

2025 CDA Lacrosse Classic

Tournament & Conduct Rules (Boys)

General Rules:

- **Game Length:** Play will consist of two 20-minute running clock halves with a 5-minute halftime
- **Central Horn:** A single centrally located horn at the tournament host booth will start and end each half. A two-minute warning blast will be provided at the end of the second half of each game. No timeouts will be allowed after this blast.
- **All games shall comply with current USA Lacrosse rules**, unless otherwise noted below. Coaches are responsible for understanding these rules and any rule changes from the previous year.
- **Score Table:** Each team is required to provide one volunteer to staff the score table, but may not have more than two volunteers at the score table.
- **Coaches:** Up to 4 coaches are allowed on the sideline.
- **Game/End-Line Balls:** Each team is responsible for providing their own end-line balls for each game they play. Home team is responsible for providing initial game ball.
- **Reporting Scores:** Scorecards must be signed by each coach and the referee at the completion of each game. Referees are responsible for bringing the completed scorecard to the tournament host following each game.
- **Late Starting Games:** Games delayed in starting will NOT make up time by continuing play after the horn. Game time will not be extended for injuries, timeouts or other delays.
- **Weather:** Games will be played in rain, snow or shine. In case of lightning, fields will be cleared for at least 10 minutes after the lightning has passed. Games will resume via central horn and end via central horn. Game times will be adjusted to ensure games are completed by the start of the next scheduled game. The score will be final at play stoppage regardless of game duration. Games not played due to weather will be recorded as a 0-0 tie.
- **Mercy Rule (Pool Games Only):** If one team is up by 5 or more goals, the other team will start with possession of the ball in lieu of a face off, unless the losing team opts out of the mercy rule.
- **Forfeit:** Any forfeit will count as a 1-0 win for the appropriate team.
- **Timeouts:** Each team is entitled to 1 timeout per game. Timeout will be 1 minute. No timeouts will be awarded during the last 2 minutes of the game. Penalty time will stop during timeouts. Game time will not stop. A 2-minute warning blast will be provided by the central horn at the end of the second half.

- **Substitutions:** All substitutions will be on the fly to keep play moving
- **Penalties:** Penalties will be normal time. All penalties are non-releasable. Penalty time will not start until the player takes a knee in the penalty box and the referee has whistled for play to resume. Penalty time stops for timeouts. **Penalties are not released until the next face off is complete.** For example, if a penalty expires after a goal is scored but before the next face off, the penalty is not released until the referee calls possession after the face off.
- **Coach Penalties:** For time-serving conduct fouls on a coach, their team must remove one player from the field for the duration of the penalty. A coach who accumulates multiple penalties in a game or over the course of a tournament weekend may be removed. Removal is recommended by referees and determined by the Tournament Director.
- **Play On Penalties:** all penalties are “play on” until the ball hits the ground for all divisions.
- **One-handed checks** will be allowed in the 5/6 and 7/8 Divisions in accordance with current USA Lacrosse Rules. One-handed checks are NOT allowed in the 3/4 Division.
- **Eyeshade Rule** will NOT be enforced.
- **Ejections:** Officials can and will eject a player for multiple unsportsmanlike fouls or unnecessary roughness fouls or a single foul (based on the severity of a single infraction). In the case of a game ejection, the player will not be allowed to play the next game.
- **Pool Play** games shall be allowed to end in a tie. No tie-breakers on Saturday.
- **Bracket Play Tie Breakers:**
 - **5/6 & 7/8 Divisions:** a 3-minute Sudden Victory will be played (as described for pool play). The first team to score will win. If no team scores, a 3-minute Braveheart will be played. Braveheart will be 3 v 3 including goalie and no player substitutions. There will be no time outs and the first team to score will win. Braveheart will be repeated until a team scores.
 - **3/4 Division:** a 3-minute Sudden Victory will be played (as described for pool play). The first team to score will win. Hot pass rule will not apply to Sudden Victory. Sudden Victory will be repeated until a team scores.
- **Disputes:** All disputes from the field that can't be resolved by the officials about the tournament will be decided by the tournament director

1/2 Boys Division:

- **Players:** 4v4 (no goalie, all field players), 4x4 goals will be used
- **Face-offs:** to start halves, but not after goals. After a goal, the ball will be given to the other team at or near GLE. The scoring team must move their defenders to their own defensive side and can't approach the offense until they cross the midline.
- **Scrum Rule:** after the third player joins, the referee will start a 4 second count and award the ball by alternating possession.
- **Penalties:** Time serving penalties for personal fouls (no man-down play), slow whistle technique shall be used. Referees should talk players through fouls as much as possible.
- **Hot Pass Rule:** one attempted pass must be made following a face off and any time the ball passes the midline. Pass attempt must occur on the offensive side of the field prior to shooting the ball.

3/4 Boys Division:

- **Players:** 7 v 7 including Goalie
- **Penalties:** Time serving penalties for personal fouls (no man-down play), slow whistle technique shall be used.
- **Offsides enforced:** No time serving penalties for offsides, enforce with change of possession or stop and restart play once offsides is corrected.
- **Hot Pass Rule:** one attempted pass must be made following a face off and any time the ball passes the midline. Pass attempt must occur on the offensive side of the field prior to shooting the ball.
- **USA Lacrosse "small ball" rules:** No raking, limited stick checks and no body checks.
- **Scrum Rule:** after the third player joins, the referee will start a 4 second count and award the ball by alternating possession.
- **No long poles allowed** in the 3rd/4th grade division.

5/6 Boys Division:

- **USA Lacrosse youth rules apply:** limited stick checks and no body checks.
- **No advancement rules will apply**
- **Limit of 4 long poles**

7/8 Boys Division:

- **20/10 failure to advance rules** will apply
- **"Get it in, keep it in" rule** will apply for the last 2 minutes of the game. The winning team must keep the ball in the box.

USA Lacrosse Points of Emphasis:

- **Violent Collisions are prohibited**
- **Slashing (all divisions):** contact of any degree made to an opponent's head while actively making a stick check is a slashing penalty

- **Slashing (5/6 & 3/4 divisions):** Stick checks must be made to the stick of an opponent or his gloved hand on his stick. An opponent must be in possession of the ball or within 3 yards of a loose ball. **Only checks with the stick listed below are legal:**
 - Lift the bottom hand or the head of the stick, whichever is below the chest area
 - Poke the bottom hand or the head of the stick, whichever is below the chest area
 - Downward check initiated from below both players' shoulders

Conduct: We expect all coaches, players and spectators to conduct themselves in a respectful manner. Use of expletives is prohibited. Each team is responsible for the behavior of its players, coaches and spectators. The team may be penalized for the behavior of its spectators, coaches and/or players. **Unruly, disrespectful or threatening behavior will not be tolerated and the offending coach, player or spectator will be asked to leave the tournament and will not be allowed to return.**

Arguing with a referee is not allowed. Any discussion or conversations with referees will be conducted respectfully. Referee may penalize a team for disrespectful behavior exhibited by a teams' player(s), coach(es) and/or spectator(s). If the disrespectful behavior continues, referee can eject the offender from the tournament.

Short version: please treat everyone with respect and walk away if you must! Your team can be penalized for your disrespectful or unruly behavior.

Tournament Format:

- Teams are guaranteed at least 4 games, including pool and bracket games. Single elimination bracket play will occur on Sunday. Brackets for each division will be available on Tourney Machine.
- Following completion of pool games, teams will be seeded for bracket play based on the following:
 - a. Record
 - b. Head to Head
 - c. Goal Diff
 - d. Goals Scored
 - e. Goals Allowed
- Maximum goal differential per game is capped at 6. If a team wins by more than 6 goals, the goal differential will be 6.
- Rosters have been provided to the tournament coordinators. Cross-rostering is not allowed unless previously approved by the tournament director for the purpose of providing an adequate number of relief players. Team may request approval of relief players if they have fewer than 3 substitute players available at the beginning of a game. Relief players must be identified when the coaches and the referees meet prior to the start of the game and reported to the score table. Relief players may only be played when originally rostered players are in need of relief. Teams violating these requirements shall face the following penalties:
 - a. 1st offense: player ejected from the tournament and games that player participated in will result in a forfeit
 - b. 2nd offense: team is disqualified