



**CENTER HASH LAX  
FALL FEAR YOUTH LACROSSE CLASSIC  
12v12 RULEBOOK**

Center Hash Lax and the Bay State Bullets have established this rulebook to provide a competitive playing experience for participating in the 12v12 division of the Fall Fear Lacrosse Classic. It is expected that each participating team will stress good sportsmanship as well as the rules of play. Good sportsmanship on the part of all players, coaches and fans is always the expectation of Center Hash Lax. Center Hash Lax and the Bay State Bullets are dedicated to complying with all rules of US Lacrosse.

**Field Player Equipment:**

- **Protective eyewear:** All field players must wear proper eye protection (goggles). Eye protection is essential for providing a safe environment and must meet the most current ASTM Specification Standard F803 for women's lacrosse, be tested at a PECC approved testing facility and be listed on the US Lacrosse website.
- **Mouth piece:** All players must wear a professionally manufactured intra-oral mouthpiece without protruding tabs that fully covers the upper jaw teeth.
- **Gloves:** Close-fitting gloves may be worn by players.
- **Footwear/cleats:** Composition or rubber soled shoes must be worn and may have plastic, leather, or rubber cleats-studs. Spikes are not allowed.
- **Other Personal Equipment:** Soft headgear, and protective devices necessitated by medical grounds may be worn. A medical note is required if a player needs to be wearing a nose or face mask.

**Goalie Equipment:**

- Goalies must wear shin guards, padded pants, chest protector, helmet, mouth and throat guard, and goalie gloves.
- Helmets must be NOCSAE Certified.
- Goal face blockers or rejectors are not allowed during tournament games. Blockers/rejectors create an unfair advantage to the defensive team. Additionally, the use of such equipment fails to create an authentic game like situation for both teams. If a team does not have a goalie, they are encouraged to arrange to have a field player play in goal.
- An extra set of goalie equipment will be provided in case a team's goalie is not present. A field player will be asked to dress.

**Checking:**

- 5/6<sup>th</sup> Divisions (Shock & Alarm) Modified Checking.
- 7/8<sup>th</sup> Divisions (Terror, Horror, Fright) Full Checking.

**Start of game:** To draw, the ball is to be placed in the upper third of the head of the crosse at the widest part of the head.

**Timing of game:**

- All games will operate on a central horn.
- All time is running time.
- The games are (2) 25-minute halves with a 5-minute halftime.
- All games must start on time.
- Teams will quickly take their belongings and will leave the playing field once the shaking of hands has concluded.
- Teams coming on the field are asked to be ready to take the field at the conclusion on the previous game. Please be ready to play as you enter the field.

- Games will kick off every hour, starting at 7:45am.
- All Semi Finals and Finals games will be (1) 25-minute game.

**Time outs:** There are no timeouts.

**Tie scores:** In the event that a regular game ends in a tie, it will stay in a tie. In the event that a semi finals or a final game ends in a tie, a tie breaker will be put into effect. The tie breaker for semi finals and finals games will consist of a 1-minute, 12v12 sudden victory. The game will restart with a draw. The team scoring the first goal wins the game. If the score remains tied at the conclusion of the one-minute, then each team will select one player to compete in a 1v1 brave heart. The brave heart will start with a draw and will be played out until one player scores.

**Game personnel change:** The deputy is not allowed. All substitutions must be made at the 50-yard line through the substitution area.

**Other rules of tournament play:**

- Goggles and mouth guards are mandatory.
- No pass rule
- 4 players stay behind restraining line
- Center draw: 3 girls in the midfield (2 girls on the circle and 1 center) from each team
- All game balls must have the "NOCSAE Standards" stamp on the ball.
- A draw will be used to start the game. A draw will be administered after every goal.

**SPORTSMANSHIP and RESPECT:**

- Good sportsmanship is at the foundation by which we operate.
- Re: rules of the game, encourage players to respect the spirit of the game and the rules by which it's played.
- Coaches are asked to respect the rules and not bend the rules to win.
- A worthy opponent is a benefit that forces us to play to our highest potential. Coaches and players are asked to respect all opponents and the opportunity they provide in playing the game.
- We treat officials with respect even when we disagree.
- We live up to our own highest standards regardless of what others do. In doing so, we pay respect to the game, to ourselves, our teammates and our opponents.

**Score reporting and standings:**

- All teams will compete in three tournament games prior to the bracket playoffs. If a team is scheduled to play in four games, their fourth game of the day will not be counted towards their standings.
- With uneven brackets, one team within the bracket will play a fourth game. This is because it is not possible to provide a minimum of three games without this being the case. All standings reported will be the same for everyone. This is the case for the 7/8 Fright Division and the 5/6 Alarm Division. In these instances, the score reported, points for, and goals allowed will count towards their opponent.
- All scores will be recorded, coaches will sign off on scores at the conclusion of the games.
- All scores will be posted on Tourney Machine.
- Standings will be calculated throughout the day on Tourney Machine.
- Teams will be awarded 2 points for a win and 1 point for a tie.
- Teams will be seeded by total number of points.
- At the conclusion of all 12v12 games, the top seeded teams will be determined. The top four teams will move on.
- If a team is tied in points a tie-breaker will be instituted:
  - 1) Total Points
  - 2) Head to Head
  - 3) Goals against
  - 4) Coin flip