

2017 Duel in the Desert tournament Game Details & Rules

GAME DETAILS:

Unless specifically stated in this document, the **2017 US Lacrosse stand-alone youth rule book for age's 14U and below** rules will be followed.

- In the event situations or questions arise that are not directly addressed in the 8U, 10U or 12U Rules, the 14U Rules and Approved Rulings (ARs) shall apply. These rules can be found on **the US Lacrosse Website**. <https://www.uslacrosse.org/rules/boys-rules>
 - The 7/8 division will follow 14U rules
 - The 5/6 division will follow 12U rules
 - The 3/4 division will follow 10U rules.
 - The 1/2 division will follow 8U rules.
- Checking rules are clearly defined in the **2017 US Lacrosse stand-alone youth rule book for ages 14U and below**.
- Mouth guards cannot be clear and must be of any visible color other than white to allow for easier rule enforcement by officials. Coaches should instruct players to have their mouth guards properly in their mouths at all times (i.e. no fish hooking or protruding).
No mouth guard = technical foul.
- **Each team is required to provide at least one parent volunteer** to keep score or penalty time. Unless the timing table is fully staffed prior to the horn, the games will not be able to start on time
- In a time saving effort - No line-ups or coin flips, Alternate Possession to away team, each team defends farthest goal from their bench in the first half.
- 5/6th & 7/8th divisions will be 10 v 10 players on a 110 x 60 yard field
- 3rd/4th grade division will be 7 v 7 players on a 60 x 35 yard field with 6' x 6' goals in a 9' crease.
- 1st/2nd grade division will be 4 v 4 players on a 60 x 35 yard field with 4' x 4' goals in a 9' crease - NO GOALIE.
- Length of Game - Games consist of (2) 22-minute running clock halves. Clock will not stop on timeouts.
- Each team will be allowed a single one minute timeout per half. No timeouts in last 5 minutes of the either half.
- Halftime will be 5 minutes.
- Delay of Game - Halftime and timeouts - If one of the teams is not on field and ready for face off at 5 min mark for halftime and on field and ready for play at 1 minute mark after start of a Time Out a Delay of Game may be called and possession granted to other team at discretion of official(s).
- Time Keeping
 - Times will be kept at each field at scorers table.
 - Timer will notify official at 2 minute mark during half time.

- o Timer will announce 2:00, 1:00 and countdown last ten seconds of each half.
- Penalties - 1.5 times for running clock. (30 = 45, 60 = 90, 2 min = 3 min); Normally 1/2nd & 3/4th do not go "Man Down" during penalties - that is not the case here - no substitution for player in penalty or box.
- Overtime - There will be no Overtime or Braveheart for pool play games ending in a tie.
- VIOLENT COLLISIONS ARE TO BE SEVERELY PENALIZED.
- SPORTSMANSHIP IS TO BE EXHIBITED BY ALL COACHES, PLAYERS, AND SPECTATORS.
- No one handed checks at any age division. One handed checks will be an automatic 1 minute slash.
- The 4 seconds for goalie to clear the crease rule will be enforced at all 3/4th, 5/6th & 7/8th divisions.
- No long poles in either the 1/2nd or 3/4th grade divisions.
- Advancement rules will be used in 5/6th & 7/8th divisions. Defensive 20 second count and offensive 10 second count. Advancement rules will not be used in 3/4th games.
- Stalling will be enforced in the last 2 minutes of the game in the 5/6th & 7/8th games. The leading team must keep the ball in the box unless up by 5 or more goals.
- Judgment calls from the officials are final. If a head coach believes a misapplication of the rules has taken place, the coach should call a timeout. If the official(s) agree, then the coach will not be charged with the timeout.
- If a coach calls a timeout but does not have a Time Out to call ,a technical foul will be called.
- Coaches are responsible for their conduct, as well as, their players and fans.
- Mercy Rule during pool play: Team down 5 goals has option after a goal or half time to start with ball @ midfield with no faceoff.
- All ejection fouls are for entire tournament. No refund.
- Goalies do not serve penalties with the exception of ejections, Goalie penalties will be served by the "In Home" player. Goalies penalties for Unsportsmanlike Conduct (without ejection) and Unnecessary Roughness deemed excessive by the officials (usually non-releasable) will result in that goalie not allowed to play any position in the next team game.
- Semi-Finals and Championship games will use 4 minute overtime periods until a goal is scored with 2 minute breaks between the 4 minute periods.
- No "On-Field" time will be allotted for team warm ups.
- If a head coach requests an equipment check and the equipment is found to be good the requesting team loses a time out if they have at least one remaining in the game and is charged with a technical bench foul if no time outs remain.

- Tie Breakers are used to determine standings within pools.
 - Record based on weighted average
 - Head to head
 - Goals Against
 - Coin Flip
- **Players can not play for more than 1 team over the weekend.**

RULE EMPHASIS:

10U; 3/4 Overview and Emphasis:

No body checking; Allowable body contact is legal holds, legal pushes, the use of equal pressure against an opponent to gain possession of a loose ball, defensive positioning to redirect an opponent in possession of the ball, and contact deemed incidental by officials.

Only stick checks permitted are (1) lift checks (2) poke checks (3) downward stick checks below both players' shoulders

Face offs with one player from each team releasing from wing area (refer to rule 4.4 below)

4.4 - POSITIONING OF PLAYERS AND STARTING PLAY FOR 7 X 7 PLAY: When a team has all of its players on the field, it shall place one face-off player at the center of the field. One wing player shall be located in bounds with at least one foot resting on a sideline. Two defenders shall be located behind their own goal line extended and two offensive players shall be behind their opponents goal line extended. Goalkeepers are confined to their crease during a face-off. Goalies, defensive, and offensive players are released from their confined areas once "possession" has been gained and announced by an official or the ball crosses either goal line extended.

When the whistle sounds to start play, the player in the wing areas shall be released. All other players are confined to their areas until a player of either team has gained possession of the ball, the ball goes out of bounds, the ball crosses GLE, a whistle stops play for a time-serving foul or a whistle restarts play after a non-time-serving foul; when any of these events occur, the faceoff has ended.

4.10 - OFFSIDE - A team is considered offside when during 7 v 7 - a team has more than four players in its offensive half of the field (between the centerline and the end line) including players in the penalty box, or more than five players in its defensive half of the field (between the centerline and the end line) including players in the penalty box.

4.21 - SUBSTITUTIONS PROCEDURES: Only whole-team substitution of all field players is permitted and shall occur at a minimum of three-minute, and a maximum of four-minute, game clock intervals from the beginning of the game. Exceptions are for injury substitutions or when a team does not have enough players for full-team substitution, in which case the coach may keep one or more players on the field from the previous group. In this case, players who have been continuously on the field the longest must be shifted out first in the subsequent substitution(s). No live ball "on-the-fly" substitutions are permitted.

Are you going to allow a faceoff guy to scoop and run down and score without a pass?

6.13 RAKING THE BALL: At no time may a field player use the crosse head to rake the ball backwards. They may only use a forward scooping motion to attempt to gain possession of the ball. **EXCEPTIONS:** The two players performing a faceoff and goalkeepers in the crease may trap the ball and rake it in order to control the ball and pick it up with a continuous motion.

12U; 5/6 Overview and Emphasis:

No body checking; Allowable body contact is legal holds, legal pushes, the use of equal pressure against an opponent to gain possession of a loose ball, defensive positioning to redirect an opponent in possession of the ball, and contact deemed incidental by officials.

Live ball “on-the-fly” substitutions are permitted.

Only stick checks permitted are (1) lift checks (2) poke checks (3) downward stick checks below both players’ shoulders

Offsides is a technical foul.

A team may have a maximum of **three players using long crosses** (52-72 inches in length), not counting the goalkeeper’s crosse, in the game at any time.

14U; 7/8 Overview and Emphasis:

The US Lacrosse 14U rules are primarily based on the 2015/2016 US Lacrosse U15 rules .

A team may have a maximum of **four players using long crosses** (52-72 inches in length), not counting the goalkeeper’s crosse, in the game at any time.

4.15 - BODY CHECKING: To be legal, body checking of an opponent can only be delivered by a player who has both hands on their own crosse. Checks must be made to players in possession of the ball, within three yards of a loose ball, or to a player within three yards of a ball in flight. In all cases a body check shall be below the neck, above the waist, and delivered to the front or side of an opponent.

(USL) 4.16 - CHECKING WITH CROSSE: To be legal, checking an opponent’s crosse must be delivered by a player who has both hands on their own crosse. Checks must be made to players in possession of the ball, within three yards of a loose ball, or to a player within three yards of a ball in flight.

4.18.4 No defensive player, other than a properly equipped goalie, can enter their own crease with the perceived intent on blocking a shot or acting as a goalie. Defensive players are allowed to be in or pass through the crease but never with the perceived intention of blocking a shot.