

All games governed by 2023 Boys Lacrosse NFHS rules. Exceptions/additions listed below.

Divisions and Grades: Can play up a division, but never down

K2 Division – current K, 1st and 2nd graders

3/4 Divisions – current 3rd and 4th graders (2nd graders allowed)

5/6 Divisions – current 5th and 6th graders (4th graders allowed)

7/8 Divisions – current 7th and 8th graders (6th graders allowed)

Rosters:

The WA Cup tourney is a community team tournament. The intent of the tourney is to provide a playoff type wrap up to the youth Spring Season. Therefore, NO guest players are allowed. Only players that played in your program during the Spring Season are eligible- unless cleared by tourney directors.

A complete roster with name, jersey # and grad year must be submitted via Tourney Machine. Any player not listed on this roster is not eligible for tourney play. Any team not submitting roster by the deadline may be subject to forfeit result of first game.

A player may participate in the tournament **on only one roster**. Team will forfeit all games played with one or more non-roster players, or with players listed on more than one roster.

Maximum roster size for one team is 22 at 7th/8th and 5th/6th levels, 16 at 3rd/4th level – unless otherwise approved by tournament director. The intent here is to make fair for those with lower numbers as well as provide opportunity for playing time for all kids involved. For example there is no need for a roster of 20 kids at the 34 level when instead two teams of 10 could be formed and more kids could actually be on the field playing!

HOME TEAM: Home teams are responsible for jerseys being distinguishable – the home team is the team listed first (or on top) on the schedule; for example, if the scheduled game is Maryland vs. Virginia, Maryland is the home team, if the scheduled game is A2 v D2, A2 is the home team.

For situations not addressed by NFHS or rules below, the **Tournament Directors have the final say.**

1. Ejections: If ejected from a game, a player or coach will not be allowed to participate in any way in the team's next game, and is prohibited from being on the field during that game. NO EXCEPTIONS. If ejected for fighting, player will be ejected for the balance of the tournament.

Additionally, each team is responsible for the conduct of its parents/fans. Unruly, disrespectful or threatening parents/fans will be asked to leave the tournament facilities. **The team may be penalized for the conduct of its fans.**

2. GAME PLAY:

- **FOR ALL LEVELS:**
 - No take out checks
 - Games are 20 Minute running halves with 5 minute halftime. **NO TIMEOUTS allowed**
 - **End of Game** – If score is within 2, the final MINUTE of the game is STOPPED TIME
- **Enforced for K2 and 34 Division only:**
 - No long poles
 - One pass must be made after possession from a faceoff before a shot on goal
 - Likewise, one pass must be made anytime a player carries the ball across half before a shot can be taken
- **Enforced for K2, 34 and 56 Divisions only:**
 - **Mercy Rule:** Will be in effect during pool play but not during bracket play. Teams down by 5 goals or more may elect to take the ball at midfield in lieu of a face-off.
- **Enforced for 78 Divisions only:**
 - 20 second defensive clearing and 10 second advancement rules
 - Last 2 minutes of the game, stall rules in effect if game is within 4 goals

3. PENALTY TIMING

For K2 and 34 – Offending player must go off and remain off field until a change of possession. Team is allowed to sub. In other words there will be no Man-Up/Man-Down for K2 and 34 Divisions.

For 56 and 78 Penalties will be 45 seconds for technical fouls, 90 seconds for most personals

- Penalty clock starts *when official signals the resumption of play.*
- *Penalty clock stops during an official's time outs (for injury), although game clock continues*
- *On a second penalty, the first penalty clock stops on the whistle, and resumes when play is resumed (that is, the penalty clock does not run when the official is instructing the table regarding a 2nd penalty.)*

4. Ties and OVERTIME: Pool play and consolation games may end in a tie. If a bracket/playoff game that must have a winner advancing ends in a tie there will be 1 sudden victory 4-minute overtime period. If the overtime period ends in a tie, the game winner will be determined by a Braveheart. There will be a one-minute break prior to overtime or Braveheart.

5. Bracket Seeding:

- Overall winning percentage in pool play
- If tied, head-to-head is winner
- If head-to-head was a tie or there was no head-to-head game, then overall fewest goals allowed
- **Tourney Directors reserve right to change seed # to avoid two teams from same pool meeting or two teams from the same program meeting in first round of bracket/consolation play.**