



(revised 11/1/2019)

Official Rules – Boys Divisions

The Fall Brawl is a fun tournament designed with player safety in mind. This is a NO BODYCHECKING/COLLISION event. Please help us preserve this mission so all player can leave the event having had a positive experience and healthy!!

Basic Rules FOR ALL Divisions

Shots/Ball Leaving Play	NEW FOR 2019: Anytime a ball leaves the field of play (shot or not), its is awarded to the team that DID NOT last touch/deflect the ball. A ball that goes off the goalpost will be awarded to the offense.
Supervision/Coaching	All teams MUST have at least one coach on the sideline over the age of 21
Player Ejections	2 Game Suspension for 1 st , All Remaining Games for second
Uniform	Jerseys provided by tournament and MUST be worn for ALL games
Requirement Equipment	Same as always – Helmet, Shoulder pads, Arm pads, Gloves, Cup, LEGAL Stick
Goalies	Each team MUST have a properly equipped goalie to start the game
Game Length	One, 25-minute running time game, central horn from main press box
Timeouts	NONE
Field Size	Approximately – 70y x 35y
Game Format	7v7 – 1 Goalie, 2 Attack, 2 Midfield, 2 Defense (3 poles max)
Face-off	To start game ONLY, All players other players except goalie behind end line or sideline. Goalie remains in crease until possession is called.
After a Goal is Scored	Ball starts IN CREASE with GOALIE. 4 Second count applies from whistle.
Offsides	YES – 2 players + goalie must remain onsides, Game Play is 4v4
Substitution	All subs are on the fly
5 Goal Margin	If EITHER TEAM, regardless of last goal is down by 5 goals or more, they are awarded the ball at midfield. This could cause the ball to be awarded to the team that just scored.
Ties - Bravehearts	<ol style="list-style-type: none"> Each team fields a goalie and ONE field player. Officials may inspect field crosses before the tiebreaker begins No coach-requested checks. Teams defend the same goal they defended in the second half. Teams must use the goalies on the field at the end of regulation. The field players face off at center. Goalies must be in their crease during the faceoff. Goalies may not cross midfield. The first team to score a goal wins. There are no timeouts or substitutions permitted except in the case of injury (in which case the opponent may also substitute a player). If a team commits what would normally be a timeserving penalty during the tiebreaker, play is restarted with the offending player in his defensive half of the field (for a technical foul) or in his defensive restraining area (for a personal foul) and the offended team's field player in possession just outside the attack area. All other standard rules apply, including counts.

Playing Rules

(All normal lacrosse fouls are the same. Slashing, pushing etc. with the following exceptions)

1. **NO BODYCHECKING OS COLLISIONS: All players must play the ball. No “man/ball”.** Bodychecking an opponent to the ground will result in a fast break for the opponent as an unnecessary roughness penalty.
2. **PENALTIES** – All regular penalties are called. Time-serving Personal Fouls will require the offending player to leave the field for the fast break. Time-serving technical fouls will require a fast break but the offending player does NOT have to leave the field. **Multi-minute and more than one foul on the same play will lead to a 3v1 fast break.**
3. **PENALTY ENFORCEMENT** - 3 on 2/1 fast break from midfield. 1 non-offending midfielder begins 5 yards ahead of the midfield line. All other players (defense and offense) begin behind the midline. All players released on a SINGLE whistle.
4. 8-Second Count to advance ball past midfield only.
5. Offsides - A team may have no more than 4 players in the offensive side of the field and more than 5 players in their defensive side of the field at any time.

12U Rules

Same as varsity rules with the following adjustments:

1. Advancement of the ball rule not enforced.

10U & 8U Rules

Same as U12 rules with the following adjustments:

1. Long Poles may be used ONLY by agreement of BOTH COACHES on a GAME-BY-GAME basis. This allows teams to properly prepare for the season but also creates fairness.

Pool Play Tie-Breaking Procedures

2-Way Ties

(these are easy because...we always have a winner with Bravehearts)

Head-to-Head

3-Way Ties

(these are a little harder because teams are always 1-1 against each other)

Lowest Goal Differential (*Goals For MINUS Goals Against*) Determines 3rd

Then...

We go back to Head-to-Head to decide 1st or 2nd