



## John Pepper Lacrosse Tournament Rules of Play - 1/2 8 v 8 format

1. **NOTE: There will only be 2 coaches allowed on the field for each team.** Current New York State High School Rules apply
2. Games are two 25 minute halves, and teams will change goals at the break. A four minute halftime will be allocated for teams to switch sides at the end of the first half.
3. All games are running time. The clock will not stop for any reason. All games will start and stop on a common horn.
4. No time outs are permitted.
5. Coaches are responsible for the conduct of their staff, players and all supporting members. ***A zero tolerance policy is in effect whereby any activities or behavior deemed unsportsmanlike will result in ejection from play and/or attendance in future John Pepper Tournaments.***
6. ***NO long poles allowed***
7. ***One pass rule will apply: a pass must be either completed or attempted BEFORE a shot whether on goal or not, can happen this includes fast break after penalty.***
8. Penalties will not be time served but player will be required too be subbed off. Fast break will be awarded to the the opposing team. There will be NO MAN UP scenario.
9. All substitutions will be on the fly through the substitution area.
10. There is no overtime. Games ending in a tie, will remain a tie.
11. Modified face off rules will apply.
12. 2 minute warning will be given from the scorers table
13. NO BODY CHECKING and NO ON HANDED CHECKS. At this level there is no such thing as a brush any contact at all with the helmet will result in a penalty and **unneces-sary roughness will be called tightly.**
14. There is NO Keep it in rule and there will be no count except 4 second goalie rule enforced.