

LOCAL LEAGUE RULE MODIFICATIONS

GUELPH & CENTRE WELLINGTON DEVELOPMENT

Game Length, Shifts and Restarting Play

Games will consist of Three (3) Twelve (12) minute periods with a shift buzzer every two (2) minutes. The clock shall stop during the shift change. Players are expected to exchange as quickly as possible to keep the game flowing and avoid “Dead Ball” time. Play will restart with possession to the team last in possession or closest to a loose ball.

Scoring and Awarding Goals

Play will resume after a goal is scored with possession in the crease of the team that was scored upon. The scoring team must retreat and “Tag up” outside of their attacking zone prior to pressuring the ball.

No player may score more than three (3) goals in one (1) game or more than two (2) times in any given period. Play will resume as if the goal is scored following a disallowed goal due to this rule.

Fouls and Infractions

Cross checking and Body checking are **NOT** permitted. Players may use the portion of the stick which is held between the hands to **TOUCH & CONTROL** the ball carrier.

Infractions will result in play being stopped with the infraction being explained to the players. Play will resume with the player in possession prior to the stoppage in play. Multiple or serious infractions will result in a player being sent to their respective players bench for the duration of their shift. The infringed player’s team will play the duration of that shift **without** a substitute for that player.

All other rules will be as per the OLA interpretation of the CLA Rule and Situation Handbook 2017/2018 Edition.