

Remember Good Sportmanship is not Optional!!



1 Harry S Truman Parkway
P.O. Box 6675, Annapolis, MD 21401
<http://www.aacounty.org/recparks>

SPORTS SUPERVISOR

Ron Mox (410) 222-7865

FOR RAIN INFORMATION CALL:

(410) 222-7312 After 4:00 p.m. Weekdays

and After 7:30 a.m. Weekends

www.aacounty.org/recparks/cancellations.cfm

2008 RULE MODIFICATIONS - JUNIOR LEAGUE

1. All leagues governed by the AA Co. Organized Sports Rules.
2. "NO HORN AT THE END LINE."
3. Junior 10 Minute quarters with stop clock (10 second count WILL be used). Junior AA, A, B & C
20 second count will be used.
Junior "A", "B" and "C": 12 goal lead after three quarters, fourth (4th) quarter will be running time.
4. Each team has two (2) time outs per half. Overtime - 4 minute "Sudden Death" overtime periods.
Each team has one time out during each 4 minute overtime period
5. Players / Teams will be penalized with time serving fouls.
6. **Junior B & C ONLY:**
Free clear for trailing team after four (4) goal lead. Free clear DOES NOT apply at start of each quarter.
7. If officials do not show for a game, the game will be re-scheduled at a future date if necessary.
8. 10 minute forfeit time.
9. Players must wear 4-point Helmet, Arm Pads, Shoulder Pads (except Goalie), Gloves, & Colored Mouthpiece.
Goalies MUST wear Arm Pads.
10. Juniors - During the last two minutes of the game, the team that is ahead MUST keep the ball in the box.
11. Stick length: 40" - 42" or 52" - 72" (High School Federation Rules)
12. Coaches and players use of profanity WILL NOT be tolerated and will result in expulsion from the game
and remainder of the season.
13. NO diving into crease (High School Federation Rules)
14. Time outs may be called during any stoppage of play or when the team has possession anywhere on the field.
15. Horn substitutions on time serving fouls and any out of bounds ball.
16. No new players after the 4th scheduled game of the season.
18. All games count in standings.

PLEASE SHOW PROPER SPORTSMANSHIP FOR PLAYERS, OFFICIALS AND FANS!!
