

MLK CLASSIC TOURNAMENT RULES

- **GAME LENGTH:** Two 20 minute halves; 3 minute half-time; teams change field direction in the 2nd half. Running time, officials start and end the game on their own clock, as there is no central horn for start and stop of play.
- **WEATHER:** A separate weather plan has been developed and will be distributed prior to the event.
- **PENALTIES:** Penalty time kept by officials on the field.

Technical Fouls – 45 seconds Personal Fouls – 90+ seconds

- **TIMEOUTS:** One 30 second timeout per team per half (game clock will stop).
- **GAME RULES:** 2020 National Federation High School rules for the HS AA, A, and B divisions (see attached changes for 2020), and the 2019 US Lacrosse U14 Boys Youth rules for the U14 division and below are in effect, with the following exceptions/clarifications: oU12: A player may not deliver a body check to an opponent. Allowable body contact at these levels are legal holds, legal pushes, the use of equal pressure against an opponent to gain possession of a loose ball, defensive positioning to redirect an opponent in possession of the ball, and contact deemed incidental by the officials. o U12: 20 and 10 second counts will be used, however, Get It In/Keep It In will not be enforced.
- **OVERTIME – POOL PLAY:** 3v3 (plus goalie) sudden-victory Braveheart for a maximum of 2 minutes to determine the winner. If neither team scores, the game will end in a tie. All field players must line-up in the midfield positions for the faceoff, and at least one player (goalie or field player) must remain in the defensive half of the field at all times. No substitutions permitted after the faceoff and no timeouts permitted.
- **OVERTIME – CHAMPIONSHIP BRACKET PLAY:** 10v10, sudden victory, 4 minute running time period(s) to determine the winner. Standard substitution rules apply. No timeouts permitted.
- **GAME SCORES:** Scores will be posted on TourneyMachine approximately 15 minutes after the game is completed. All requests for score corrections should be addressed to the on-site Field Manager by the coach no more than one hour after completion of the game. After that point, all scores are final and no changes will be made.
- **TIE BREAKER PROCEDURE:** Ties in the standings/seedings will be broken as listed below. In the event that two or more teams remain tied after step 3, step 4 (and 5, if necessary) will determine the highest ranked team. Steps 3 and 4 (and 5, if necessary) are then repeated to determine the next ranked team, and so on. See the example below. 1. Most Wins. Ties will count as a ½ win. 2. Least Losses. Ties will count as a ½ loss. 3. Head-to-Head (only if all tied teams have played each other) 4. Least Goals Allowed (revert to head-to-head once two teams remain) 5. Coin Flip
- The on-site Tournament Director will have the final decision regarding any item/issue not listed.

Starting next year in high school boys lacrosse, play may be restarted with a defensive player within 5 yards of the player in possession of the ball. In such cases, defensive players must adhere to certain conditions or they may be subject to a delay-of-game technical foul.

In a change to Rule 4-22-1, officials will no longer wait for defensive players to position themselves more than 5 yards from the player in possession of the ball when restarting play. While both offensive and defensive players are still required to move more than 5 yards away, two exceptions apply to defensive players only. Defensive players within 5 yards of the player in