



NATIONAL TOURNAMENT GAME RULES

OVERVIEW

All games are played under the 2022-23 USA Lacrosse/NFHS Rules.

TIMING

POOL PLAY – Saturday

- All games will be two 25-minute halves, **RUNNING CLOCK**.
- There will be 5-minutes between halves.
- If the clock runs out during an 8 meter, the officials will play out the free position.
- In the event of a tie, no overtime will be played.

BRACKET PLAY – Sunday

- All games will be two 25-minute halves, **STOP CLOCK** the last minute of each half **ONLY** after goals or all fouls in the CSA.
- There will be 5-minutes between halves.
- Overtime will be decided by sudden victory. OT will begin 1-minute following the conclusion of regulation play. OT will be 3-minutes, stop clock the last minute only after goals or all fouls in the CSA. First goal scored wins the game. If no one scores at the end of 3-minutes, teams will change ends and resume another 3-minutes of play. This will be done until victory.

TIMEOUTS

- Each team is allowed one (1) timeout per game.
- Timeouts are (1) minute, stop clock.
- In the event of overtime, a team can utilize their unused timeout from regulation play, but no additional timeouts are provided.

CARDING

- A **YELLOW card** will result in a 2-minute suspension, **NON-RELEASABLE**.
- Any player and/or coach to receive two yellow cards will be out for the remainder of that game.
- If a team has received 4 or more cards, no substitute for the carded player is allowed for the remainder of the game. Additional players will be removed for each subsequent card received.
- A **RED card** will result in the player/coach being eliminated from the remainder of the game and the team's next tournament game.



10-GOAL DIFFERENTIAL (BRACKET PLAY GAMES ONLY)

The game clock will **NOT** stop after goals which create a 10-goal or greater advantage for the scoring team, including the last minute of each half. In the event one team achieves a 10-goal advantage and the opposing team cuts that lead below 10 goals, the post-goal stops clock and 1-minute left in the half format resumes and continues if the teams are within a 10-goal differential.

ROUND ROBIN SCORING/BRACKET RE-SEEDING

When re-seeding for bracket play, overall record will be the first identifier.

2-WAY TIE: head-to-head competition will determine the higher ranked team. If a tie remains, total goals against and then goal differential (capped at 8) will be used to determine the higher ranked team. If a tie remains, a coin will be flipped to determine the outcome.

3-WAY TIE: total goals against and then goal differential (capped at 8) will be used to determine the higher ranked team. If a tie remains, a coin will be flipped to determine the outcome. Seeds will be determined individually in order (i.e., the 1st seed will be determined using the criteria above, the 2nd seed using the criteria above, etc.) until only a two-team tie remains (2-way tie-break detailed above).