

UMLOA Youth Officiating Update for June 25, 2021.

Using Arbiter.

Too many officials are declining games. This creates significant problems for the assigners. Declining a game should rarely happen (many officials go years without declining a game). Why is this? Because you can set BLOCKS in Arbiter. Some guidelines for blocks:

- 1) If you are not blocked, you are telling the assigners that you will work on that day and at that time.
- 2) Arbiter takes into account driving time and time for a pre-game so if you get off work at 5:00 pm and can go directly to a game, you do not need to block until 6:00 pm, just set your block until 5:00 or 5:15 pm or so. If you block extra time, you may miss out on some assignments.
- 3) If you are unsure if you can work, it is better to block.
- 4) If you set a block but find out you are available, even that same day, unblock yourself. Assigners often need officials on short notice.
- 5) If you are not blocked but something comes up even the same day, it really helps if you take the time to set a block so the assigner doesn't contact you if someone is needed on short notice.

Youth Rules

Timing for youth games (check tournament rules for variations)

- 1) Game that are scheduled on the hour should be either 10 minute running quarters or 22 minute (or less) running halves.
- 2) Games scheduled every 1:15 are 12 minute running quarters.
- 3) In non-tournament games, teams are generally allowed 1 time out per half during which the clock stops.
- 4) Penalties are 30 seconds and 1, 2, or 3 minutes. No one and a half time penalties.
- 5) Generally no overtime in regular season games.
- 6) Tournament rules vary so please check them carefully before each tournament.

8U and 10U Passing Rules

- 1) There are no multiple pass rules anymore.
- 2) A single attempted pass is required by the team that gains possession after a faceoff or is awarded possession when a faceoff would have taken place (always in 8U and for a violation in 10U).
- 3) For 8U there is no "drop back" requirement when the ball is awarded. The goal scorer must leave the field and then play is restarted in a manner similar to a technical foul (treat it like a crease violation for example) – other players must be 5 yards from the player in possession before play is restarted.

8U and 10U Stick Checking – better to call this too tightly than to let things go

- 1) NO one handed checks – even attempted one-handed checks should be flagged.
- 2) NO horizontal checks – even attempted horizontal checks should be flagged.
- 3) NO downward checks where the stick starts above shoulder level – even attempted checks of this type should be flagged.
- 4) The reason we must flag these type of checks even if there is no contact is because the 2nd or 3rd attempt will make contact and there is a greater chance of hurting the player being checked.
- 5) Only poke checks, lift checks, and restricted downward checks are allowed and must be 100% stick-on-stick or stick-on-glove. Contact with arms, legs, helmet, torso, etc. even if there is also significant stick contact should be considered for a slashing call.

10U faceoffs

- 1) There are NO wing middies. One mddie for each team takes the faceoff and the other lines up with at least one foot in his defensive crease.
- 2) Attack and defense line up behind the goal line extended. Goalkeepers must be in the crease.
- 3) The middies in the goal crease are released on the whistle.
- 4) Attack, defense, and goalkeepers are released when possession is called.

8U and 10U Time Serving Penalties

- 1) In 8U the player serves the penalty time but is replaced on the field. 8U teams are never “man down”.
- 2) In 10U the player leaves the field for the duration of the penalty and is not replaced. 10U teams do play “man down”.

8U and 10U Scrum Rule

If more than 2 players are battling for a ground ball and the ball is not being picked up quickly (approximately 4 seconds), the officials should call a scrum ball and award the ball by alternating possession.

Feel free to use this for lower level 12U games as well or look for anything close to a push or hold. Getting the ball off the ground is always preferable to an extended scrum.

12U Stick Checking

USA Lacrosse calls for the same stick checking rules for 12U, 10U and 8U. However with full long crosses allowed at 12U, starting checks below the shoulders is almost impossible. In Minnesota we allow 12U players to start a downward check above the shoulders (unlike 8U and 10U) but all contact including stick to stick contact must be below the shoulder of the opposing player. The underlined section below is the only difference in stick checking for 12U from 8U/10U rules.

- 1) NO one handed checks – even attempted one-handed checks should be flagged.
- 2) NO horizontal checks – even attempted horizontal checks should be flagged.
- 3) NO downward checks where there is stick-to- stick or stick-to-player contact above shoulder level – even attempted checks of this type should be called a slash.
- 4) We must flag these type of checks even if there is no contact because the 2nd or 3rd attempt will make contact and there is a greater chance of hurting the player being checked.
- 5) Only poke checks, lift checks, and restricted downward checks are allowed and must be 100% stick-on-stick or stick-on-glove. Contact with arms, legs, helmet, torso, etc. even if there is also significant stick contact should be considered for a slashing call.
- 6) Really watch out for the big, overhead swings. Even if they miss, it is a good idea to flag it so there isn't a second one that lands and causes an injury.

14U Rules - 14U Rules are closer to high school.

- 1) No one-handed stick checks.
- 2) No directional restrictions on stick checks but big swings of any kind can and should still be flagged as slashes even if contact is 100% stick to stick or there is no contact. The next time the player attempts that check he might not be as lucky. A flag on the first attempt will help send the message to use more controlled checks.
- 3) Some body contact other than boxing out is legal. Similar to stick checks, body contact should be more controlled than at the high school level. Take-out checks where a player is purposely knocking his opponent over are illegal and must be flagged.