



Elite Lacrosse Invitational Tournament Rules

GENERAL RULES:

- All required equipment
- Tournament is in “running time” format; all penalties will be timeserving, 30 seconds or a minute. Penalties can be longer than 1 minute and/or “nonreleasable” at referee’s discretion, just as in standard game play. Penalties begin on the official’s re-start.
- Any fighting or disrespect towards an official will result in expulsion. The director will determine the length.
- Teams are required to play ALL scheduled games. This tournament has an extensive waiting list. If a team leaves early, they will not be invited back in future years.
- Man ball is played at all levels
- Long Poles are permitted at all levels (4 poles)
- Injuries need to be reported to head trainer or to the tournament staff.

GAME PLAY:

- Games consist of ONE 40 minute game.
- NO Time outs
- Time will be kept at Tournament HQ:
- Sub on fly all levels
- Refs keep the time on penalties and penalties are running time
- One long air horn blast starts the game and One long air horn will end the game.
- No Mercy Rule for all Grade Levels.

HIGH SCHOOL SPECIFIC RULES

- All clearing times are in effect (20 seconds to mid-line, and 10-seconds to get it in the box).

RULES RELATED TO INCLEMENT WEATHER:

- There are no “rain dates” for the Fall Lacrosse Classic. Assume that games will be played on their scheduled dates.
- If inclement weather causes a game stoppage (i.e. lightning sighting) during the event, the following rules apply:
 - Play will stop for until the Tournament Director deems the weather suitable for resuming
- If the delay is substantial, Tournament HQ may make a decision to shorten all remaining games until the tournament is back on time.