



## GAME FORMAT

1. Regulation Play | Pool play, playoff and consolation games will start every 50 minutes. Regulation play will consist of two, twenty minute running halves with a 3 minute halftime.
2. Pre-Game Equipment Certification | By participating in this event Coaches are certifying that all equipment is legal and safe for play according to the 2021 NFHS and USA Lacrosse Rules. There will not be a pre-game equipment check. If a player is found to have illegal equipment it will be disqualified and must remain at the score table for the duration of that game. It may be rechecked at the start of the next game.
3. Alternate Possession | The team listed first on the schedule will have the first AP. For Play Offs and Championship the lower seed will have first AP. The team listed second will get to choose what goal to defend and will have the responsibility to change jersey colors if they are not contrasting to their opponents.
4. Penalty Shots / When time expires during either half and a direct penalty shot is to be set up in the critical scoring area, the officials shall allow the attacker to play out the penalty shot. The officials will use discretion to determine when the play is over.
5. Mercy Rule 14U-12U | Once a team has a 4 goal margin, the trailing team may elect to take an indirect free position at the draw center. Overtime Pool Games | If a game is tied after regulation play there will be a draw to start OT, with NO rest period. AP, defending goal and cards carry over. There will be one 2-min sudden victory period with a running clock. The game will end in a tie if no team scores.
  1. Tie Breaking Tiers for determining playoff seed:
    1. Head to head
    2. Least goals against
    3. Most goals scored
    4. Coin flip
    - *For 3 way tie: once a team is determined to be seeded above the others the tier that broke the tie will not be revisited, we will move to the next tier to determine the next seed*
3. Overtime Playoff Games | In playoff games, there are two 3 min sudden victory OT periods with a running clock. If no goal after the first 3 min period teams will switch ends with no delay for coaching or substitution, cards, and AP carry over. If no goal after the two 3 min periods then teams will play Braveheart format. Teams will have a 1 min rest period, cards, AP and defending goal carry over. Coaches will select any combination of 4 players (3 field and 1 goalie or 4 field players and no goalie). Begins with a draw, first goal wins.
4. Playoff Timeouts | One thirty second timeout (clock stops) per team per game. Timeouts do not carry over into OT.
5. Time | Games will be run on a central horn. Officials will keep times extending beyond the horn (OT games). The table and referees will have approximate time.
6. Checking | HS divisions will be full checking, 14U will be full checking with the option to use modified checking if both teams agree prior to the start of the game. 12U will be modified checking. For details regarding modified checking for 12U or 14U please see USA Lacrosse Rule Book page 36 (6.5 - 3 seconds closely guarded) and page 37 (6.12 Illegal Check).



#### **RULE SPECIFICATIONS**

1. Penalties Card Time Modification
  1. Red Cards: 2 min, running game time, may not play in first half of next pool, playoff or championship game. 2nd red Card= ejected from competition for safety of others. Card is reported to headquarters.
  2. Yellow cards: 1 min running game time, 2nd yellows= done for the rest of that game
2. Sportsmanship ejections of players, spectators, or coaches
  1. Follow NHFS & USA Lacrosse Rulebook
3. Penalty Shot Set Up
  1. CSA Penalty Zone will be cleared by official, defense has preference to be on hash nearest to ball.

#### **FIGHTING / EJECTIONS / FOULING OUT**

1. If a player is ejected from a game by an official for fighting, that player will sit out the remainder of that game plus the following game. All ejections will be reported to Headquarters.
2. The Tournament Director reserves the right to suspend any player, team or fan, for any number of games, or from the event entirely, upon further review of altercation details.