

2020 NVYLL GIRLS' RULES SUMMARY							
Rule	G78A	G78UB	G78 LB	G56	G34FF	G34M	GK2
FC= full checking MC= modified checking NC= no checking	FC	FC	MC	MC	NC	NC	NC
Modified Pocket (1/2 of ball allowed below bottom of sidewall) and stick may be cut to length of arm of player					✓	✓	✓
Stick Length 35.5"-43.25" for field player, 35.5"-52" for GK	✓	✓	✓	✓			
Time 25 min halves, 5 min halftime, stop clock on last 2 minutes of both halves unless 10 goal differential	✓	✓	✓	✓			
Time 20 min halves, 5 min halftime, stop clock on last 2 minutes of both halves unless 10 goal differential					✓	✓	
Time 10 min quarters w/ 2 min breaks between and 5 min half, running clock; 7 field players + 1 goalie (8v8)							✓
Modified field, 7 field players + 1 goalie (8v8) with all NFHS rules applied + NVYLL 3/4 rules						✓	
Timeouts two (2) timeouts per regulation, one (1) timeout per overtime, no rollover.	✓	✓	✓	✓	✓	✓	✓
Overtime (regular season): 5 min rest, coin toss, max two 3-min running clock 'sudden victory' periods, if no goal scored, switch ends after 3 min, no coaching, 1st goal wins. May end in tie.	✓	✓	✓	✓	N/A	N/A	N/A
Coach to certify player equipment; Alternative possession/goal selection at coin toss (continues in OT).	✓	✓	✓	✓	✓	✓	✓
3-Second 'Held Ball' count for good defense.			✓	✓	✓	✓	✓
One Pass Rule from draw and each new possession into offensive end		✓	✓	✓	✓	✓	✓
Substantial advantage regular season and playoffs (5 goal differential). Coach may waive. 1 pass required.	✓	✓	✓	✓	✓	✓	N/A
Up to FOUR coaches allowed on the side line at one time. Only head coach interacts with officials.	✓	✓	✓	✓	✓	✓	✓
Self start allowed anytime except for: fouls in the critical scoring area, when game clock is stopped;	✓	✓	✓	✓	✓	✓	✓
offsides; alternative possession; inadvertent whistle; after a goal. Free Movement always allowed.							
FALSE START if player self-starts when self-start is not allowed.	✓	✓	✓	✓			
MANDATORY RED CARD for initiated check to the head (out that game + next).	✓	✓					
Mandatory YELLOW Card for Dangerous contact, dangerous propel/follow through, slash & misconduct.	✓	✓	✓	✓	✓	✓	✓
Mandatory YELLOW Card for initiated check to the head.			✓	✓	✓	✓	✓
Never plays down; even on yellow card.					✓	✓	✓
4th Card for the team (Y/R) play down remainder of game, additional player down for each subsequent card.	✓	✓	✓	✓			
USL draw set up (3v3); all others hold below restraining line or at goal circle until possession/released.	RL	RL	RL	RL	RL	GC	N/A
Goalie not required (Can turn goal upsidedown and backwards if no goalkeeper).							✓
May not substitute a field player for the goalkeeper.					✓	✓	✓