

# 2017 Cornhusker State Games Lacrosse Tournament

## 7 v 7 Rules

1. High school games will follow NFHS Boys Lacrosse Rules unless otherwise specified below
2. Youth games will follow US Lacrosse rules for U14 boys unless otherwise specified below
1. Players are not allowed to double roster
2. Games will consist of two 20-minute running-time halves with a 4 minute halftime.
3. All games will begin at the top of the hour with a horn indicating the start of the game. Two short horn blasts will indicate 5 minute warning prior to next game up on the schedule.
4. Team must have 2 players total in the defensive zone at all times. Maximum of 3 long stick players on the field at once. For youth, maximum of 2 long stick players on the field at once.
5. Each period begins with a faceoff. Wing middies must be positioned to the left of their faceoff man, at the intersection of the sideline and the midline. Defensemen and attackmen must remain behind the goal line extended until the referees signal possession. The goalie must remain in the crease area until possession is signaled.
6. After a goal is scored the ball is awarded to the scored upon goalie who puts the ball in play from his crease area. A referee must whistle to indicate play has recommenced.
7. All player substitutions are on the fly.
  - Table workers will keep time and announce to coaches and refs time remaining intermittently, or upon request from the head coach
  - Table workers will time penalties and will let the officials know when 2 minutes remains in each half.
8. Penalties are called and served as they are in a regular field lacrosse. The referee releases penalized players when their serve time has expired. Penalty time does not start until the penalized player takes a knee, out of bounds, at the midline, on the bench side of the field.
9. Penalty time is as follows:
  - Technical: 45 seconds
  - Personal: 90 Seconds
  - Non-releasable personal penalties: 3:00 minutes

# 2017 Cornhusker State Games Lacrosse Tournament

## 7 v 7 Rules

10. In flag down situation for a PERSONAL foul, if the offended team scores, they receive the ball at midfield and have a man up situation for the duration of the penalty.
  - Each team is allowed one 45-second timeout per half. **The clock will not stop.**
  - No timeouts are allowed in the last 2 minutes of a half. If a timeout is underway when the 2-minute mark is reached, the timeout is over and the teams will be called back to the field.
11. ANY PLAYERS OR COACHES INVOLVED IN A FIGHT, PHYSICAL OR VERBAL ABUSE WILL BE EXPELLED FROM THE TOURNAMENT. No second chances. The CSG's has ZERO tolerance for fighting.
12. **Flagrant fouls:** 1st offense - expulsion from game; 2nd offense (occurring anytime during tournament after first offense) - expulsion from tournament. **The certified referee will be the sole determinant as to whether a foul is flagrant or not.**
13. In flag down situation for a PERSONAL foul, if the offended team scores, they receive the ball at midfield and have a man-up situation for the duration of the penalty.
14. Teams will be awarded points for a win or tie:
  - 5 points for Win
  - 2 points for Tie
  - 0 points for Loss
15. No OT during pool play: ties stand.
16. Following pool play, if point totals are tied, the following tie breaker will be used
  1. Points
  2. Head to Head (among all tied teams, if applicable)
  3. Goals Allowed
  4. Goal Differential
  5. Random draw
17. If three or more teams have the same point total, the tie breaker will be applied until a team or teams are eliminated. Then the tiebreaker will be applied without the eliminated teams.
18. Championship games that go into OT, will have 4 minute sudden victory OT period. First to score wins. If winner is not determined, braveheart will begin.

# 2017 Cornhusker State Games Lacrosse Tournament

## 7 v 7 Rules

- Braveheart will apply when a bracket game is tied at end of regulation. Braveheart will be three man plus goalie. No team timeouts or substitutions are allowed during braveheart.

19. Medals will be awarded for first, second and third place following bracket play.

### **Weather Policy is as follows.**

20. CSG Lacrosse Sport Director has the right to shorten games, finalize games due to future weather, and reschedule games if possible.
- Weather conditions can change rapidly and all teams should be prepared to play as soon as weather clears and fields are playable.
21. If thunder or lightning is observed at any location, play will be suspended immediately and players and fans will be required to leave the field. Play will be allowed to resume 30 minutes after the last sound of thunder or sight of lightning is observed. If a game is in progress:
- If a game is in the second half, the game will be considered final and the score at that point will be recorded.
  - If a game is in the first half, when play resumes it will be the start of the second half, unless it is deemed necessary to finalize the interrupted game.