

All games will be in accordance with USA Lacrosse Rules Format (with exception of timing rules):

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

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

*In the event of a three (3) way tie or more, in which the tied teams did not play each other, 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 two 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 USA 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.
- During pool play: There will be a flip chart and score sheet on all fields. Officials will record the scores and coaches will sign off on them

Coaches are responsible for changing the flip charts. All official scores will be kept at tournament headquarters.

Bracket Play & Consolation Play

- Two 20-minute running halves with 3-minutes between halves. The game clocks will be held at each field.
- The clock will stop at or under 2-minutes in each half
- The clock will stop with each whistle during the last 2 (two) minutes of each half.
- 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.
- Table officials will keep the score for all bracket and consolation play.

Seeding Format

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 Criteria #1: Record, the next criteria used will be Criteria #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.

The top four seeds from each pool will compete in the quarterfinal round of playoffs. Losing quarterfinal teams will also play in a followup consolation game while winning quarterfinal teams will move on to the semifinals. There are no consolation games after the semifinals. Any teams not in the top four of their individual pool will compete in one consolation game on the second day of competition.

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.

PLAYER AND COACH ROSTER REQUIREMENTS:

All players and coaches must be USA Lacrosse Members through July 31, 2025.

All players must be age-verified through the USA Lacrosse age-verification system at least seven days prior to the start of Nationals.

All Players competing in the 13U division (2030) must have been born on or after 9/1/2011.

All players competing in the 14U division (2029) must have been born on or after 9/1/2010.

All players competing in the 15U division (2028) must have been born on or after 9/1/2009

All coaches must have a current background check through NCSI (National Center for Safety Initiatives), USA Lacrosse's partnered vendor (this is free). Coaches will be notified to obtain this when the final roster is submitted.

The suggested roster size for the girls teams is minimum 16 total players and a minimum of two goalies at all times. The maximum roster size is 30 players. Players may only play for one team.

Rosters may not be modified after submission of the official roster unless approved by USA Lacrosse.

Any team in violation of the above roster rules will forfeit all games in which the ineligible player has participated and any title received by the team.

Any team that forfeits a game during the tournament will be ineligible to advance to the playoffs.

All players must meet the age requirements, no exceptions.