

HSLL Season-End Youth Tournament Rules

Governing Rules

Games are played and governed using the same USALacrosse and league rules as designated in the HSLL handbook and used during the regular season, unless they are specifically modified below.

Game Count

All teams will have a two game minimum in pool or bracket play, depending on division.

Game Time

6U co-ed	2x10 min running time	5 mins	None	No
8U boys/girls	2x12 min running time	3 mins	None	No
10U boys/girls	2x20 min running time	8 mins	1 per half	Yes
12U/14U boys/girls	2x23 min running time	8 mins	1 per half	Yes

- The lead referee or a league official may shorten a half or halftime break as necessary to ensure the next game can begin on time.

Penalties

- **Consistent with USALacrosse youth rules, penalty time uses stop clock timing.** It is important that timekeepers use stop-time logic when ANY player is serving a penalty. This means the timers should stop and start the clocks on play stoppage and starts, as designated by the referees via whistle (e.g. endline shots, ball out-of-bounds). This is important so players serve **actual time**, not accelerated time due to a continuously running game clock. When there are no players in the penalty box, standard running time should be used.
- **All boys penalties are full-time (non-releasable).** This makes it easy to determine the exact time a player should be released without involving a second clock or timer (which is prone to error).
- The penalty period begins when the referee starts play for the first time following a penalty.

Girls

- A green card is a 30-second *releasable* stop-time penalty.
- Yellow cards are non-releasable 2-minute fouls. Any player receiving (2) yellow cards in one game will receive a red-card and be removed from that game.
- A player receiving a red card will serve a 2-minute, non-releasable penalty, and will be removed from that game. The referee may declare “with suspension” which disqualifies the player for the following game in addition to the current game.

Any red card violation that is considered severe may result in disqualification from the following game, or the tournament. This should be indicated in the scorebook by circling the penalty.

Boys

- Personal fouls are 1-3 minutes.
- Technical fouls are 30 seconds.
- **All fouls are released if the man-down team is scored on.**

If a boys player has 5 or more penalty minutes of personal fouls in a game, they have “fouled out” and are disqualified from any further participation in that game. Technical foul time is not considered for fouling-out. Note this is not considered an ejection, and the player is eligible to play in the next game.

Overtime

Sudden victory overtime will follow the completion of a tied game after a 3-minute break. Sudden victory periods consist of 3 minutes of running time. **There are no overtime timeouts.**

There is only one overtime period per game unless the game is a championship bracket game. In championship games overtime periods are repeated, with one minute breaks between, until the game is concluded with a goal.

Delay of Game

Teams may be assessed a delay of game penalty if not ready to begin play at the scheduled time; games may be shortened at the discretion of the organizers to keep game times on schedule.

Ties

If a game remains tied at the end of a game following the overtime period(s), the winner will be determined by:

1. Tournament Play:

- a. Head to head competition in the event the teams have played previously in the tournament;
 - b. Fewest goals allowed;
 - c. In the event an uneven number of previous games has been played, fewest goals average per game will be used;
 - d. Average Score Differential; Average goals differential per game will be used. For purposes of calculation, the maximum score differential of any single contest is 12.
2. Regular Season
- a. Head to head competition;
 - b. Fewest goals allowed;
 - i. In the event an uneven number of previous games has been played, fewest goals average per game will be used;
 - c. Average Score Differential; Average goals differential per game will be used. For purposes of calculation, the maximum score differential of any single contest is 12.
3. Coin toss;

Weather Delay

If a weather-related evacuation occurs during the 1st half, teams will return to play the 2nd half of the game, weather permitting. If the evacuation occurs during the second half, the game MAY pick-up where it left off (weather permitting), OR the game MAY be terminated, and the score recorded as is. If the score differential is equal to or greater than 6, regardless of time remaining, the game may be terminated.

Alternating Possession

In the event of alternate possession, the team with the higher seed in the tournament is given first possession.

Scorekeeping

[Standard HSLI scorekeeping rules are in effect.](#)

- The lead referee or a league official may require a neutral table for any contest, before or after the start of the game, before play may continue.
- The lead referee and league officials may remove anyone from the player side of the field, and the box area, for any reason, at any time.

Expulsion, Ejection, or Fighting; Profanity; Unsportsmanlike Conduct

To the discretion of officials and/or tournament directors, any participant (player, coach, team official, or spectator) who is ejected during tournament play, on or off the playing field, may be subject to a one or more game suspension, up to automatic disqualification from the tournament.

Any player or coach called for verbal abuse will serve a one-minute unsportsmanlike conduct penalty. Continued abuse will result in ejection from the contest, and potentially the tournament.

No profanity or unsportsmanlike conduct will be tolerated. Offending team(s) may be disqualified.