

## LVGYLL Rules

- 7<sup>th</sup>/8<sup>th</sup> Level
  - modified checking
  - Two refs per game
  - \$45/ref for two refs
  - \$70/ref for one ref
  - 25 min running time halves – stoppage on ref time for injury only
- 5<sup>th</sup>/6<sup>th</sup> Level
  - No checking
  - Two refs per game
  - \$40/ref for two
  - \$60/ref for one
  - 25 min running time halves – stoppage on ref time for injury only
  - Offensive team must have three consecutive touches before they can shoot. Change of possession resets this count.
- 3<sup>rd</sup>/4<sup>th</sup> Level
  - No checking
  - One ref per game
  - \$35/ref
  - Home team is responsible for providing two identical shot blockers. Shot blocker must go all the way to the ground.
  - On a shot stopped by shot blocker that stays in the crease one player on the defensive team will step into the crease and pick up the ball. Clear will take place from inside the crease to side of goal and vacate the crease immediately after releasing the ball.
  - Offensive team must have three consecutive touches before they can shoot. Change of possession resets this count.
  - 20 min running time halves – stoppage on ref time for injury only
  - On a draw after three failed attempts players must be switched for new draw.
  - On a restart defensive players must be at least one stick length from the offensive player.
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