



## BOYS TOURNAMENT RULES

- **GAME LENGTH:** Two 22-minute halves; four minute half time; teams change field direction in the second half. Running time, officials start and end the game on their own clock.
- **STANDINGS:** A \* on the schedule indicates that game does not count in the standings (W,L,T,GF,GA) for that team (although it does for the opponent). This only occurs if there are an odd number of teams in the division and one team is required to play an extra pool game.
- **WEATHER:** Distribution of a separate weather plan will occur prior to the event.
- **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
- **TIMEOUTS:** One 30 second timeout per team per half, which can be used at any time. Officials will stop the clock during timeouts.
- **GAME RULES:** 2017 National Federation High School rules for the HS AA, HS A, HS B divisions, and the 2017 US Lacrosse U14 Boys Youth rules for the U15 division and below are in effect, with the following exceptions:
  - **U13, U11, and U9:** A player may not deliver a body check to an opponent. Allowable body contact at these levels are 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 the officials.
  - **U11:** Long crosses are permitted, and can be 47-72 inches in length. 20 and 10 second counts will **not** be used; Get It In/Keep It In will **not** be enforced.
  - **U9:** See below.
- **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 one 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, 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 two or more teams remain tied after step 3, step 4 (and 5, if necessary) will determine the highest ranked team. Steps 3 and 4 (and 5, if necessary) are then repeated to determine the next ranked team, and so on.
  1. Most Wins
  2. Least Losses
  3. Head-to-Head (only if **all** tied teams have played each other)
  4. Least Goals Allowed
  5. Coin Flip
- The on-site Tournament Director will have the final decision authority for any item/issue not listed.

## U9 DIVISION – ADDITIONAL RULES/INFORMATION

In addition to the items listed above, all 2017 U14 US Lacrosse Boys Youth rules are in effect, with the following exceptions/clarifications:

- **General U9 Information and Reminders/Both Divisions**
  - Field players may only use crosses that are 37-42 inches in length.
  - 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 the 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').
  - Seven players, including goalie, constitute a full team. On face-offs, 2 players are required in the offensive area, 2 players (and goalie) in the defensive area, and one player is required in the wing position. The wing player is released on the whistle.
  - A team is offside if there are more than four players in its offensive half of the field or more than five players in its defensive half of the field.
- **10v10 Division**
  - The field and goals shall be regulation size.

### TIEBREAKER EXAMPLE – ALL DIVISIONS

Team	W-L Record	Goals Allowed	Wins Over
A	2-1	14	C, D
B	2-1	16	A, D
C	2-1	18	B, D
D	0-3	27	---

- Using step 3, all three tied teams are 1-1 vs. each other, so step 4 is used to determine the highest ranked team. Team A is placed 1<sup>st</sup>, as they have the least goals allowed among the three tied teams.
- Returning to step 3 (head-to-head), Team C is placed 2<sup>nd</sup>, as they beat Team B, who is then placed 3<sup>rd</sup>.