

2023 Duel in the Desert Tournament Format & Rules

All rules will be in accordance with US Lacrosse except the following:

Team Rosters: All final team rosters must be submitted, with completed and signed waivers, to tournament staff BEFORE your first game. Players may only play on 1 team during the tournament. Any team knowingly or unknowingly playing a non-registered player will face the following penalties: 1st offense: player ejected from the tournament and games that player participated in will result in a forfeit. 2nd offense: team is disqualified.

Scorekeepers: Each team is required to provide at least one parent volunteer to keep score or penalty time.

Game Times: All games will start at the top of each hour.

Home Team: The team listed first on the schedule in pool play and on the bottom in bracket play is considered the "home" team and decides which goal to defend first. Home teams will always use the bench area to the left when facing the table from Center X. The first alternate possession goes to the other team.

Warmup: No on-field time will be allotted for team warm-up.

Length of Game: Games consist of two 22-minute running clock halves. NOTE: *1st/2nd grade teams will have two 12 minute running clock quarters. Coaches will be responsible for this as there are no officials or score keepers.

Penalties: All penalties are non-releasable. Goalies do not serve penalties, with the exception of ejections. Goalie penalties will be served by the "In Home" player. Goalie penalties for unsportsmanlike conduct (without ejection) and unnecessary roughness deemed excessive by the officials will result in that goalie being not allowed to play any position in the next game. Personal Player Penalties: "Fouled Out" – 5 min or 3 total. **3/4 division:** Player serves penalty and substitution is allowed (3/4 does NOT play man down).

Offsides: Offsides will be enforced in the 3/4 division.

Time Keeping: Times will be kept at each field's scorers' table. Timer will announce 2:00, 1:00 and countdown during the last 10 seconds of each half.

Time Outs: Each team will be allowed a single one-minute timeout per half. No timeouts in the last 3 minutes of each half. If a coach calls a timeout but does not have one left to call, a technical foul will be called. Time outs start when all players are in their huddle. Game clock does not stop, but penalty time does stop.

Halftime: 5 minutes.

Overtime: No overtime or Braveheart during Pool Play. See information below for overtime rules during bracket play.

Pool Play: Points will determine seeding for bracket rounds; 3 points for a win, 1 point for a tie and 0 points for a loss.

Tie Breakers: Ties in pool play will be broken in the following order: Head to head, goal differential (with a maximum of 6 goals), goals allowed and a coin flip.

Checking: Checking rules are clearly defined in the US Lacrosse stand-alone youth rule book for 14U & below. No one-handed checks at any division. One-handed checks will be an automatic 1-minute slash. Poke checks should be at the hands or cross, not at the chest or ribs.

Mouth Guards: Mouth guards cannot be clear and must be of any visible color other than white to allow for easier rule enforcement by officials. Coaches should instruct players to have their mouth guards properly in their mouths at all times (no fish-hooking or protruding). No mouth guard = technical foul.

Other Rules/Regulations:

- **5th/6th & 7th/8th divisions** will be 10 v 10 players on a 110 x 60 yard field
- **3rd/4th grade division** will be 7 v 7 players on a 60 x 35 yard field with 6' x 6' goals in a 9' crease.
- **1st/2nd grade division** will be 4 v 4 players on a 60 x 35 yard field with 4' x 4' goals in a 9' crease - NO GOALIE.

2023 Duel in the Desert Tournament Format & Rules

- The 4 seconds for goalie to clear the crease rule will be enforced in all divisions.
- No long poles in either the 1/2 or 3/4 divisions. 5/6 and 7/8: 4 max.
- 5/6 and 7/8 divisions face off STANDING, not from their knees.
- In the 3/4 division, a passing attempt is required on face-off and on change of possession that crosses into attacking half. The pass will count only on the attacking half. Cross half field, pass and then you can shoot. In the event a pass attempt was made but a down ball or out of bounds occurs, the offensive team will remain hot to shoot. The offense will remain hot until the ball crosses over the half field line. (1 pass after crossing half, change of possession counts when defense advances the ball over the midline).
- 1/2 and 3/4 divisions ONLY: Substitutions are up to the coaches but can only happen during a dead ball situation, a score, and out of bounds or penalty, as long as play has stopped. No on-the-fly substitutions.
- Advancement rules will be used in 5/6 & 7/8 divisions. Defensive 20 second count and offensive 10 second count. Advancement rules will not be used in 1/2 & 3/4 games.
- Stalling will be enforced in the last 2 minutes of the game in the 5/6 & 7/8 games. The leading team must keep the ball in the box unless up by 5 or more goals.
- Mercy Rule: For second halves of games only! A team down 10 or more goals has the option after a goal and/or at the start of the second half to start with the ball at midfield with no face-off. This rule will be enforced for both days of the tournament.
- One coach-requested stick check allowed per game, per team.
- Intentional and/or unnecessary violent collisions are to be severely penalized. All ejection fouls are for the entire tournament and no refunds will be issued.
- SPORTSMANSHIP IS TO BE EXHIBITED BY ALL COACHES, PLAYERS, AND SPECTATORS. Coaches are responsible for their conduct, as well as, their players and fans. Disrespectful or threatening fans will be asked to leave the tournament facility. The team may be penalized for the conduct of its fans with the "In Home" player. For anytime serving conduct fouls on a coach – the coach who is penalized will be required to take a knee in the box and not communicate with team for the duration of the penalty.
- Overtime Rules in Bracket Play:
 1. Any bracket game that ends in a tie will be decided by up to 2 - 4 minute running time overtime periods to begin 1 minute after regulation game has ended. First score wins. Game will be decided by a Braveheart if it remains tied after 2 overtime periods.
 2. No timeouts during overtime.

In the event situations or questions arise that are not directly addressed in the 8U, 10U or 12U Rules, the 14U Rules and Approved Rulings (ARs) shall apply. These rules can be found on the US Lacrosse Website. <https://www.uslacrosse.org/rules/boys-rules>

- The 7/8 division will follow 14U rules
- The 5/6 division will follow 12U rules
- The 3/4 division will follow 10U rules.
- The 1/2 division will follow 8U rules.