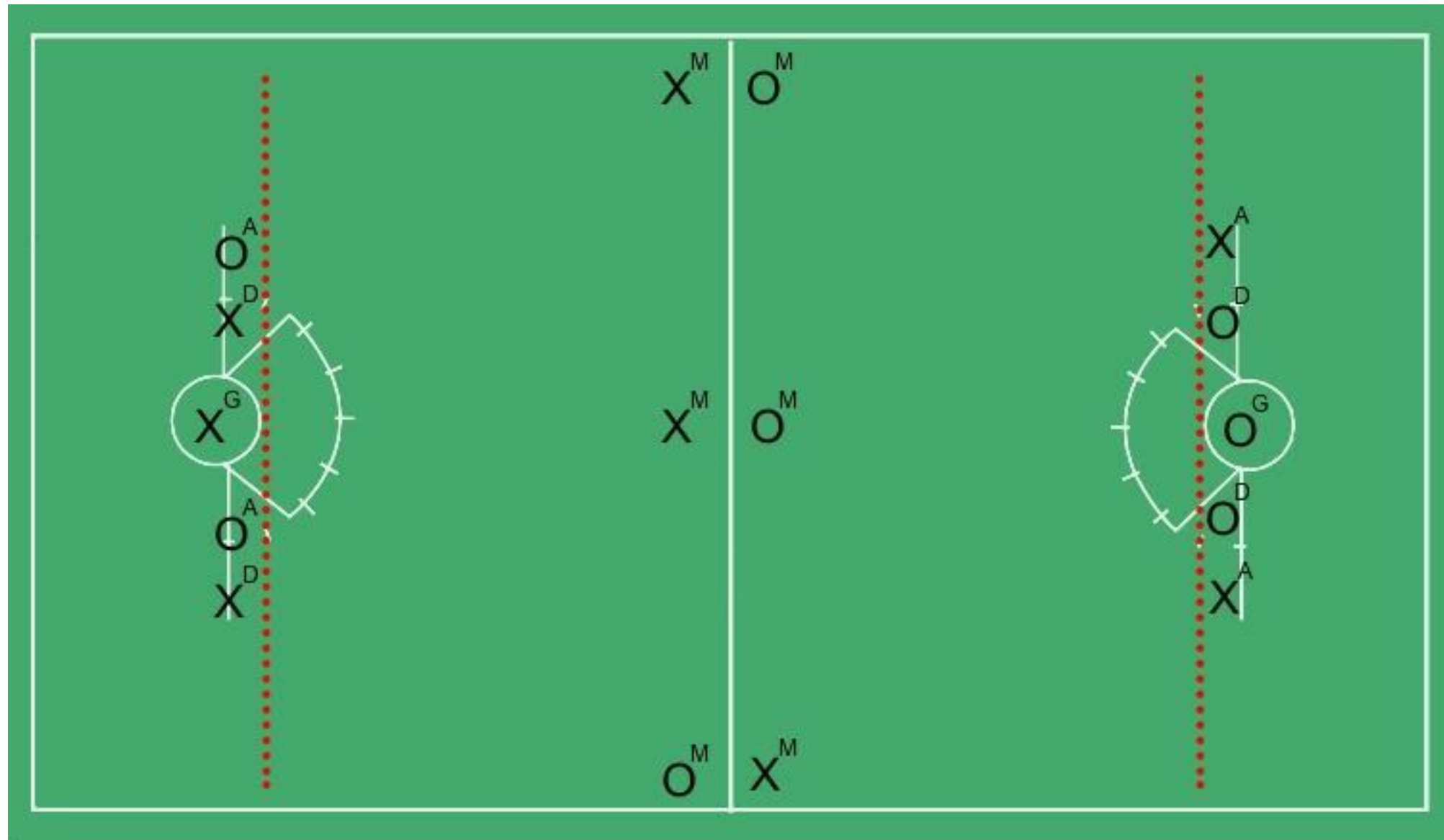


Safe Play in the 8m

-ESPECIALLY vital for vulnerable youth players!-



$\frac{3}{4}$ Modified Draw set up – All same rules as $\frac{3}{4}$ full field



Rule Review



One pass rule

- At each new draw, at least one pass must be attempted into offensive end
- All levels except 7/8A (7/8 B and down)
- Offensive end is past midfield
- Failure results in major foul
- Goalie clear does not count towards one pass
- Official does not advise player “to shoot”
- Resets only if the ball crosses the midfield line

Mandatory Cards (5)



Check to the head

(RED CARD IS NOT MANDATORY, but seriously consider one if the foul is excessively dangerous, flagrant or dangerous intention is clear)

Dangerous Contact

Slashing

Dangerous Follow Through

(shooting and passing)

Dangerous Propelling

(shooting, passing, flicking)

Consistency counts



Major youth fouls

- 3 seconds good defense
- Push/cross check
- In the sphere
- Know what happens if they shoot and one pass not satisfied
- Verbalize "self start" or "whistle start"

Use Your Flag for a held whistle situation



This is the sphere
on a HIGH SCHOOL
player! Be mindful-
it is 7" around the
head in all
directions!



Modified Pocket: GK2- 3/4

"The ball must remain visible above the bottom rail of the sidewall. If the crosse head is a solid-body construction, no more than two-thirds (2/3) of the ball may be visible below the bottom of the sidewall."

All other existing requirements pertaining to the head of the cross (e.g., the ball being able to move freely, ball being able to roll out of the front and back of the cross, holes & gaps, proper stringing, etc.) still apply.

