



## BOYS TOURNAMENT RULES



**GENERAL REQUIREMENTS:** All participants must complete the online player waiver prior to playing and be legally equipped and uniformed according to USA Lacrosse/NFHS/NCAA Guidelines.

**SPORTSMANSHIP AND SAFETY: ZERO TOLERANCE** for alcohol, drugs, discrimination, or inappropriate behavior by players, coaches, or fans. Referees and Tournament Directors may end play at any point.

Please speak to the Tournament Director about any problems that may arise during the weekend. *Please instruct your parents not to come to the tent.* Only Coaches/Club Directors should be approached with questions or concerns.

Tournament Director has the final say on rule interpretations and rulings.

**PLAYER EJECTIONS FOR ALTERCATIONS:** Any player who leaves the sideline to engage in an on-field altercation, or who runs from the opposite end of the field across the midfield line to join an altercation, will be automatically ejected from the current game and suspended from the following game. The player may also be removed from the event at the discretion of the Tournament Directors. Offending teams may be forced to forfeit games based on the severity of the incident.

**EJECTION AND EXPULSION PROTOCOL:** Any player, coach, or fan ejected from a game will be prohibited from participating in or attending their team’s next game. A second ejection will result in disqualification from the remainder of the event.

**EJECTIONS** are determined by game officials or Tournament Directors.

**EXPULSIONS** are enforced by Tournament Directors.

**OFFICIAL SCORE:** Is kept by Field Coordinators who certify both coaches and officials' post-game. Once scores are certified and reported they may not be challenged. If a dispute arises about the final score of a game, the coach should immediately bring the concern to the Field Coordinator and request the Tournament Directors for resolution prior to that score being reported. Tournament Directors will only communicate with Club Directors and Head Coaches.

**PENALTIES:** Penalty clock stops during injuries, Timeouts, end of period, and subsequent penalty assessments. Technical fouls are **(30)** Seconds and Personal Fouls range from **(1-3)** Minutes depending on severity.

**GOAL DIFFERENTIAL: POOL PLAY ONLY** A team trailing by **(7)** or more goals can elect to start with possession at midfield after a goal. All periods must start with a faceoff during even strength play.

**COUNTS:** There are no counts in 4<sup>th</sup>, 3<sup>rd</sup> and 2<sup>nd</sup> grades games

**COACHES:** Only three (3) will be allowed on the sidelines.

### NCAA GUIDELINES

**TIMEOUTS:** One, **(30) Second Timeout per game.** Clock stops in the final period during timeouts. **Offense** may call timeouts below the offensive restraining line or during dead ball **Defense** may only call timeouts on dead balls or following a good goal.

**FACEOFFS:** Faceoff violators **ARE NOT** prohibited from taking the subsequent faceoff.

**COUNTS IF THERE IS NO SHOT CLOCK:** Same as NFHS Guidelines.

**NO DIVES ALLOWED**

## 7v7 RULES

### USA LACROSSE GUIDELINES with some modifications

**RECOMMENDED FORMAT for 10U & 2035:** Small-sided play is grounded in the Athlete Development Model (ADM), endorsed by the U.S. Olympic and Paralympic Committee as a gold standard for youth sports. Small-sided formats increase ball touches, repetitions, and real-time decision-making, keeping players highly engaged and accelerating skill development.

**FORMAT OVERVIEW:** (7) total players per team on the field at a time which includes (6) Field Players and (1) Goalkeeper. If no goalies are used, both teams must field (6) Field Players with no designated goalkeeper (HECTORS WILL BE ATTACHED TO GOALS) Smaller sticks are allowed with no restrictions on pocket depth with a MAX number of (3) Long Poles (47–54”) allowed on the field at once.

**FACEOFFS:** Are used at the start of each period and after every goal.

- All non-faceoff players must line up behind goal line extended.
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**OFFSIDES:** A team is offside if **MORE THAN:**

- (4) players are in their **Offensive half**.
- (5) players are in their **Defensive half** (including players in the penalty area).
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**BODY CHECKS:** **Prohibited** entirely at 10U/2035

**STICK CHECKS:** All **LEGAL Stick Checks must be Two-Handed** and can only be made on the opponent's crosse or gloved hand on the crosse. The opponent must be in possession of the ball or within (3) yards of a loose ball.

**FOULS & PENALTIES:** There are **NO** time-serving penalties.

- Players who commit fouls **must leave the field** temporarily.
- Substitutions are allowed to maintain full team play.

**RESTARTS:** All defenders must be at least (5) yards away from the ball carrier.

**GOAL DIFFERENTIAL-** If a team leads by (7) or more goals:

- The trailing team's coach can elect to start with possession at midfield.
- If the lead narrows to (6) goals or less, standard faceoff rules resume.