

Format

Teams are guaranteed four (4) games, including 3 pool play games.

Bracket Seedings by age group:

15U (2026): The top team from each of the 6 pools will advance to bracket play, and be seeded 1-6 in reverse alphabetical order (White pool seeded 1st, Blue pool seeded 6th). The 7th & 8th seeded teams will be determined as follows: The teams finishing in SECOND place in their pool, who have allowed the fewest goals will advance to bracket play. Should there be two or more second place teams with the same amount of goals allowed, the tiebreakers will be followed in order (Total Goal Differential, Goals Scored) to determine the 7th & 8th Seed.

14U (2027): The top team from each of the 7 pools will advance to bracket play, and be seeded 1-7 in reverse alphabetical order (White pool seeded 1st, Black pool seeded 7th). The 8th seeded team will be determined as follows: The team finishing in SECOND place in their pool, who has allowed the fewest goals will advance to bracket play. Should there be two second place teams with the same amount of goals allowed, the tiebreakers will be followed in order (Total Goal Differential, Goals Scored) to determine the 8th Seed.

13U (2028): The top team from each of the 7 pools will advance to bracket play, and be seeded 1-7 in reverse alphabetical order (White pool seeded 1st, Black pool seeded 7th). The 8th seeded team will be determined as follows: The team finishing in SECOND place in their pool, who has allowed the fewest goals will advance to bracket play. Should there be two second place teams with the same amount of goals allowed, the tiebreakers will be followed in order (Total Goal Differential, Goals Scored) to determine the 8th Seed.

Teams will be seeded for bracket play based on their results in pool play based on the following criteria:

1. **Record**
2. **Head-to-Head**
3. **Total Goals Allowed**
4. **Total Goal Differential**
5. **Goals Scored**
6. **Coin Toss**

*In the event of any three (3) way tie or more, Criteria 2. Head-to-head, does not apply. Therefore, after 1. Record, the next criteria used will be 3. Total Goals Allowed and so forth, down the criteria list.

**If any games are forfeited, the Total Goals Allowed will be calculated by averaging the Goals Allowed in the actual games played and adding that to the Total Goals Allowed for each forfeited game, for the team that won by forfeit.

Girls Timing Rules

Pool Play

- **Two 20-minute running halves with 3-minutes between halves.**
- **Central horn for pool play.**
- **No Timeouts during pool play.**
- **Play Out Free Position Shots:** if there is a foul in the 8M, where a free position shot is awarded and the final whistle of the half or game is blown, the free position shot will be awarded as one shot, no passes, no follow up shots.
- **Ties in Pool Play:** If at the end of regulation play, a game is tied, teams will play a sudden victory period of up to 3 minutes in length to determine a winner. If the game is still tied at the end of the sudden victory period, the game will end in a tie.

- Per US Lacrosse Rules: 15U (Rising HS Sophomores) and 14U (Rising HS Freshman) will play with full checking for the duration of the tournament. 13U (Rising 8th Graders) will play with Transitional Checking for the duration of the tournament.

Bracket Play & Consolation Play

- Two 22-minute running halves with 3-minutes between halves. The game clocks will be held at each field.
- The clock will stop in each whistle during the last 2 (two) minutes of each half for any foul that occurs in the critical scoring area, injuries, off sides, administration of alternate possession and inadvertent whistle.
- If at the 2 (two) minutes or under time period for either half of the game and a team has a lead of 10 goals or more, then the game clock will remain a 'Running Clock'. If the score changes and is less than a 10-goal differential at any point during the final 2-minutes of either half, the clock goes back to 'Stop Clock'.
- One (1), 1-minute time-out per game (the clock will stop); this does not roll over to OT. There will be no timeouts in overtime.
- Overtime to be decided by sudden victory. OT will have a 'Running Clock' on all whistles. First goal scored wins the game.

Player equipment: Please pay attention to all USA Lacrosse Rules regarding equipment, specifically the following:

"Eye Black"

Appendix C: Eye black worn on the face must be one solid stroke with no logos/numbers/ letters and shall not extend further than the width of the eye socket or below the cheekbone.

Additional Interpretation: Eye Black refers to the product, not the color. This rule applies no matter the color.

Goalie Equipment:

13U: Rule 2.4 - GOALKEEPER EQUIPMENT: The goalkeeper must wear a helmet with face mask and properly secured chinstrap, a separate throat

protector, padded gloves, a mouthpiece, a chest protector, pelvic protector and padding on the shins and thighs.

14U & 15U: Rule 2.6 Article 1 - GOALKEEPER EQUIPMENT: The goalie must wear a helmet with face mask and properly secured chinstrap, a separate throat protector, padded gloves, a mouthpiece, a chest protector and padding on the thighs.