



# NATIONAL TOURNAMENT GAME RULES

## OVERVIEW

All games are played under the 2023-24 USA Lacrosse/NFHS Rules.

## TIMING

### POOL PLAY – Saturday

- All games will be four 12-minute quarters, **RUNNING CLOCK**. There will be 1-minute between quarters.
- 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 four 12-minute quarters, **RUNNING CLOCK**. There will be 1-minute between quarters.
- **Championship Games** – All division championship games will be four 12-minute quarters, **STOP CLOCK ONLY THE LAST MINUTE OF THE 2<sup>ND</sup> AND 4<sup>TH</sup> QUARTERS**. There will be 1-minute between quarters.
- 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 1<sup>st</sup> seed will be determined using the criteria above, the 2<sup>nd</sup> seed using the criteria above, etc.) until only a two-team tie remains (2-way tie-break detailed above).