



Mid Fall Classic Lacrosse Tournament High School Rules/Procedures

Game Site:

- **YMCA Spirit Park** (420 S. 84th St.) –Behind State Farm Insurance Complex.

Game Rules:

The National Federation of State High School Associations (NFHS) and US Lacrosse rule will be used unless otherwise specified below.

Only players who have a signed waiver turned in at or before check in will be allowed to participate.

Players are not allowed to double roster, except with permission from the Tournament Director.

Games will consist of two 20-minute running-time halves with a 4 minute halftime.

One 1 minute timeout per team per half will be allowed. No timeouts can be taken in the last 2 minutes of a game. Time outs do not carry over if not used.

Clock stops after goals, flag penalties and serious injury. Clock will restart once the penalized player is in the box kneeling on one knee beside the score table, and the score keeper has the penalty recorded on the score sheet.

Penalty time will be served as indicated below:

30 second technical fouls will be served for 45 seconds

1 minute personal fouls will be served for 90 seconds

Non releasable fouls will be served for 3 minutes

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. Flagrant fouls will be reported to the tournament director immediately.**

ANY PLAYERS OR COACHES INVOLVED IN A FIGHT, **PHYSICAL OR VERBAL ABUSE** TOWARDS PLAYERS, COACHES, OR OFFICIALS WILL BE EXPELLED FROM THE TOURNAMENT. No second chances. There is **ZERO tolerance for fighting.**

Teams will be awarded points for a win or tie:

5 points for Win

2 points for Tie

0 points for Loss

No OT during pool play; ties stand.

Seeds for the single elimination tournament will be determined by:

Best Record

Head to Head if possible -- if a tie

Least amount of goals allowed in all games -- if still tied

Goal differential in all games

*Games between teams in the same pool will only count toward pool play standings.

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.

Overtime for bracket play – In bracket play, teams will play a 4-minute sudden victory overtime period until a winner has been decided.

Medals will be given to 1st, 2nd & 3rd place teams in High School division.

NO Pets, Smoking or Alcohol at YMCA Spirit Park. Charcoal grills are not allowed at YMCA Spirit Park or in the State Farm Parking lot area. Please help control this and keep your team area clean after your game.

Officials will be provided.

Warm-up time between games may vary depending upon completion of previous game.

Brackets/pool play sheets will be posted, at the sites and the results will be updated on the Tourney Machine website.

No protests are allowed. Tournament Director has final decision in all situations.

If you have any questions please call 402-434-9219 prior to tournament.

If inclement weather please call 402-434-9211 for tournament status.

Good sportsmanship is required by all coaches/players and spectators.

Weather Policy is as follows:

The Tournament 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.

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.

