



## BOYS TOURNAMENT RULES

- **GAME LENGTH:** Two **20** minute halves; 3 minute half-time; teams change field direction in the 2nd half. Running time; officials will start and end the game on their own clock, as there is no central horn for start and stop of play.
- **WEATHER:** A separate weather plan has been developed and will be distributed prior to the event.
- **TIMEOUTS:** One 30 second timeout per team per half, which can be used at any time. Officials will stop the clock during team timeouts.
- **GAME RULES:** 2016 National Federation High School rules (HS-AA, HS-A, HS-B divisions) and the US Lacrosse Boys Youth rules amendments (U15, U13, U11, U9 divisions) to those rules are in effect, with the following exceptions:
  - **U11:** Long crosses will be permitted, and can be 47-72 inches in length.
  - **U11:** The 6 goal lead, no-faceoff rule will not be in effect.
  - **U9:** See below.
- **PENALTIES:** Penalty time kept by officials on the field and is running time, beginning with the re-start of play.
  - Technical Fouls – 45 seconds
  - Personal Fouls – 90+ seconds
- **OVERTIME – POOL PLAY:** 3v3 (plus goalie) sudden-victory Braveheart for a maximum of 2 minutes to determine the winner. If neither team scores, the game will end in a tie. All field players must line-up in the midfield positions for the faceoff, and at least 1 player must remain in the defensive half of the field (goalie or field player) at all times. No substitutions permitted after the faceoff and no timeouts permitted.
- **OVERTIME – CHAMPIONSHIP BRACKET PLAY:** 10v10, sudden victory, 4 minute running time period(s) to determine the winner. Standard substitution rules apply. No timeouts permitted.
- **OVERTIME – CONSOLATION GAMES:** No overtime will be played, the game will end in a tie.
- **TIE BREAKER PROCEDURE:** Ties in the standings/seedings will be broken as listed below. In the event that more than 2 teams are tied after step 2, least goals allowed will be used to rank the teams that are tied. If only two teams remain tied upon the completion of that step, then head-to-head between those two teams will be used, followed by a coin flip.
  1. Won-Loss Record
  2. Head-to-Head
  3. Least Goals Allowed
  4. Coin Flip
- The on-site Tournament Director will be the final decision authority on any item/issue not listed.

## U9 DIVISION – ADDITIONAL RULES/INFORMATION

In addition to the items listed above, all US Lacrosse Boys Youth rules amendments to the 2016 NFHS High School rules are in effect, with the following exceptions/clarifications:

- **General U9 Information and Reminders/Both Divisions**

- Long crosses are **not** permitted.
- 20 and 10 second counts will **not** be used; Get It In/Keep It In will **not** be enforced.
- Goalkeeper 4 second count will be enforced.
- Penalties: Player committing foul is replaced and cannot re-enter game until his penalty time has expired (there is no man-up).

- **7v7 Division**

- The field shall be 60 yards by 40 yards.
- All goals will be regulation size (6'x6').
- 7 players, including goalie, constitute a full team. One player is required in the wing position on face-offs.
- A team will be considered offside if there are more than 4 players in its offensive half of the field or more than 5 players in its defensive half of the field.
- The 6 goal lead, no-faceoff rule will **not** be in effect.

- **10v10 Division**

- The field and goals shall be regulation size.
- The 6 goal lead, no-faceoff rule will **not** be in effect.