**2025 YLM State Tournament Rules**

View tournament schedule and results at: https://tourneymachine.com/R168051

Games will be conducted using YLM modifications to the USA Lacrosse Rules, with the following additional modifications:

Pregame and Postgame

* No time will be allotted for warm-ups on the game fields.
* Coaches will be certified before each game.
* Team captains will meet with the officials for coin toss. Winner picks either first alternating possession or the end they will defend in the first period.
* Coaches will approve the score by signing the scoresheet after each game.

Equipment

* All standard equipment rules apply including mouth guard requirements.
* Officials will perform random equipment inspections at least once per game.
* Coaches may call for equipment inspections prior to the last three minutes of the game and only while play is stopped.
* YLM provides balls for the end- and side-lines.

Time factors – Pool Play (Saturday)

* Games will be two 16-minute running time periods with 4 minutes for halftime.
* Timing will be done at each field (no central horn).
* The last 2 minutes of the 2nd half will be stop time if the goal differential is 2 or less (including ties).
* The game clock will start at the scheduled time whether teams are ready or not.
* No team timeouts during pool play.
* Penalty time is straight time (30 seconds and 1, 2, or 3 minutes) and runs unless there is an official or team timeout.
* Overtime
	+ If the game is tied, teams will go immediately to a single 4-minute overtime period. Teams will play 10 vs 10.
	+ Teams defend the same goal as they defended in the second half.
	+ If a team has a time serving penalty at the end of game, it carries over to overtime.
	+ Overtime starts with a faceoff even if there is a penalty in effect at the end of regulation time.
	+ No team timeouts, no equipment checks.
	+ First team to score is the winner. If no team scores in 4 minutes, the game is recorded as a tie.
* In the event of weather or other interruptions to the schedule, games may be shortened or canceled at the discretion of the YLM Tournament Director whose decisions are final and not subject to appeal.

Time factors – Bracket Play (Sunday)

* Games will be four 10-minute running time periods.
* Halftime is 4 minutes. Quarter breaks, 1 minute.
* Timing will be done at each field.
* The last 2 minutes of the 4th quarter will be stop time if the goal differential is 2 goals or less (or if the game is tied).
* One 1-minute timeout per team per game is allowed in bracket play.
* The clock stops between periods, team timeouts, official’s timeouts, and whistle stoppages during last two minutes of the 4th quarter if the goal differential is 2 goals or less (including ties).
* Penalty time is straight time (30 seconds and 1, 2, or 3 minutes) and runs with the game clock.
* Overtime rules:
	+ Overtime is 10 vs 10 with periods of 4 minutes played until a goal is scored.
	+ Teams will defend the same goal as in the 4th quarter for the first overtime. If multiple overtime periods are required, teams will change ends for each period.
	+ A team WILL retain possession to start overtime if the teams are uneven at end of the previous period (OT or 4th quarter) otherwise overtime starts with a faceoff (this is DIFFERENT from pool play).
	+ There will be a 1 minute break between overtime periods. This may be extended if warranted by the weather.
	+ No timeouts and no equipment checks in overtime
* In the event of weather or other interruptions to the schedule, games may be declared complete before time has expired or games may be shortened or delayed at the discretion of the YLM Tournament Director whose decisions are final and not subject to appeal.

Seeding and Tie Breakers for Pool Play

* Teams are awarded 3 points for a win, 1 point for a tie, and zero (0) points for a loss.
* Bracket play will include 8 teams in divisions with more than 10 teams. The brackets are seeded as follows as follows:
	+ 4 pools: the top 2 teams from each pool advance.
* Bracket play will include 4 teams in divisions with 10 or fewer teams. The brackets are seeded as follows as follows:
	+ 2 pools: the top two teams from each pool advances.
	+ 3 pools: the top team from each pool advances and the second place team from the largest pool advances.
* In pool play when two or more teams are tied based on points, the following tie breakers will be used in order. If more than two teams are tied, tie breakers will be used until 1 team is eliminated or promoted. If a team is eliminated, the remaining teams start again with the first tie breaker. If no team can be eliminated or promoted by 1-3, then a random draw will determine which team(s) advance to bracket play.

1. Head to Head result (only applies if 2 teams are/remain tied)

2. Fewest Goals Allowed in pool play

3. Highest Goal Differential in pool play (6 Goal Max differential per game)

4. Random Draw

Ejections/Suspensions

* If anyone (player, coach, or spectator) is ejected from a game they are done for the tournament and may be subjected to further discipline the following season.
* YLM reserves the right to suspend or eject any player, coach or spectator from the event site.