

Boys Lacrosse Tournament Rules

Format

- 4-Game guarantee
- 3-Game Pool Play, leading to a seeded Single Elimination

Time Limits

- All games will be 25-minutes with running time.
- A central horn will start & stop all games on time.
- Officials will be provided for all games.
- Quarter-field games are played on 50x31 yard fields.

Draws

- The Pool Play brackets will be determined through a draw conducted prior to the start of the tournament.
- Coaches will receive the brackets prior to the start of the tournament.
- The seeding for the Single Elimination rounds will be based on team records from the Pool Play

Win = 2 points

Tie = 1 point

Loss = 0 points

- For teams with the same record in pool play, the tie breaker will be head-to-head, followed by total goals allowed then total goals scored.

Tournament Rules

- NO BODY CHECKING, equal pressure ONLY (Personal Foul = 1 min. penalty).
- All teams field: 2 attack, 2 midfield and 2 defense, with a goalie.
- Maximum of three long-sticks are allowed on the field at any time.
- On sides is in effect: 2 players on the offensive half and 3 players on the defensive half of the field.
- Each team must have an adult coach who will be in charge of team discipline and act as the team's representative.
- Each game begins with a face-off. Wing Middie must be positioned to the left of his face-off man at the intersection of the sideline and the midfield line.
- Defensemen and attackmen must remain behind the goal line extended until the referee's signal of possession. The goalie must remain in the crease area until possession is called.
- After a goal is scored the ball is awarded to the scored-upon-goalie who puts the ball in play from his crease area. A referee must whistle to indicate play has resumed. When the goalie is ready, the whistle will blow.
- If a team scores during a flag down, slow-whistle situation and the infraction is a personal foul, the goal counts and the offended team receives the ball at midfield for a 4 v 3 man-up situation. If the team scores during a technical foul, the goal counts and the penalty is wiped out.
- Each team is allotted 1 timeout per game. TOs are 1 minute long. No timeouts in the last min. of a game.

Tie Scores

- Pool Play games may end in a tie.
- During Single Elimination, any game that is tied, play will immediately into sudden-victory.