	WPYLA 2	025 RULES COMPARI	SON CHART	
Category	6U/8U	10U	12U	14U
Field Size	L: 60-70 yds	L: 60-70 yds	10v10 Full Field	Full Field
1 ICIG OIZC	W: 35-45 yds (Cross-Field)	W: 35-45 yds (Cross-Field)		FP 40"-42"
Cross Laweth	FP: 37'-42" GK 37"-54"	FP 37"-42" GK 37"-54"	FP 40"-42" GK 40"-72"	FP 40"-42" GK 40"-72"
Cross Length	LP none	No Long Poles	LP 52"-72" (4 max)	LP 52"-72" (4 max)
Players	4v4 - 4 field players	7v7 - 1GK & 6 field players	10v10 NFHS	10 v 10 NFHS
Goal Size	3'x3' or 6'x6'	6'x6'	6'x6'	6'v6'
All Player Equipment	0,000,000		THS	0.0
Length of Game	2 X 12:00 (Running)	2 X 12:00 (Running) 4 X 10:00 (Running) 4 x 10:00 Stop-time Score Differential: NFHS		
Overtime	N/A	N/A		Sudden Victory
Team Timeouts	None. Officials only	1 per half	2 per half, 1 each OT	
Counts	N/A	4-sec GK only, no advance	GK 4 + 20s Def zone +10s Off.zone	
Faceoffs	No FO; Coin flip winner Center X. Others on own def. half >5yds from each other. Other team ball start 2 <sup>nd</sup> half	1 FO 1 GK, 2 behind each G.L.E 7v7 adds 1 wing (foot on either SL) FO on knee is OK (Wings release on whistle)	Same is NFHS incl. Standing Neutral Grip	Same is NFHS incl. Standing Neutral Grip.
Substitutions	"On The Fly"	"On The Fly"	NFHS	NFHS
Scrum	Extended w/3 or more	Extended w/3 or more	N/A	N/A
Scruiii	players, use AP	players, use AP	IV/A	IVA
Restarts	All players must be 5	yards from ball carrier	Can restart play w/ defense within 5 yards, must gain 5 yard separation before engaging.	
Fouling Out	Personals = 3X or 5-mins			
Advancing	N/A	N/A	20s Def zone + 10s Off zone + Over/Back if after clear	20s Def zone + 10s Off zone + Over/Back if after clear
Stalling	N/A	N/A	Final 2 min. if team ahead 1-4 goals	
One Pass Rule	attempted pass after FO possession or restart after goal scored	1 attempted pass after FO possession	N/A	N/A
Flag Down Situations		Stop play when ball	hits ground, not a shot	
Man-Up or Man- Down	N/A	N/A; Player serves team plays full strength	Yes (3-down max)	Yes (3 down max)
Offsides	N/A	7v7 > on off. Or >5 on def.(exclude penalty area: never man-down)	>6 on off. Half Or >7 on def.half (include penalty area)	
3-Yard Rule	ALL LEGAL hold	s, pushes & checks must be on	a player w/ possession or within 3 yds of loose ball	
Body Contact	Legal Holds,	Legal Pushes, Boxing Out, Rid	ing, Incidental	Below neck and Above waist
Checking with Cross	OR downward check initi	ad of cross below chest area ated below BOTH players' E HANDED CHECKS	ALL LEGAL holds, pushes & checks must be on a player w/ possession or within 3 yds of loose ball.  NO ONE HANDED CHECKS	
HELMET LOSS	IMMEDIATE WHISTLE. WHOEVER HAS POSSESION KEEPS POSSESSION. LOOSE BALL GOES TO AP.			SE BALL GOES TO AP.
COACHES ROSTER MAX	5 COACHES MAX ON THE SIDELINE. ANY COACH NOT LISTED OR HIGHLIGHTED INELIGIBLE MAY NOT BE ANYWHERE NEAR THE SIDELINE. REF SHALL ISSUE A WARNING, AND THE GAME WILL BE A FORFEIT IF NOT COMPLIANT. GAME WILL NOT START UNTIL WITHIN MAX # OF COACHES. REF SHALL ISSUE A WARNING AND THE GAME WILL BE A FORFEIT IF NOT COMPLIANT.			
PLAYER ROSTER CHECK	EVERY WPYLA GAME (CONFERENCE, NON-CONFERENCE, SCRIMMAGE) WILL HAVE AN OPTIONAL ROSTER CHECK BEFORE THE START OF THE GAME. A ROSTER CHECK <u>MUST</u> BE COMPLETED IN THE EVENT THAT EITHER HEAD COACH REQUESTS IT. BOTH HEAD COACHES <b>DO NOT</b> NEED TO REQUEST A ROSTER CHECK FOR IT TO OCCUR. ANY PLAYER NOT LISTED OR HIGHLIGHTED INELIGIBLE MAY NOT PLAY. REF SHALL ISSUE A WARNING, AND THE GAME WILL BE A FORFEIT IF NOT COMPLIANT.			
SIDELINE ACCESS	Only rostered coaches within the maximum number and <u>equipped players</u> shall be on the bench sideline. Spectators, including additional coaches, friends, relatives, and younger siblings, shall not all be near the sidelines of the field. <b>REF</b> SHALL ISSUE A WARNING AND THE GAME WILL BE A FORFEIT IF NOT COMPLIANT.			
PLAYER/COACH EJECTION = SUSPENSION	IF A PLAYER OR COACH IS EJECTED FROM A GAME, THEY WILL BE SUSPENDED FOR THEIR NEXT GAME. A PLAYER OR COACH WITH MORE THAN ONE EJECTION WILL BE SUBJECT TO FURTHER DISCIPLINARY ACTION.			
SPECTATORS	Officials have the right to ask a coach to assist them with spectator behavior. After a warning, officials have the right to remove disruptive fans from the premises of a game. It is a coach's responsibility to assist with the removal of said spectator.			
FORCED FORFEITS	If a team is forced to forfeit due to the rules stated above. The game is not to be played, even as a scrimmage; the refs are still to be paid their full game fees.			