



Summer Sizzle July 11-12

Venues:

- Cedar Lane Regional Park*
1100 Cedar Ln, Bel Air, MD 21015





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Venues:

2. Copperplex



COPPERPLEX 2007 Cedar Dr Edgewood, MD 21040



2007 CEDAR DRIVE

650 PARKING SPOTS (ON SITE)
250 ADDITIONAL OFF SITE PARKING





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Clubs Participating

Breakers LC - VA
Cav Lax Elite - VA
CC Bucks - MD
Conrad's Lacrosse Club - MD
Freedom - MD
Greene Turtle - MD
Iron City - PA
Mud Dogs - PA
NEOLAX - OH
Raptors - MD
Raw Lacrosse- DE
Spiders Lacrosse- OH
Susquehanna Stripers - MD
TEAM Lacrosse - PA
Team VA - VA
Three Hundred - VA
Top Caliber - VA
Tribe Select - MD
True Baltimore - MD
True Loudoun - VA
True Pittsburgh 79ers - PA
Valley Venom- VA
Zingos- MD

For schedule, use the Aloha
Lacrosse App!





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Colleges Attending

Albertus Magnus College	Division III	Newberry College	Division II
Albright College	Division III	North Greenville University	Division II
Alvernia University	Division III	Penn State Harrisburg	Division III
Averett University	Division III	Saint Vincent College	Division III
Cairn University	Division III	Salisbury University	Division III
Canisius	Division I	Savannah College Art & Design	Other
Chatham University	Division III	Shenandoah University	Division III
Chestnut Hill College	Division II	St Mary's College of Maryland	Division III
Chowan University	Division II	The University of DC	Division II
Colby-Sawyer College	Division III	University of Mount Union	Division III
Davis & Elkins College	Division II	University of Pittsburgh at Bradford	Division III
Delaware Valley University	Division III	Wagner College	Division I
Franciscan University	Division III	Walsh University	Division II
Gettysburg College	Division III	William Peace University	Division III
Harford Community College	Junior College	William Penn University	Division II
Heidelberg University	Division III		
Hiram College	Division III		
Holy Family University	Division II		
Keiser University	Other		
Lynn University	Division II		
Marymount University	Division III		
Marywood university	Division III		
Mercer University	Division I		
Missouri Baptist University	Other		
Muhlenberg College	Division III		





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RULES: NFHS/USA Lacrosse/Modified NCAA rules with the following modifications and/or points of emphasis.

- Over and Back rules in effect. After offensive team touches ball in offensive zone, ball cannot cross midline.
- No shot clock will be in effect, Officials will issue a stalling warning if the winning team is stalling, a timer on call will be assessed and the team has 30 seconds to get a shot on goal.
- Clearing Counts of 20 seconds to cross midline. After 20 seconds of possession, the ball cannot cross back into your defensive half.
- Penalties are stop-start starting on the whistle (30 or 60 Sec). Penalty time stops during injuries, time-outs, between quarters and halves, and while another penalty is being assessed.
- No deputy goalie allowed – no unprotected player is allowed in the goal circle at any time.
- Substitutions will be on the fly only, except on a time serving penalty. In that case the teams will have a quick substitution to get EMO or EMD on the field. The Substitution Box will be 10 yards in accordance with the 2026 NCAA rules.
- There will be no stick checks or requests by the opposing coaches. Sticks must meet either NCAA or NFHS standards.

GAME TIME: Playing time will consist of 2 twenty-minute running time halves with a 2-minute halftime. Games will begin promptly. Games are running time, unless the Tournament Director communicates otherwise.

- One (1) 45 second timeout will be permitted in every game. The clock will stop for the timeout, and it may be called at any time during the game. Timeouts must be called on your offensive end in accordance with NCAA rules.
- Pool Play Overtime – There is no overtime in pool play. Each team will receive 1 point.
- Playoff & Championship Overtime – Playoff and Championship games will consist of unlimited 3-minute periods until a goal is scored. Each team will be awarded one time out and the clock will stop.

FACEOFF RULES: No Motogrip, no Knee Down. Faceoff sticks require tape of a different color than your shaft

MERCY RULE (Youth Divisions Only): Applied when there is a (7) goal deficit in pool play. Teams down by (7) or more goals will get a free clear after each goal. Coaches can agree to waive this rule.





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BOYS 2027-2034 RULES:

Quick Start: If an opposing player is within five yards of the player that has been awarded the ball, and the official blows the whistle to restart play, the opposing player is not allowed to defend the ball until he reaches a distance of five yards from the opponent. A violation will be a flag down (slow whistle) for delay of game. No Crease Dives

BOYS 2035/2036 RULES:

- FACEOFF RULES: No Motogrip, no Knee Down. Faceoff sticks require tape of a different color than your shaft
- No Counts. Exception is a 4 sec goalie count when clearing
- No “take out” body checks. Body contact is allowed.
- Sticks must be between 36”-72”
- No Crease Dives
- There will be no advancement rules

SCORING: Points will be awarded after each game in the following manner:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

PLAYOFF SEEDING

- 1) Head-to-Head
- 2) Goals Against
- 3) Goal Differential (max 7 per game +/-)
- 4) Coin Flip.

In the event of a 3+ team tie, the tiebreaker process starts at step 2. Once a team is selected as winning the 3+ team tiebreaker, the process starts at step 1 once 2 teams are remaining.

PLAYOFF SEEDING ODD DIVISIONS

In divisions with an odd number of teams, one team will compete in a fourth game to ensure that each team participates in three games. In these odd divisions, the fourth game does count, and seeding will be **based on point average**. For example: if you win 2 games and tie one, your total points will be 7 (3 + 3 + 1), and your point average is 2.33 (7/3). You will be seeded according to that percentage along with the other teams in your division.

*Seeding in an odd team pool in which the teams do not play everyone, pool seeding will be determined by:

1. Point Average
2. Goals Against Average
3. Goal Differential Average
4. Coin flip

