

BOY'S U-15, U-18 AND U-19 SCHOLASTIC DIVISION RULES

The Boys U-15, U-18 and U-19 divisions will use Federation High School Rules with the following exceptions:

1. All games will consist of two (2) 25 minute running time halves with a five minute half-time. Each team will be given one (1) one-minute timeout per half, which cannot be taken in the last two minutes of the game. Game clock will stop during timeouts. Games may be shortened upon the mutual agreement of participating teams.
2. All substitutions will be on the fly.
3. No counts will be used unless a stall warning is issued, then the ball must be moved to the box within 10 seconds and kept in the box.
4. Sudden victory overtime will follow the completion of a tied game after a 3 minute break; sudden victory periods will be 4 minutes of running time; goals defended will remain the same for the first sudden death period and a face-off will commence the first sudden death period; goals will be exchanged after each sudden death period and the ball will be put in play at the relative area of the field by the team which had possession of the ball at the end of period; if no possession, a face-off will take place

WOMEN'S AND GIRLS SCHOLASTIC DIVISION RULES

The Women's and Girl's Scholastic divisions will utilize US Lacrosse rules with the following exceptions;

1. Women's games will consist of two 25 minute running time halves with a 5 minute intermission; Girls games will consist of two 25 minute running time halves with a 5 minute intermission
2. Teams will be assessed a delay of game penalty if not ready to begin play at the scheduled time; teams are responsible for being ready to play at the scheduled time for each game; games may be shortened at the discretion of the organizers to keep game times on schedule;
3. The clock will stop in the last minute of each half;
4. Each team will get 1 stopped-clock 1 minute timeout each half no carry-over;
5. Sudden victory overtime will follow the completion of a tied game after a

3-minute break; sudden victory periods will be 3 minutes of running time.

MEN'S DIVISION RULES

1. No counts will be used unless a stall warning is issued, then the ball must be moved to the box within 10 seconds and kept in the box.
2. There will be no automatic 2-minute stalling rule in the fourth period;
3. All substitution will be on the fly other than when a goal is scored or a served time penalty is assessed;
4. All substitutions must go through the designated substitution box;
5. No team will be allowed more than 4 long sticks on the field at any time;
6. No slow whistle will be used on a flag down situation, the whistle will blow when the ball touches the ground;
7. On a faceoff violation, the offender does not need to leave the field;
8. All players will be expected to have appropriate equipment including sticks, helmets, chin straps, mouthpieces, and satisfactory gloves in accordance with NCAA standards;
9. Each team will be permitted two 1 minute time-outs per half and none during any sudden death period; the game clock will be stopped during timeouts; time outs may be called by the team in possession, any place on the field;
10. Games will consist of four 15 minute running time periods (other than in Super Grand Masters which will be 12-15 minutes subject to the mutual consent of the teams); penalty time will be stopped on whistles; half times will be limited to five minutes; the game clock will be stopped during timeouts; at the discretion of the tournament organizers, game times may be shortened due to inclement weather, darkness, or to keep the tournament on schedule;
11. Sudden victory overtime will follow the completion of a tied game after a 3 minute break; sudden victory periods will be 4 minutes of running time; goals defended will remain the same for the first sudden death period and, subject to any carried over penalties, a face-off will otherwise commence the first sudden death period; goals will be exchanged after

each sudden death period and the ball will be put in play at the relative area of the field by the team which had possession of the ball at the end of period; if no possession, a face-off will take place;

12. Teams will be assessed a delay of game penalty if not ready to begin play at the scheduled time; teams are responsible for being ready to play at the scheduled time for each game; games may be shortened at the discretion of the organizers to keep game times on schedule;
13. Each player is required to wear the issued uniform of its team;
14. Play will be started immediately as soon as a player on the team awarded the ball has the ball in his possession; this will be excepted when a goalie has pursued a shot to the end or side line in which case the goalie will be given 5 seconds to return to the crease; if the team awarded the ball is not ready to play the ball immediately, the ball will be placed on the ground no closer than six feet from an end or side line and the whistle sounded to start play;
15. The alternate possession rule will be used;
16. Blood/bleeding situations will follow NCAA guidelines;
17. Body-checking on only the man with or playing the ball is permitted in the Grand Masters and Super Grand Masters divisions;
18. Subject to player eligibility requirements, all teams and players requesting roster exceptions must report to the game officials (including staff running the table) at least five minutes before the scheduled start time of the game; failure to do so may result in forfeiture and disqualification of the infracting team and player(s);
19. Any participant (including players, coaches, team officials or spectators) that participates in a fight during tournament play whether on or off the playing field will be subject to automatic disqualification from the tournament;
20. Any player or coach called for verbal abuse will serve a one minute unsportsmanlike penalty.