



# TOURNAMENT RULES

Updated 10/27/2021

- **GAME LENGTH:** Two **22** 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.
- **GAME NOTE:** A \* on the schedule indicates that game does not count in the standings (W,L,T,GF,GA) for that team (although it does for the opponent). This occurs if there are an odd number of teams in the division and one team is required to play an extra game.
- **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:** 2022 National Federation High School rules for the HS AA, A, and B, and the 2022 US Lacrosse U14 Boys Youth rules for the U14 division and below are in effect, with the following exceptions/clarifications:
  - **U8, U10, U12:** 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.
  - **U12:** 20 and 10 second counts **will be** used, however, Get It In/Keep It In **will not be** enforced.
  - **U8, U10:** See below for additional information.
- **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 – CONSOLATION GAMES:** No overtime, the game will end in a tie.
- **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 TourneryMachine 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.

### U8 AND U10 DIVISIONS – ADDITIONAL RULES/INFORMATION

In addition to the items listed above, 2022 US Lacrosse U14 Boys Youth rules for the U14 division are in effect, with the following exceptions/clarifications.

- **U8 and U10 Divisions:**
  - 20 and 10 second counts will **not** be used; Get It In/Keep It In will **not** be enforced.
  - Goalkeeper 4 second count will be enforced.
  - The field shall be approximately 60 yards by 40 yards.
  - All goals will be regulation size (6'x6').
  - No long crosses are permitted.
  - 7 players, including goalie, constitute a full team. One player is required in the wing position on face-offs, and two players in the attack and defensive zones (behind GLE).
  - A team will be considered offside if there are more than 4 players in its offensive half of the field or more than 5 players in its defensive half of the field.
  - Penalties: Player committing foul is replaced and cannot re-enter game until his penalty time has expired (there is no man-up).

### TIEBREAKER EXAMPLE – ALL DIVISIONS

Team	W-L Record	Goals Allowed	Wins Over	Position
A	2-1	14	C, D	1 <sup>st</sup>
B	2-1	16	A, D	3 <sup>rd</sup>
C	2-1	18	B, D	2 <sup>nd</sup>
D	0-3	27	---	4 <sup>th</sup>

- As steps 1, 2, and 3 do not break the tie, step 4 results in Team A being placed 1<sup>st</sup>, as they have the least goals allowed among the three tied teams.
- Reverting to step 3 with the two remaining teams, Team C is placed 2<sup>nd</sup>, as they beat Team B. Team B is placed 3<sup>rd</sup>.

**4-3-3 a, b, c, f, g:** ART. 3 . . .The official conducting the faceoff will start the procedure by ~~holding the ball and bringing the players together,~~ placing the ball on the midfield line at the spot on which the faceoff will take place.

a. The official shall ~~indicate to the players the spot on which the faceoff will take place and~~ instruct the players to prepare for the faceoff by saying "down."

b. Once the players are down, they are to move into their faceoff position as quickly as possible. Players ~~may kneel or~~ shall stand as they get into position for the faceoff and must remain standing until the whistle sounds to start play.

c. The crosses and gloves shall rest on the ground along the center line, parallel to each other up to, but not touching, the center line. All fingers of both hands shall be gloved and wrapped around the crosse. The crosse head and the gloved hands shall be touching the ground. The hand closer to the throat shall be in a palm-up position.

f. Once the players are in the proper position, the official shall ~~place the ball on the ground, in between the head of each crosse, paying close attention to placing~~ ensure that the crosses are positioned such that the ball is in the middle of the head of each crosse.

g. Once the official is satisfied with ~~the placement of the ball and~~ the positioning of the players' crosses, he shall instruct the players to remain motionless by saying "Set." ~~The official will still have his hand on or near the ball or crosses when the command "set" is given.~~ For hearing impaired players, a reasonable accommodation for the "set" command and whistle sound will be provided.

**Rationale:** One of the changes made this past season for Covid modifications was for officials to place the ball on the ground first to indicate where the faceoff will occur. This rule has provided a visible marker for where players shall setup up for the faceoff. Players standing rather than kneeling compliments the changes in a, f, and g to play the ball first. Restricts face-off players from using the "moto-grip" to favor a standing neutral grip. Like the previous rule proposals, this will result in a fair and safer faceoff.

**4-3-3i (NEW):** ART. 3 . . . Upon the whistle starting play, each player must attempt to play the ball first before they may body check their opponent.

**Other Rules Affected 5-3-3:** ART. 3 . . . Body checking of an opponent who has any part of their body other than their feet on the ground or while crouched for a faceoff.

**Rationale:** As a way to make the faceoff fair, safe, and result in fewer long stalemates this rule will ensure that faceoff players are playing the ball and not body checking or stick checking an opponent's body.

**4-4-2:** ART. 2 . . . When the whistle sounds to start play, the players in the wing areas shall be released but must avoid body checking the faceoff players battling for control of the ball in the initial faceoff spot. All other players are confined to their areas until a player of either team has gained possession of the ball, the ball goes out of bounds, the ball crosses the defensive-area line, a whistle stops play for a time-serving foul, or whistle restarts play after a non-time-serving foul; when any of these events occur, the faceoff has ended. Players designated in the midfield area, and players designated within the defensive area may not interchange positions before possession have been called, and the faceoff has ended, but midfielders may substitute.

**Rationale:** Avoids checks to faceoff players that are in a potentially vulnerable position. This rule is already not well understood by players and coaches, and this change will codify what is not allowed and help protect players taking a faceoff.

**4-5-3 NOTE:** ART. 3 . . . Note: A ball in the air on a pass or a shot is a loose ball at all times, including after the horn sounds to end a period.

**Rationale:** This rule clarifies a ball that is not in possession is a loose ball.

**4-9-2:** ART. 2 . . . A goal shall be disallowed:

o. The ball is deflected or batted by the free hand or glove of an offensive player.

p. A goal will be allowed if the shot is released prior to the end of the period. Rule 4 Section 8

**Other Rules Affected 6-6-2:** ART. 2 . . . The following are examples of illegal procedure: a. Touching the ball – A player shall not touch the ball with their free hand or glove ~~his hands~~ while it is in play. The exception is the goalkeeper while both he and the ball are inside the crease.

**Rationale:** The general principle is that the gloved hand is part of the stick in most cases – the exception being when determining if a player has crossed a line. This clarifies that any time a player's hand or glove is not on the stick and makes contact with the ball it is a technical foul. Hence a deflection off a free hand or glove results in no goal. It also makes clear that if the ball deflects off the hand/glove on the stick, the goal counts and that deflections off any other part of the offensive player will result in a good goal.

**4-24-7:** ART. 7 . . . Play shall be suspended immediately if any player, in a legal way, loses any mandatory equipment in the scrimmage area. If there is possession of the ball, the team in possession will maintain possession on the restart. If the ball is loose outside the crease, the ball will be awarded using the alternate-possession rule. If the ball is loose inside the crease, award the ball to the defensive team. If a player A1 not in possession of the ball accidentally loses mandatory equipment and no other players are in the immediate vicinity, then the play may continue. ~~until A1 enters the scrimmage area or until the play is completed.~~ If a player in possession of the ball loses mandatory equipment, play shall be suspended immediately, whether other players are in the immediate vicinity or not. A loss of equipment during the play of the game triggers an official's time-out and should not be confused with a player entering the game

without some item(s) of mandatory equipment, which is a ~~personal~~ foul.

**Rationale:** This rule change removes some ambiguous language in the rulebook and clarifies how and when officials should stop play for equipment issues for non-goalies.

**5-4-5:** ART. 5 . . . A player shall not body check a player in a defenseless position. This includes but is not limited to: (a) body-checking a player from his "blind side;" (b) body checking a player who has his head down in an attempt to play a loose ball; and (c) body-checking a player whose head is turned away to receive a pass, even if that player turns toward the contact immediately before the body check; (d) body checking a player laying on the ground.

**Rationale:** Adds a prohibition on body checking while a player is on the ground in a defenseless position.

**6-5-2x:** ART. 2 . . . x. Failure to have and properly wear a tooth and mouth protector (unless it comes out during play).

**Rationale:** Clarifies the confusion around not having and having and not wearing a mouth protector. Also, updates the language here to be consistent with the language in Rule 1 Section 9 where a "tooth and mouth protector" not a mouthpiece is required equipment. Standard and consistent language makes searching an electronic version of the rules much easier.

#### **7-2 f and g:** (NEW) PENALTY TIME

f. A maximum of three players from the same team can be in the penalty area, serving penalties at the same time. The penalty time of any additional player(s) waiting to serve is stacked and shall not start until the penalty time of one of the three players in the penalty area expires. The additional penalized player(s) shall wait in the bench area immediately next to the ~~scorer's table area but not in the table area.~~ ~~A player's penalty cannot be released by a goal~~ A goal cannot release a player's penalty until he is in the penalty area and the time on his penalty has started to elapse.

g. In situations when multiple fouls occur during an extended slow-whistle situation, the following principles shall apply to administering the penalties:

1. Any player(s) already in the penalty box will remain there until their penalty is released.

2. If the sequence of fouls can be determined, the fouls will be administered and served in the order in which they occur, and nonreleasable penalties will be served before releasable penalties. If a player has multiple penalties, they will serve based on the sequence of the last foul.

3. If the sequence of fouls cannot be determined, the players with the most penalty time shall serve first, and nonreleasable penalties will be served before releasable penalties.

**Rationale:** Introduces the term stacking to the penalties section and moves an important note into the rule section. Subjective language "severe" is also being removed in favor of objective language for the penalty order of operations.

**7-8-2i:** ART. 2 . . . The official shall withhold the whistle until:

i. A second defensive foul is committed, unless scoring play ~~shot~~ is imminent in progress