



2022 RULES OF PLAY

2022 US Lacrosse rules will be used for ALL age groups.

Special note for ONLY the **2027 DIVISION**: This age group may do full checking if both teams agree prior to playing; If both teams are playing with full-checking then all **2022 USL High School Girls** rules apply; If one team wants to check and one does not, then the transitional checking rule will stand.

Championship Format - We will be playing with an 8 goal differential opposed to 4 at the U13 levels. For all other U13 teams, if a team gets up by 8 goals, then possession will be taken at the center by the team with fewer goals if an eight or more goal differential exists unless waived by the coach of the trailing team.

***Red Cards:** the penalty time for a red card will be 4 minutes for all levels. The player receiving the red card is out the remainder of the game in which it occurred as well as the next full game.

***Two Yellow Cards.** Any player receiving two yellow cards in any given game, will NOT be allowed to play the remainder of that game, but she will be allowed to play in the next game.

Please note: on an **8 meter shot**, if the game horn sounds before an 8 meter can be taken the player will be allowed to take her shot; she may not pass. Once the shot is made the game is done.

FORMAT: Championship format for all divisions

DURATION OF GAME: All games are 2 x 25 minute halves with a running clock. There is a 5 minute half time and 5 minutes in between games. There will be NO TEAM TIMEOUTS DURING ANY GAME. A central horn will be used to start and stop games. Teams are urged to be ready to play at the start of the horn. Referees have the authority to put more time back on the clock on a PLAYOFF game ONLY ends during a penalty administration. The amount of time is at the Referees discretion and will be kept by the official on the field. The time allotted should be no longer than the time needed to set-up the penalty, and this potential "extra" time is only during the end of the second half.

RULE PROTESTS: There will be no protests. The Referee and field marshal decision on the field is final.

SCORE KEEPING: The score will be kept by the field marshal as well as ONE official on the field. Prior to the start of the game the officials will agree to which one of the pairs or trio will be responsible for keeping score. At half the field marshal and score keeping official will confirm each other's score. The field marshal will report the final game score to tournament headquarters.

GAME SCORE DISCREPANCIES: If a coach has a score discrepancy, they must alert the field marshal and an official on that game immediately. If the discrepancy cannot be resolved, then the field marshal can call the Tournament Director or his/her designee to the field to make the final decision. Once a game card is signed and reported, it cannot be disputed or challenged. All disputes will be settled by the Tournament Director or his/her designee. The decision will be final.

YOUTH SPECIFIC RULES - 2030/2031 Division

- 8v8 total (restraining line at midfield)
- 7v7 field players (2 attack, 3 middies, 2 defenders) +1 goalie (8v8 total)
- 2, 25 min halves with 5 min half time
- Draws will be taken after every goal and the start of each half
- Players hold for possession off the draw
 - 3 players will be placed on the 8m offensive end and 3 players on the 8-meter defensive end
 - The 7th field player will be at the center to take the draw
 - Players must hold in the 8-meter until the official has signaled that possession has been attained
- Double mercy rule (use when the score differential is 5 or more) – the team that is up by 5 or more goals must complete one pass before they are able to shoot and score; the team that is down by 5 or more goals will have a free possession at the draw after a goal
- Goalies are required - if a team plays without a goalie for any reason, they will receive an automatic forfeit in bracket play, no matter the score.
- Modified pocket allowed (no more than half the ball can be seen below sidewall)
- No checking
- Standard 3 seconds and shooting space applies
- Cards: At this level of play 1) illegal or dangerous contact as well as 2) unsportsmanlike conduct would be considered major fouls; the player would be taken briefly off the field. No cards are used and the team does NOT play short.
- 1v1 contested ground balls not heavily enforced as long as play is safe
- 1v1 defense in midfield not heavily enforced as long as play is safe
- Kicking of ball is permitted
- Player with the ball may not hold the ball for more than 3 seconds when:
 - closely guarded
 - the defense has both hands on their stick
 - the defense is in a position to legally check if checking were allowed
- No coaches on the field and ONLY 3 coaches allowed on the team sideline

CODE OF CONDUCT in HONORING THE GAME – IMPORTANT for ALL PARTICIPANTS:

Please note, this was accepted by all players and coaches during player registration.

1. Players, coaches, officials, parents and spectators are to conduct themselves in a manner that "Honors the Game"
2. Poor sportsmanship, taunting, trash talking, fighting or other unbecoming behavior on the part of players, coaches, parents or spectators will not be tolerated. It is also grounds for removal from the game and/or dismissal from the tournament. If a spectator or coach is called for exhibiting such behavior, the official has the right to card the team of the spectator or coach. If the spectator's respective team can not clearly be determined; then play will stop until the appropriate team is determined. If the team can still not be determined, the spectator or coach can be removed from that game. ALL play will stop until that spectator or coach leaves the field. The Tournament Director can be called to the field to assist via the Field Marshall sitting at the table.
3. Unsportsmanlike conduct will minimally result in a 2 minute penalty (yellow card), but officials are authorized to handle such conduct in their reasonable judgment based on the circumstances. Poor sportsmanship may also result in ejection from the game or the facility.

4. Only head coaches are permitted to address rule questions with the officials at half time or end of game; coaches are expected to do so in a courteous manner. Derogatory comments are unacceptable and subject to discipline, including ejection.
5. Alcohol is **NOT** permitted at any of the Tournament venues.
6. Officials are expected to conduct themselves as professionals and in a manner that demonstrates courtesy and fairness to all parties while exercising their authority on the field.
7. Eligibility requirements, such as age and double rostering, must be followed. Players may play up an age group, but they may NOT play down! Unless previously approved, a player may not double roster; meaning playing for 2 teams. If a team is found with illegal players, then they are subject to having all of their games count as "forfeits"
8. The Tournament expects all coaches to understand the rules of the Tournament and communicate them to all team participants and families.
9. ONLY Head coaches or Club Directors may report any issues regarding officials and/or other teams to Tournament Directors or their representatives at Tournament headquarters. The Tournament will use its reasonable efforts to address any concerns with such officials, the field managers, the Assigning Official(s) and/or such coaches, as appropriate in their discretion.
10. Tournament directors reserve the right to adopt and implement such other rules or regulations as it determines are necessary or appropriate to further the goals and objectives of the Tournament.

INCLEMENT WEATHER: Teams should check their email and text messages for announcements before leaving for their games in case of any field changes due to weather conditions. Announcements will be sent through our League Apps player registration system. In addition, we will be using the text message system through Tourney Machine. Please note the tournament reserves the right to modify any game time to keep on time or for safety reasons. If any game is canceled due to weather, we will pick back up on schedule if possible. All efforts will be made to reschedule that missed game. This will be worked out with the club director and tournament director. In case of LIGHTNING, 3 long blasts of an Air horn will sound. Clear all playing fields IMMEDIATELY. Players and fans must go into their cars. We must have **30 min.** of NO Lightning, before returning to fields.

INJURY: Delays of the game due to injury may result in shortened game times. All games must end 5 min prior to the next scheduled game on that field. There will be a Field Marshall on each field that can summon a trainer in case of an emergency.

HOME TEAM: The Home Team will be the team that appears first on the game schedule. In the event that both teams have the same color jerseys, **The Home Team will be required to switch to alternate jerseys/or wear pinnies.** If the Home Team cannot supply alternate jerseys, the Visitor Team will change. The Home Team should be on the Left Bench when facing the field. Teams are on the SAME SIDE. Spectators are opposite the bench areas. NO SPECTATORS will be allowed on the TEAM BENCH SIDE or BEHIND THE GOALS.

OVERTIME: In the event of overtime in the playoffs we will play a 2 minute golden goal period. First goal wins. If after 2 minutes we are still in a tie, then a Braveheart will take place. See Braveheart Procedures.

BRAVEHEART: 1 center and 1 goalie from each team will be used. Play will start with a center DRAW, and will play out until either player scores. The first to score is the team that wins. A substitution can only occur in the event of injury. If a player needs to leave the field due to injury, the opposing player will be offered the opportunity to sub as well..

FORFEITS: Teams failing to report to assigned games will not be invited back next year.

DISPUTES: All disputes will be settled by the Tournament Director or his/her designee. The decision will be final.

Scoring Procedures

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- 3 - points for a Win
- 0 - points for a Loss
- 1 - point for a Tie

In the event of a tie in points at the end of pool play, the winner will be determined as follows:

1. The winner in head to head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Total goals against
3. Goal differential (a max +/-12)
4. Most shut outs.
5. Coin toss

NOTE: After each step, standings will be determined; if there is still a tie, then we will proceed to the next step, and **NO RULES WILL BE REVISITED**