

LAYLL Boys Field Lacrosse Officials Reference

2026 condensed working guide based on LAYLL Rules Book 2026, revised April 10, 2026

This is a condensed officials reference. The controlling source is the LAYLL 2026 rulebook or Fall 2026 Box Rules workbook, as applicable. If a conflict arises, the LAYLL source controls.

Game-wide administration

All unstated rules follow the current NFHS boys rules as modified by USA Lacrosse youth rules. LAYLL-specific provisions control where they differ.

Topic	Officials reference
Game hard stop	All games end no later than 55 minutes after the scheduled start, even when a late start leaves time on the clock.
Respect and access	Officials may speak with coaches during timeouts and halftime. Parents and fans may not approach officials to discuss calls.
Score and table	No scores in K/1 or 1/2. Other divisions keep a score, but posted differential is capped at 10. Where provided, table personnel keep score and penalty time.
Forfeits	A forfeited game should still be played when possible, using agreed player numbers and shared or guest players as appropriate.
Playoffs	One 5-minute sudden-victory period, then Braveheart if still tied. No timeouts in overtime.

Boys division quick reference

Division	Players and goalkeeper	Timing and starts	Primary officiating points
K/1 and 1/2	Preferred 4v4; 3v3 to 5v5 by agreement. No positions or offsides. K/1 has no goalie; 1/2 goalie optional.	Four 7-minute running quarters; 3-minute breaks. Faceoff each quarter. Defending team retrieves the ball after a goal and starts on whistle.	Safety and instruction first. No take-out checks; limited stick checking. No time-serving penalties or man-down play. One attempted aerial pass before a shot; reset after possession change.
3/4	8v8: 2 D, 3 M, 2 A, goalie. 7v7 may be used by agreement. No long poles. Minimum 7; goalie required to avoid a forfeit.	Two 22-minute running halves; 5-minute halftime. Faceoff to start halves and after goals. Losing team down 4 or more may elect center possession after a goal.	Over-and-back applies. No take-out checks. Traditional releasable penalties; team plays down. One completed offensive-half pass before a shot; official signals when hot.
5/6 and 7/8	10v10: 3 D, 3 M, 3 A, goalie. 9v9 or 8v8 may be used by agreement. 8v8 has no long poles. Source states playoff minimum is 8 including a goalie.	Two 22-minute running halves; 5-minute halftime. Two 30-second timeouts per game. Faceoff after goals unless trailing by 4 or more and electing possession.	30 seconds to clear midfield and touch the box; then over-and-back applies. Leading team must keep ball in box when lead is under 3. 45- to 90-second releasable penalties; report a player removed after three 90-second fouls.

Field mechanics and penalty reminders

For 3/4 and older, substitutions are through the sub box, whether on the fly or during a stoppage. 3/4 uses a traditional faceoff lineup, with non-faceoff players held at goal-line extended until possession is gained. In 5/6 and 7/8, three players per team line up in the center and others wait below a restraining line until possession is signaled.

At 3/4, severe, dangerous, or unsportsmanlike conduct may draw extended or non-releasable time up to three minutes, and officials may eject for egregious conduct. In 5/6 and 7/8, the source calls for 45- to 90-second releasable penalties, team-down time, and table timing. These are LAYLL modifications; use the source rulebook for situations not addressed here.