



TOURNAMENT RULES

Updated 11/29/2022

- **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 web 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 A and B divisions, in addition to the changes approved for 2023 (attached). 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.
 - **7v7 - U8 and 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 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, steps 4, 5, and 6 will determine the highest ranked team. Steps 3-6 are then repeated to determine the next ranked team, and so on. See the example below.

Please note that the Tournament Director, at their discretion, may modify tie breaker rules due to special circumstances/situations.

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. Least Goals Allowed vs. common opponents
 6. Coin Flip
- The on-site Tournament Director will have the final decision regarding any item/issue not listed.

7v7 DIVISIONS – ADDITIONAL RULES/INFORMATION

In addition to the items listed under Game Rules, the following additions/exceptions/clarifications are in force.

- 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. Total length of crosse must be between 36-42".
- 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.
- 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 st
B	2-1	16	A, D	3 rd
C	2-1	18	B, D	2 nd
D	0-3	27	---	4 th

- As steps 1, 2, and 3 do not break the tie, step 4 results in Team A being placed 1st, 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 2nd, as they beat Team B. Team B is placed 3rd.