



TYKE RULES

ENSURE THAT THE KIDS HAVE FUN!!!!!! (The following Tyke Rules have been instituted so that the players can learn the game of lacrosse while keeping the game fast paced and simplified)

1. **Equal Playing Time:**
 - a. 18 minutes running time, with 3-minute shifts (no stopping of clock on changes)
 - b. 3 periods per game
 - c. Players must stay on for full 3-minutes - unless injured.

2. **Face-offs begin each period only:**
 - a. Ref will award possession to the goaltender nearest the ball, at the completion of the shift.
 - b. Play resumes when all players are on the floor.

3. **After possession by the goalkeeper:**
 - a. The defensive team must clear the offensive zone until the ball reaches the neutral zone.
 - b. If any interference on the play of the ball or the player in the defensive zone, the ball will be returned to the offensive team with the defensive team instructed to clear the zone.

4. **Passing:** (see scenarios below for more clarification)
 - a. On gaining possession from the goalie, a minimum of 1 pass must be attempted. The passer and the intended recipient must both be in the offensive zone.
 - b. One pass *minimum* is required after all face-offs and from a turnover anywhere on the floor.
 - c. No pass is required when regaining possession from a loose ball or rebound in the offensive zone. Once a team is permitted to shoot, no further passing is required if regaining possession from a loose ball or rebound and upon satisfying the minimum passing requirements; no further passing is required if regaining possession from a loose ball or rebound
 - i. Definition of **Attempted Pass:** A pass must be made in the correct passing motion. The ball must be put in free flight and cannot be placed into one stick from another. Regardless of whether or not the recipient of the pass catches the pass, the pass will count as this is an attempted pass.
 - ii. Definition of **Regaining Possession** : Having satisfied the "passing requirements" When the team with possession loses the ball and regains possession of the ball, providing that the opposing team does not pick up the ball and have clear control of it in the players stick, the team who has regained possession is clear to shoot and if a goal is scored – it will stand as a legal goal.

5. **Checking**
 - a. Is achieved by gaining position first
 - b. Clamping: The defensive player must use a clamping motion on the offensive stick
 - c. If contact is initiated by the ball carrier, the defensive player may use a steering motion to steer/guide the ball carrier. All contact is limited to the ball carrier only.

6. **Score**
 - a. A differential on more than 5 goals will not be displayed on the score board.
 - b. The final score shall be registered on the score sheet which must be signed by a coach or team manager and officials for insurance purposes.

7. **Awards** presented at any league or sanctioned tournament must be the same for all participants. No All-Star or MVP Awards will be allowed.
8. **After** each goal scored play will resume with possession the Goalie. The Offensive team must clear the zone.
9. **Drop Nets** are mandatory in this division or modified nets (4x3)
 - a. If the ball strikes the Drop Net and bounces out of the crease, the shot will be treated as if it hit the post and play will continue.
 - b. If the ball strikes the Drop Net on the way into the net, a goal will not be awarded. Possession of the ball goes to the Goalie.
10. **Penalties**
 - a. Penalties will be called in accordance with the CLA Officials Handbook of rules. A penalty infraction will result in the play being stopped and the offending player returned to the team bench (where they should receive instruction from their coach). The offending team will then play shorthanded for the remainder of the 3 minute shift.
 - b. Back checking penalties will result in the offending team playing shorthanded only for the duration of the shift in which the infraction occurred AND for the players next complete shift
 - c. **Tyke players will not serve penalties in the penalty box, but will be removed from the floor and sent back to the team bench.**

Passing and Regaining Possession Scenarios for the purpose of goals

- i. Blue makes a pass which is not caught by one of their players and the ball bounces to the side boards. A Blue player picks up the ball before any Red player gets possession.
Answer – The Blue player is now “shooting legal”-(attempted pass.)
- ii. Blue makes a pass which is not caught by any of their players. The ball bounces to the side board and is picked up by a Red player.
Answer – The Red player must make a pass before they can shoot. (Turnover anywhere on the floor)
- iii. Blue makes a pass which is not caught by any of their players. The ball bounces to the side board and is briefly picked up by a Red player. The Red player is then checked by a Blue player, the Blue player gains possession.
Answer – The Blue player must make a pass before they can shoot (turnover anywhere on the floor).
- iv. Blue is “shooting legal” in the offensive zone. Red checks the Blue player and knocks the ball out of his stick. A Blue player picks up the ball before Red gains possession.
Answer – Blue is still “shooting legal” (regaining possession of a loose ball or rebound).
- v. Blue shoots at the Red net, goalie makes the save, but the ball comes out of the crease. Blue picks up the rebound.
Answer – No additional pass is required before shooting (regaining possession of a loose ball or rebound).
- vi. Blue shoots at the Red net, but misses the net. Blue picks up the rebound/loose ball.
Answer – No additional pass is required before shooting (regaining possession of a loose ball or rebound).
- vii. Blue shoots at the Red net, goalie makes the save, but the ball comes out of the crease. Blue picks up the rebound, shoots and scores.
Answer – Goal counts (regaining possession of a loose ball or rebound)
- viii. Blue shoots the ball at Red’s net. Red gets the rebound and starts moving up the floor. Blue steals the ball back while still in the offensive zone.
Answer – Blue must make a pass before they are “shooting legal” (turnover anywhere on the floor).