

Woodbury United Lacrosse Black and Blue Tournament Girls Rules

Games will be conducted using the 2025 MS Lax Youth Rules, with the following modifications:

Pregame

- No on-field time is allotted for team warm-ups.
- If a team is not on the field and ready to play at the scheduled start time, a delay-of-game foul will be assessed.
- The home team is the second/bottom team listed on the bracket or pool.
- There will be no coin toss. The home team will pick a goal to defend in the first half and the away team will get AP.
- Coaches may be certified together if needed to save time,
- The clock is a central horn at game time on the hour, half time, start of second half, a double horn at two minutes remaining in second half, end of second half.
- WULAX will provide game balls and endline balls (Orange). These balls must remain at the field. If balls need to be replenished, please contact Field Marshall.

Rules and Format

The US Lacrosse rules and best practices for girls will be followed along with MSLAX age-specific rules for Minnesota. <https://www.mslax.net/page/show/4085703-league-rules>

- U10
 - goalies used if both teams have a goalie.
 - one ATTEMPTED pass required maintaining possession -
 - 2 players must stay back behind restraining line.
 - no checking
 - yellow card player substitutes and team does not play short during penalty.
 - If the team is up by 4+ goals, the losing team gets draw possession.
 - If up by 8+ goals, three COMPLETED passes required.
- U12
 - one COMPLETED pass required in offensive end.
 - modified checking allowed - below shoulder.
 - 4 players stay back behind restraining line.
 - yellow carded player serves 2:00 in penalty box and team plays short.
 - If the team is up by 4+ goals, the losing team gets draw possession.
 - if up by 8+ goals, THREE COMPLETED passes required.
- U14
 - no pass restrictions
 - full high school rules checking allowed.
 - 4 players stay back behind restraining line.
 - yellow carded player serves 2:00 in penalty box and team plays short.
 - If a team is up by 4+ goals, the losing team gets indirect draw possession - must pass off of draw possession.

- The clock begins running at the scheduled start time for the game regardless of whether the teams are ready to play, unless the Head official deems a delay is required.
- Games will be 2 – 20-minute halves with a 5-minute half-time.
- One (1) team timeout permitted per game – of a maximum duration of 1 minute. None in the last 5 minutes of running clock play.
- **For Bracket Play: Games tied at the end of regulation time will result in a maximum of two 3-minute sudden victory running time periods after a 3-minute rest and coin toss to choose field side.**
- For Pool Play: Any ties in the standings will be determined by points, head-to-head, head-to-head goal differential, goals allowed, goal differential (max 8), goals scored, and lastly a coin flip.
- In running time, the clock stops do not stop because of central clock.

See the score table instructions for the heat index policy in case of very hot weather.

Suspended Games

Pool Play

- Any pool game interrupted by weather with at least half of the game played and the score not tied will be considered final. If at least half of the game has been played and the game is tied, it will remain as a tie.
- If a pool game is interrupted with less than half of the game played, the game will be registered as a zero/zero tie for the teams

Bracket Play

- Any bracket game interrupted by weather with at least half of the game played and the score not tied will be considered final. If at least half of the game has been played and the game is tied, it will proceed directly to the tiebreaker when it is determined that teams can return to the field.
- If a bracket game is interrupted with less than half of the game played, the half will be completed when play can be resumed, and the game will be declared completed at the conclusion of that half or will advance to the tiebreaker.
- If a bracket game has its start delayed due to storms, when play can be resumed, the teams will play one half of the game or as much of the game as can be fit into the original time slot, whichever is longer. If the game is tied at this point, it will go to the tiebreaker.

Equipment

- All standard equipment rules apply **including** mouth guard requirements.
- Officials will perform random equipment inspections at least once per half.
- Coaches may call for equipment inspections prior to the last three minutes of the game.

- Each team provides balls for the end line and sideline on their half of the field.

Time-outs

- Each team is allowed one 1-minute time-out per game. The central clock does not stop. Both teams must be ready to play within 1 minute of the time the time-out was granted. No timeouts in the last two minutes of play.
- Time-outs called according to standard rules.
- Officials may call additional timeouts for water breaks if there is high heat and humidity.

Tie Games

- **Ties stand for pool play**
- **Tiebreaker is used for bracket play and is posted on the 2nd page**

Suspensions / Ejections

- If any player or coach is ejected, that ejection stands for the current game and the following game.
- The tournament reserves the right to suspend or expel any player, coach, spectator or team from the tournament without refund.

Tie Breakers listed in order:

- Points
- Head-to-Head
- Head-to-Head goals differential
- Goals allowed.
- Goal Differential (Max Score Differential - 8)
- Goals Scored
- Coin Toss
- The maximum goal differential allowed per game is 8 goals.
- If more than two teams are tied at the completion of pool play. Utilize the Tie Breakers listed above, until one or more teams are eliminated. If two teams still remain, return to the top of the tie breakers list to resolve.
- Tourney Machine has a list of tie breakers and may involve software to determine tie breakers. Woodbury United Lacrosse website may override this determination.
- Ultimately, if the above factors do not resolve a tie, Black and Blue Tournament Director can resolve the tie.