Woodbury United Lacrosse Black and Blue Tournament Boys Rules

Games will be conducted using the 2025 YLM/GNLL Youth Rules, with the following modifications:

Pregame

- Home team is second team listed on bracket/pool
- No coin toss: home team picks a goal to defend, and away team gets AP.
- Coaches may be certified together to save time.

Time factors

- Games consist of two 20-minute halves with running time.
- Halftime is 5 min.
- There is a central clock.
- No on-field time is allotted for team warm-ups.
- 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 a scorekeeper at each table to record scores/penalties.

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.
- Coaches may call for equipment inspections prior to the last three minutes of the game.
- WULAX will provide balls (Orange) for the end lines and game balls. These balls must remain at the fields. If there is a need for balls to be replenished, please contact the Field Marhsall.

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 are 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.

Boys Lacrosse Tiebreaker

- There will be no overtime for divisions with pool play.
- Tie breakers for pool play are as follows, (These tie breakers will be applied when breaking ties within a pool). The same tie breakers apply when breaking a tie within a division. (Division tie breakers will be applied when breaking ties within a full division, this is only relevant if a division has multiple pools, but if teams will be ranked across the entire division.

Tie Breakers listed in order:

- Points
- Head to Head
- 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 over-ride this determination.
- Ultimately, if the above factors do not resolve a tie, Black and Blue Tournament Director can resolve the tie.

Boys Lacrosse Tiebreaker (Bracket Play)

Because US Lacrosse has specifically stated that Braveheart tiebreakers should not be used for youth games and because many tournaments need a quick resolution to tournament games in order to stay on schedule, the following tiebreaker may be adopted by tournaments when time does not permit having regular overtime periods,

The rules are as follows:

Standard Tiebreaker

- When standard play concludes, teams will have 20 seconds to substitute after the officials briefly explain the tiebreaker.
- Goalies will not switch ends.
- An additional 4-minute stop-time OT period will begin, following standard rules (possession could carry over, and penalties carry over).
- Each team will have 3 players plus a goalie. They can use short sticks or long sticks subject to the usual rules.
- If there is a faceoff, each team will have one player taking the faceoff, one player in its offensive restraining area, and a goalie plus one other player in its defensive restraining area.
- No substitution is allowed unless there is an injury, in which case both teams can substitute one player.
- No timeouts.
- No equipment checks once the tiebreaker period begins.
- A team may be down 1, 2, or 3 players due to penalties (penalty stacking applies if there are more than 3 penalties).
- Goalies cannot step on or over the midfield line. The remaining players can go anywhere.
- The first team to score wins.
- All other standard rules apply, including counts.

10U tiebreaker modifications

- There is no one-pass rule for 10U. A player that wins the faceoff can shoot and score immediately.
- On a faceoff, the attack and defense players must stay below the goal-line extended and the goalie must stay in the crease until the faceoff is over.
- Maximum of 2 long sticks.