



BOYS LACROSSE TOURNAMENT **2025 RULES**

Game Administration

- All HS games will be governed by 2025 NFHS rules unless modified below.
- All youth games will be governed by 2025 USA Lacrosse Boys Youth Rules unless modified below.
- Games will consist of two 24-minute running halves with a four minute halftime.
- A central horn will be used to govern the timing of all games.
- A single blast of the horn will mark the start and conclusion of each half. A quick double blast of the horn will indicate that only two minutes remain in the half.
- Each team will receive one 45 second timeout per game. After 45 seconds, teams will be whistled back onto the field. If a team does not return in a prompt manner, they will either lose possession of the ball or be assessed a delay of game penalty.
- Timeouts may not be called during the final two minutes of either half or during overtime play.
- Penalty time will be served in all but the 2034/35 7v7 division. Penalties in the 2034/35 7v7 division will result in a change of possession and the offending player having to leave the field.
- All penalties are start stop time and will be kept on the field by the bench side official.
- Face-offs will be conducted at the beginning of each half and after every goal, regardless of score.
- Advancement rules will be waived in the 2034 and 2034/35 7v7 divisions. All other divisions will utilize a 20 second / 10 second clearing rule (20 seconds to clear the ball from the defensive end and 10 seconds to enter the offensive box). The four second crease rule shall be enforced in all divisions.
- Body checking (no "take out" checks in the 2034 or 2034/35 7v7 divisions) and "long" crosses are allowed in all divisions.
- Forfeits will be scored as a 4-0 victory for the "winning" team.
- All games played outside a championship bracket can end in ties. Tie games within a championship bracket (minus the championship game), will be broken by sudden victory Braveheart. Championship game ties will be broken by 4-minute sudden victory periods of play.
- During Braveheart play, goalies may not cross the midfield line and penalties will result in the offended team receiving a 3-yard fast break, originating at the center of the midfield line.
- For the safety of players, substitutions will be permitted during Braveheart play on any dead ball situation and at any other point at the discretion of game officials.

Division Standings Placement & Tie-Breaking Criteria

- (1) Overall record, (2) Head-to-head result, (3) Cumulative goals against, (4) Coin flip.

Tournament Administration

- Decisions on the field are at the discretion of the working game officials and are final. No disputes will be heard at the conclusion of a game.
- Only team head coaches and working game officials may discuss concerns or disputes.
- Any player, fan or coach ejected from a game may be prohibited from participating in his or her next contest.
- The use of an illegal player will result in the forfeiture of any wins and may result in immediate disqualification from the tournament.
- Unsportsmanlike behavior will not be tolerated. Capital Lacrosse reserves the right to terminate games and/or remove any individual who behaves in a vulgar or abrasive fashion.
- In the event of adverse weather or unplayable field conditions, Capital Lacrosse reserves the right to reduce game times or reschedule games. All attempts will be made to play games as scheduled.