

MYLACROSSE

TOURNAMENTS

GENERAL RULES:

- All required equipment is to be worn, including mouthpieces.
- Tournament is in “running time” format; all penalties will be time serving. Personal fouls can be 1-3 minutes and/or “non-releasable” at referee’s discretion. A referee reserves the right to eject a player on any 3 minute non-releasable fouls, just as in standard game play. Penalties begin on the official’s re-start and are running time.
- Any fighting or disrespect towards an official will result in expulsion. The length will be determined by the director.
- Teams are required to play ALL scheduled games. If a team leaves early, they will not be invited back in future years.
- Man ball is played at all levels.
- Long Poles are permitted at all levels, no more than 4 on field at a time.
- 2 pts Win, 1pt for Tie, 0 for a loss
- The official score is kept by the officials on the field. **Coaches must confirm the final score prior to signing the card.** Cards will be collected and will be entered into tourney machine by the tournament staff.
- **PLAYOFF Tie Breaker (2 Teams): Points, Head-to-head (if teams played each other), Goals Against, Coin Flip**
- **PLAYOFF Tie Breaker (3+ Teams): Points, Goals Against, Coin Flip.**
- **Spectators must remain on spectator sideline and as far off the field as possible. Spectators at no time should malign any player, coach or official. If such infraction occurs it may result in suspension of the game and/or removal from the facility.**
- **If a team has an extra game due to uneven brackets, the extra game will not count towards standings.**
- Injuries must be reported to head trainer or tournament staff.

GAME PLAY:

- **There will be four 10 minute running time quarters with 1 minute in between quarters and a 3 minute half time**
- Teams are allowed 1 time out in the first half ONLY. Time will continue to run
- Sub on fly at all levels
- Referees keep the time on penalties and are **running time**
- One long air horn blast starts the game and One long blast ends the game. **At no point should a game start before the horn sounds.**
- No Mercy Rule for all Grade Levels.
- NO “keep it in” during last two minutes
- A team may be called for a stall at any time during the game at the discretion of the officials.

- **Overtime Rules:**

- Overtime will be played to a sudden death goal.
- There are no time outs in overtime
- Teams will go off of the officials time, not the central horn in OT

YOUTH SPECIFIC RULES (Grades 2-6)

- No clearing times will be in effect, though the 4-second crease rule for goalies still applies.
- Over and back will be enforced once the ball enters the offensive box.

HIGH SCHOOL SPECIFIC RULES (7-12)

- All NHFS rules will be followed including clearing times (20 seconds to mid-line, and 10-seconds to get it in the box).

RULES RELATED TO INCLEMENT WEATHER:

- There are no “rain dates” assume that games will be played on their scheduled dates.
- If inclement weather causes a game stoppage (i.e. lightning) during the event, the following rules apply:
 - Play will stop until the Tournament Director deems the weather suitable for resuming play.
- If the delay is substantial, Tournament HQ may decide to shorten all remaining games until the tournament is back on time.