

# Boys Lacrosse Tournament Rules

## **Format**

- 7 v 7
- 3 Games minimum
- 25 minute games

## **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 game pairings 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.
- Points will be awarded based on the following:
  - Win = 2 points**
  - Tie = 1 point**
  - Loss = 0 points**
- For teams with the same record, 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).
- 7 players on the field: 2 attack, 2 middies, 2 defense, and a goalie.
- Maximum of two long poles are allowed on the field at any time.
- Only one wing man on face-offs. Wing man may be on either side for face-offs, and at the intersection of the sideline and midfield line.
- All substitutions will be on the fly.
- 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.
- 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.
- All penalties which would result in time being served, will instead be a structured fast break from midfield, with the attack and defense at the goal line extended.
- 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. 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 – the clock does not stop. No timeouts during the last two minutes of a game.
- Game time for all four fields will be controlled by the clock at the center of the dome, with the horn signaling the beginning and end of each game on all fields.