



Spring Lax Jam Boys Town Rules:

- Each game is 40 minutes running time
 - SINGLE HORN BLAST STARTS THE GAME
 - SINGLE LONG BLAST ENDS THE GAME
 - No Time Outs
- 2 pts. for a win, 1 pt. for a tie, no points are given out for a lose
- 2 way Division Tie Breakers
 - Head to Head (if teams have played each other)
 - Goals Against
 - Coin Flip
- 3 Way Division Tie Breakers
 - Goals Against
 - Coin Flip
- Tie in a Championship Game will result in a Braveheart.
 - Any foul committed during a Braveheart will result in a Fast Break.
 - Braveheart consists of a Face-Off 1v1 (goalies cannot cross midfield)
 - Play will continue until goal is scored.
- If your team is given a fourth game it will **NOT** count towards your bracket. You will receive zero points for a win
- 4 GOAL RULE in effect.
 - If a team is down by 4 goals they are given the ball at the midfield.
 - Team that is up by 4 goals must complete 2 passes in the offensive box before shooting.
- Penalties:
 - 2nd/3rd/4th/5th Grade- Player who committed the foul will sub off and the opposing team will be awarded a fast break.
 - 6th/7th/8th/JV – Player who committed foul will be taken off and opposing team will be given a man up opportunity. (Refs keep penalty time on field)
- If you are scheduled for four games, your fourth game will not count toward the standings
- High Hits and Targeting Fouls.
 - When the official deems a high hit or targeting penalty has occurred the player who committed the foul will be ejected from play immediately. The player may return the following the game
 - In addition, if during a 6th/7th/8th/JV game, another member of the offending team must serve either a two or three – minute non releasable penalty administered by the game official(s)
- There are no one handed checks at this event at any level
- **PLAYER INJURIES:** All injuries must be reported to the tournament staff at which time an incident report will be filled out. Players may continue at the discretion of the medical staff
- Subbing a player on and off the field are allowed during dead balls or on the fly. Teams will also be allowed to sub on the sideline and end line when ball leaves play.
- 2nd Grade is 8v8, unless both coaches agree on playing 10v10
- 2nd/3rd/4th Grade NO LONG POLES (per Suffolk PAL lacrosse rules)
- Any player, Coach or spectator who engages in taunting or fighting will be expelled from the tournament.
- Spectators should have no contact with officials whatsoever
- Alcohol is **NOT** permitted on the facility, violators will be subject expulsion
- **PARK IN DESIGNATED AREAS ONLY**
- **NO DOGS, PETS or BBQ'S (open flame or electric)**
- **Everyone: Coaches should always remember they are role models for the players. Refrain from foul and abusive language toward players other coaches, spectators and officials. There is no tolerance for such behavior.**

All decisions made by the tournament staff are final.

REMEMBER TO HAVE FUN AND ENJOY THE GAMES!