

2022 GNLL Boys/Girls Tournament Rules & Policies

With the exception of the rules below; high school games adhere to 2022 NFHS rules and youth games adhere to 2022 USL Youth rules.

Pregame

- Coaches will certify together.
- No coin toss, first-team list on the schedule in Tourney Machine shall be the home team.
- The home team shall choose which goal to defend first, and wear white/light.
- The visiting team shall have 1st AP and wear color/dark.
- Field Managers will be provided at each field to track penalties and penalty time.

Equipment

- Standard protective equipment rules apply.
- At all levels of play, heads may meet 2022 NFHS or 2021 NCAA/NFHS specifications.
- Random equipment checks will not be performed and cannot be requested in pool play games. In bracket play games, they may be requested but will count as a time-out usage and cannot be conducted in the last 2 minutes of the game.

Time Factors

- **No on-field time is allotted for team warm-ups**
- **Boys and Girls Games are 2 x 22 minutes running time halves with a 2-minute halftime.**
- Game clock will start ON the hour and 24 minutes past but the horn will only be used to signal the end of the half and game.
- Field Managers track penalties and penalty time.
- **The game clock does not stop for timeouts, injuries, or equipment checks.**
- In bracket play, the game clock will also stop in the last two minutes if within a 3 goal differential.

- Officials and coaches should start their unofficial clocks on the hour and 24 minutes past.

Timeouts

- **One 60-second timeout per team per game**
- **Penalty time stops during timeouts**
- **In pool play, the game clock will not stop, and timeouts may not be taken in the last two minutes of the game.**
- In bracket play, the timeout may be taken in the last two minutes or in OT, and the game clock will stop.

Boys Play of the Game/Points of Emphasis

- Youth: no one-handed checks.
- 14U: no take out body checking.
- 12U: no body checking of any kind.
- Over and Back applies at 12U & up.
- Get it in Keep it in applies to 12U and up with 4 goal (or less) lead in 2nd half.
- No mercy rule.
- **If a player accumulates more than 5 minutes of penalties, they must sit out the remainder of the game**

Girls Play of the Game, Points of Emphasis

- Small Sided 7v7 (including Goalie) played on a 60x 40-45y field (cross field).
- One player (goalie counts) must remain behind the defensive half. **A player is NOT required to remain behind the offensive half.**
- **Fouls in the critical scoring area will result in a possession to the player fouled and they will be placed on the 8m dot**
- Substitutions are done on the fly but a player cannot enter the field until a player exits.
- **If a goal is scored, the goalkeeper will get a free clear.**
- Backup Rule for shots WILL stand.
- If a ref deems a foul flagrant, that player will sit out for an unreleasable 2 minute

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penalty, otherwise the player who fouls will give 4m to keep play going

- If a player accumulates more than 4 minutes of unreleasable penalties, they must sit out the remainder of the game
- Games will start with a draw at each half, players must be 10m away. Goalie clears after goals must remain within the defensive half.
- 14U Points of Emphasis- Transitional Checking
- 12U Points of Emphasis-Modified Checking
- 10U Points of Emphasis-may use a modified pocket. No checking. Unreleasable penalties may be given, but a player may substitute on.
- No mercy rule

Suspending Games

- Standard dangerous weather rules apply. Game schedule may be adjusted as needed if there are delays due to storms, injuries, or other issues at the discretion of the Event Director.
- Games may be shortened or canceled if necessary without refund or rebate.

Tie Games

- Tie games shall stand in pool play games.

Overtime

- Overtime occurs in Bracket Games only.
- No coin toss.
- Teams do not change goals.
- No intermission is available, teams may sub/fly during officials 20-second timer.
- The ball shall be placed at midfield for a face-off, unless possession carries from a penalty situation.
- Timeouts and penalties carry over from regulation.
- No additional timeouts are given for OT.
- At the conclusion of the 4-minute overtime period, if no goal is scored, additional 4-minute overtime periods will be added until a goal is scored.

Pool Play Tie Breakers (Advancing to Bracket):

Within Pools:

- Record
- Head to Head
- Goals Allowed
- Goal Differential
- Goals Scored

Within Division:

- Pool Place
- Record
- Goals Allowed
- Goal Differential
- Goals Scored

REFUND POLICY

The GNLL has a strict NO REFUNDS policy for all events and clubs.

WEATHER POLICY

The safety of our players, coaches, referees, fans, and staff comes first. In the event of adverse weather or unplayable field conditions, Homegrown Lacrosse reserves the right to:

- Cancel games partially or entirely
- Reduce game times, eliminate halftime or shorten the time between games.
- Finish games before inclement weather arrives.
- Reschedule and/or relocate games
- Convert a tournament to a "festival" format without a playoffs or championship

If there is a lightning strike within 6 miles of the facility, play will be suspended immediately and will not resume until 30 minutes after the last lightning strike within 6 miles of the facility. If a game stoppage occurs in the second half of a game, that game will be considered final and the score at that time will be recorded as final. If a game stoppage occurs in the first half, when

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play resumes it will be the start of the second half.

We will make every attempt to play every minute of every game but our ability to do this is dependent on field availability and lighting. We will post schedule delays, changes, and cancellations on Tourney Machine and on the event web page. Weather conditions can change rapidly and all teams **MUST** be prepared to play as soon as the weather clears and fields are playable or risk forfeiting a game.

Facility management often has the final say on weather and field condition delays and cancellations.