



## Mid Fall Classic Lacrosse Tournament Youth Rules/Procedures

### Game Site:

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

### Game Rules:

Youth games will follow US Lacrosse rules unless otherwise specified below

Players are not allowed to double roster

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

All games will begin at the top of the hour with a horn indicating the start of the game.

Two horn blasts will indicate 5 minute waring prior to next game up on the schedule.

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 3<sup>rd</sup> and 4<sup>th</sup> Grade, the game will be 6 v 6 (2 attack, 2 mid, 2 def) no long poles and no goalie.**

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.

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.

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.

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.**

Penalty time is as follows:

Technical: 45 seconds

Personal: 90 Seconds

Non-releasable personal penalties: 3:00 minutes

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.

**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.**

**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 the whether a foul is flagrant or not. Flagrant fouls will be reported to the tournament director immediately.**

In a 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.

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 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place teams in 3<sup>rd</sup> through 8<sup>th</sup> Grade divisions.

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.