

Reminders to Boys' Timekeepers:

- 1. The first rule is that all games start and finish on time.**
- 2. All games are running time.** The Clock only stops for time outs or when indicated by the referee for an injury.
- 3. All penalties are stop time.** The penalty clock starts and stops on the whistle. Unexpired penalties will carry over to the next quarter/half. Penalties may be released upon a goal being scored – check with the referee before releasing any penalty.
4. There are 2 minutes between quarters and five minutes between halves.
- 5. Two minute rule.** For divisions in which this rule applies (all but U9 games), the game clock will stop and start on the whistle in the last two minutes of the final quarter and any overtime period. For example: if the ball goes out of bounds at the 1:59 mark and the whistle is blown, the clock stops and restarts on the whistle, however, if the ball goes out of bounds at the 2:01 mark and the whistle is blown, the clock continues to run. If the slaughter rule is in effect (five goals for boys), the non-winning coach may opt to play running time for the final two minutes of the game.
- 6. Sudden Victory.** If there is overtime, the first goal ends the game. If no goal is scored during the period, the game is a tie.
- 7. Time Out.** Time outs are two minutes.

Boys

Division	Game Time	Time Outs	2 Minute Rule Applies During	Overtime
U15	12 minute Quarters	2 per half per team	Fourth Quarter and overtime	One four minute sudden victory period, no time outs
U13	10 minute Quarters	2 per half per team	Fourth Quarter and overtime	One four minute sudden victory period, no time outs
U11	10 minute Quarters	2 per half Per team	Fourth Quarter	None
U9	10 minute Quarters	1 per half Per team	No	None

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The purpose of the Northern Virginia Youth Lacrosse League (NVYLL) is to provide the youth residing within the geographical boundaries of Northern Virginia a healthful, enjoyable leisure time activity and as a corollary to develop qualities that may help them in later life -- sportsmanship, team play, and integrity.