



BOYS LACROSSE TOURNAMENT

2021 RULES

Game Administration

- All HS games will be governed by 2021 NFHS rules unless modified below.
- All youth games will be played in accordance with US Lacrosse Boys Youth Rules unless modified below.
- Games will consist of two 24 minute running halves with a four minute halftime.
- A central horn will be used to govern the timing of all games.
- A single blast of the horn will mark the start and conclusion of each half. A quick double blast of the horn will indicate that only two minutes remain in the half.
- Each team will receive one 45 second timeout per game. After 45 seconds, teams will be whistled back onto the field. If a team does not return in a prompt manner, they will either lose possession of the ball or be assessed a delay of game penalty.
- Timeouts may not be called during the final two minutes of either half or during overtime play.
- Penalty time will be served in all divisions with the exception of the 10U 7v7 division. In the 10U 7v7 division, penalties will result in the offended team receiving a 3 yard fast break, originating at the center of the midfield line.
- All penalties are start stop time and will be kept on the field by the bench side official.
- Face-offs will be conducted at the beginning of each half and after every goal, regardless of score.
- Advancement rules will be waived in the 10U 7v7 division. All other divisions will utilize a 20 second / 10 second clearing rule (20 seconds to clear the ball from the defensive end and 10 seconds to enter the offensive box). The four second crease rule shall be enforced in all divisions.
- Body checking is allowed in all but the 10U 7v7 division.
- "Long" crosses are allowed in all divisions.
- HS and 10U 7v7 games can end in ties. All other youth level games cannot end in ties.
- Youth level non-championship game ties will be broken by sudden victory Braveheart.
- During Braveheart play, goalies may not cross the midfield line and penalties will result in the offended team receiving a 3 yard fast break, originating at the center of the midfield line.
- For the safety of players, substitutions will be permitted during Braveheart play on any dead ball situation and at any other point at the discretion of game officials.
- Championship game ties will be broken by four minute sudden death periods of play.

Division Standings Placement & Tie-Breaking Criteria

- (1) Overall record, (2) Head to head result, (3) Cumulative goals against, (4) Cumulative goals for, (5) Coin flip.

Tournament Administration

- Decisions on the field are at the discretion of the working game officials and are final. No disputes will be heard at the conclusion of a game.
- Only team head coaches and working game officials may discuss concerns or disputes.
- Any player, fan or coach ejected from a game may be prohibited from participating in his or her next contest.
- The use of an illegal player will result in the forfeiture of any wins and may result in immediate disqualification from the tournament.
- Unsportsmanlike behavior will not be tolerated. Capital Lacrosse reserves the right to terminate games and/or remove any individual who behaves in a vulgar or abrasive fashion.
- In the event of adverse weather or unplayable field conditions, Capital Lacrosse reserves the right to reduce game times or reschedule games. All attempts will be made to play games as scheduled.