

Tournament Rules

MLS LACROSSE BOYS TOURNAMENT RULES –2026 **Coaches will certify their players are properly equipped*

Scoring and Time

- Refs keep game time
- The table keeps the score and penalty time

Tournament Play – Pool Play (Saturday Games)

- 2 – 21 minutes halves
- 3 minute halftime
- 3 game guarantee (Pool Play)
- No Timeouts
- No Overtime
- 2025 NFHS Rules with modifications below

Playoff Rules (Sunday)

- 2 – 21 minutes halves
- 3 minute halftime
- Playoff Games...
- Teams are awarded (1) one-minute time-out per team in Regulation Time
- The clock will stop. Timeout does NOT roll over to OT. No timeouts in OT
- A timeout can be called when the team calling the timeout is in possession of the ball, anywhere on the field
- Overtime will begin immediately and be decided by sudden victory. OT will have a Running Clock on all whistles. The first goal scored wins the game.
- Injuries
 - Any injury within 2 minutes and under that requires the game to be stopped, the clock stops with the injury.

- For any injury with more than 2 minutes remaining when the game is stopped, a maximum of 1 minute will come off the clock to assess the injury before the clock is stopped

BOYS SPECIFIC RULES

- No stick checks unless refs think a stick is outrageously illegal
- 4 pole maximum on the field
- Mercy Rule
 - (applies to 2034 and below) Applied when there is a 5-goal deficit in pool play. Teams down by 5 or more goals will get a free clear after each goal. Coaches can agree to waive this rule. **DOES NOT APPLY TO PLAYOFFS**
- Counts
 - 30 seconds to advance the ball into the box (Pool Play and Playoffs)
 - 2027 – 2034 Grad Years: Clearing Counts.
 - No Counts – 2034 Grad Year and below. Exception is a 4-second goalie count
 - The leading team must keep it in the box under 2 minutes if they are ahead by 4 goals or less.
 - If a score changes to 4 goals or less under 2 minutes, the clock will stop and start with the whistles
 - If teams are ahead by 5 goals or more, the clock will remain running
- Checking
 - Limited body checking in 2030 – 2034. Big hits & physical play (even within three yards of a loose ball) constitute unnecessary roughness (90 sec penalty)
 - One-handed stick checks are not allowed in any youth divisions (2034 and below)
- Penalties
 - Penalties are running time starting on the whistle (45 or 90 seconds) Penalty time stops during injuries, end of quarters, and while another penalty is being assessed.

Boys Rules – 2034 (7v7)

- 7v7 (2 Defenders, 2 Midfielders, 2 Attack)
- Small Fields with Full Sized Goals

- No counts.
- Long poles are allowed.
- We are requiring 1 completed pass off the faceoff possession only

Additional Rules

- Over & Back does apply. Once a team clears the ball over the midfield they need to keep possession in the offensive zone. Failing to do so will result in a whistle + turnover.

EJECTIONS

- Game ejections are handled by the referees
- Tournament ejections are handled by the tournament director (2 unsportsmanlike conduct penalties warrant ejection or a 1-game suspension)

RANKINGS:

- Win = 3 points
- Loss = 0 points
- Tie = 1 point

Tie Breakers

If 2 teams are tied with POINTS:

1. Head to Head
2. Goals Against TOTAL
3. Goals Against Common Opponent. If multiple common opponents, take the sum.

If more than 2 teams tied with POINTS:

1. If 1 team beats the other 2 teams – that team will advance and the second 2 will fall back into tiebreaker rules
2. Goals Against **Total**
3. Goals Against Common Opponent (only used if all teams played a common opponent. If multiple common opponents, take the sum)
4. Coin Toss/Braveheart

1. If a team is still tied after these tie-breakers and is eligible for the championship playoff bracket, a Braveheart may be used to determine who advances. The tournament director will determine the scheduling of a braveheart based on fields and availability

ROSTERING

- All players must be registered and can only play for 1 team, unless approved by the event director.
- Unregistered players are considered ineligible for play and if found *may* result in a team forfeiting games and player ejection from the event.

Any teams who are found moving players or playing with ineligible players *may* forfeit that game and possibly any others already played.