



MLS LACROSSE BOYS TOURNAMENT RULES – 2026

Coaches are responsible for verifying that all players are properly equipped.

Scoring & Game Management

- **Referees** will keep official game time.
- **Score table** will record goals and penalty time.

Tournament Play – Pool Play (Saturday and Sunday)

- Two (2) halves, each **21 minutes** long.
 - **3-minute halftime.**
 - **4-game guarantee** (all in pool play).
 - **One Timeout per game** (one minute) .
 - Games follow **2026 NFHS rules** with the modifications listed below.
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Playoff Games (Sunday)

- Two (2) halves, each **21 minutes** long.
- **3-minute halftime.**

Timeouts:

- Each team receives **one (1) one-minute timeout** per regulation game.
- The clock stops during timeouts.
- Timeouts do **not** carry over into overtime.
- A timeout can be called only when a team has possession of the ball, anywhere on the field.

Overtime:

- Overtime begins immediately after regulation and is decided by **sudden victory**.
 - Overtime is **running clock on all whistles and no timeouts**.
 - **First goal wins.**
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Injuries

- If play is stopped for an injury with **2 minutes or less** remaining, the clock stops.

- If play is stopped for an injury with **more than 2 minutes** left, **a maximum of 1 minute** will run off the clock before it is stopped for assessment.
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Boys-Specific Rules

- No stick checks unless a referee deems a stick to be **illegal due to play**.
- **4 poles maximum** on the field at any time.

Mercy Rule (2034 and younger):

- Applies when a team trails by **7 or more goals** in pool play.
 - The trailing team will receive a **free clear** after each goal.
 - Coaches may mutually agree to waive this rule.
 - **Not used during playoffs.**
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Counts

- Teams have **20 seconds** to advance the ball over half field (pool play & playoffs).
- **2027–2034 Grad Years:** Clearing counts apply.
- **2034 Grad Year and below:** No counts, except for a **4-second goalie count**.

Stalling:

- There is no stalling rule.
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Checking

- **Limited body checking** allowed in divisions 2031–2034.
 - Big hits or overly physical play—even within 3 yards of a loose ball—will be called **unnecessary roughness** (90-second penalty).
 - **One-handed stick checks** are **not allowed** in 2034 and younger divisions.
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Penalties

- Penalties are **running time**, starting on the referee's whistle (45 or 90 seconds).
 - Penalty time **stops** during injuries, end of quarters, or while another penalty is being assessed.
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2034 Division (7v7 Format)

- **7v7 play:** 2 defenders, 2 midfielders, 2 attackers, and 1 goalie.
- Played on **small fields** with **full-size goals**.

- **No clearing counts.**
 - **Long poles are allowed.**
 - After each faceoff, the team that gains possession must complete **at least one pass** before attacking the goal.
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Additional Rules

- **Over and Back** is in effect (can go back within the 20 second clearing clock). Once a team clears the ball into its offensive half, it must maintain possession there. Failing to do so results in a whistle and turnover.
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Ejections

- **Game ejections** are handled by referees.
 - **Tournament ejections** are handled by the tournament director.
 - Two (2) unsportsmanlike conduct penalties result in either an **ejection** or **1-game suspension**.
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Rankings & Points

- **Win:** 3 points
 - **Tie:** 1 point
 - **Loss:** 0 points
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Tiebreakers

If two teams are tied in points:

1. Head-to-Head Result
2. Total Goals Against
3. Goals Against Common Opponent(s) — sum total if multiple

If three or more teams are tied:

1. If one team defeated both others, that team advances; remaining teams return to two-team tiebreakers.
2. Total Goals Against
3. Goals Against Common Opponent(s) — sum total if applicable
4. Coin Toss or Braveheart

If a tie remains among teams eligible for the championship bracket, a **Braveheart** may be used to determine advancement, at the discretion of the **tournament director** based on field and scheduling availability.

Roster Requirements

- All players must be **registered** and may play for **only one team**, unless approved by the event director.
- **Unregistered or ineligible players** may result in **forfeiture** of games and/or **player ejection**.
- Teams found moving players between rosters or using ineligible players may **forfeit that game** and possibly others already played.