



## **RMLJ BOYS DIVISION RULES**

Boys 1<sup>st</sup> grade (U7) - 8<sup>th</sup> grade (U15) divisions will abide by USA Lacrosse (USAL) rules, High School division teams will abide by NFHS rules; both with the following modifications:

1. **Eligibility:** It is the responsibility of each team to ensure that all players meet age & competitive eligibility requirements for the division in which they participate, as published on the tournament website and Terms & Conditions. RMLJ makes every effort to facilitate and promote fair and safe competition.
2. **Competition Format:** 1<sup>st</sup> – 3<sup>rd</sup> grade will play 7v7 on a modified field (60x35) in accordance with USA Lacrosse field dimensions. All other divisions will play 10v10 on a full field.
3. **1<sup>st</sup> – 3<sup>rd</sup> One-Pass Rule:** Preceding a shot on goal, a team must (a) complete a clearing pass from their defensive zone to their offensive zone; or (b) once the ball is in their offensive zone make one legitimate attempted pass. The One-Pass requirement is in effect (resets) after every whistle that stops play, or a team returns to their defensive half. If a team is 'hot' when a penalty is assessed, they remain hot when play resumes. Goalies cannot score on themselves.
4. **Timing:** All games will consist of two (2) 23-minute running time halves with a five-minute halftime. Penalties will be stopped time. The last 2-minutes of the game will be stopped time unless there is a 2+ goal lead.  
*\*Note – game duration and halftime may be shortened by the mutual agreement of participating teams. Also, at the discretion of the tournament organizers, game times may be shortened due to inclement weather, or to keep the tournament on schedule. Officials may stop time at their discretion.*
5. **Overtime:** 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 until a goal is scored, and a winner determined. No timeouts are allowed in Overtime.
6. **Delay of Game:** Teams may be assessed a delay of game penalty if not ready to begin play at the scheduled time; games may be shortened at the discretion of the organizers to keep game times on schedule.
7. **Weather Delay:** If a weather-related evacuation occurs during the 1st half, teams will return to play the 2nd half of the game, weather permitting. If the evacuation occurs during the second half, the game MAY pick-up where it left off (weather permitting), OR the game MAY be terminated, and the score recorded as is. If the score differential is equal to or greater than 6, regardless of time remaining, the game may be terminated.
8. **Tie Breaks & Re-Seeds:** Refer to the SLV Tournament Tie-Break Formula for all divisions
9. **Timeouts:** Each team will be permitted one (1) 1-minute timeout per half, which may be called by the team in possession any place on the field. Timeouts may be called by either team during a dead ball situation. The game clock will be stopped during timeouts. NO timeouts are allowed in overtime periods.
10. **Advancing the Ball, Counts, & Stalling:**
  - a. No counts will be used for advancing the ball unless a stall warning is initiated by officials. If a stall warning is initiated, the ball must be moved into the attack goal area within 10 seconds and kept there.
  - b. Game official(s) are to determine alternate possession via the first team listed on the scoresheet if necessary.
11. **Over and Back Rule:** Over and back applied in all divisions 4<sup>th</sup> grade & Above. Once the offensive team establishes offense inside the attack goal area, the ball is considered live. If offense causes the ball to cross the midline, a turnover will result.



12. **Body Checking:** In accordance with USL and RMLJ divisions, no body checking is allowed below 6<sup>th</sup> grade, but some contact is permitted. 6<sup>th</sup> grade and above will observe the USAL and NFHS body checking rules respectively.
13. **Stick Checking:** Any one-handed check in any division below High School will be considered a slash, even if contact is not made.
14. **Long Sticks:** No long-sticks are permitted below the 5<sup>th</sup> grade division. A maximum of four (4) long-sticks are permitted starting at the 5<sup>th</sup> grade level. USA Lacrosse Stick Length requirements apply to all age levels:
  - a. **3rd/U9 & below:** No long sticks (37-42")
  - b. **4<sup>th</sup>/U10:** Modified long-sticks (37-42", or 47-54")
  - c. **5<sup>th</sup>/U12 and above:** Full length long sticks permitted
15. **Penalty Exception:** In 1<sup>st</sup> – 3<sup>rd</sup> divisions, in a flag down situation, no penalty time will be served by a fouling player. Offending player must leave the field and remain out of the game for the length of his penalty time but his team may replace him with a substitute on the field. No man up situation should occur. Ball is awarded to the fouled team. The offending player must serve the full time of the penalty in the box and will release to his team area.
16. **Expulsion, Ejection, or Fighting:** Any player or coach called for verbal abuse will serve an unsportsmanlike conduct penalty. Continued abuse will result in ejection from the contest, and potentially the tournament. Any player who commits a foul deemed worthy of expulsion by game officials will sit out the remainder of the contest. If the foul occurs late in the game or tournament, officials and tournament Directors reserve the right to suspend the fouling player from their next game and future events. To the discretion of officials and/or tournament directors, any participant (player, coach, team official, or spectator) who is ejected during tournament play, on or off the playing field, may be subject to a one or more game suspension, up to automatic disqualification, removal from the tournament, and a future ban on participating. Ejection & expulsion may warrant removal from the tournament venue if deemed appropriate by tournament officials & directors. All officials & directors decisions are final.

#### **SLV TOURNAMENT TIE-BREAK FORMULA: ALL DIVISIONS**

In reseeding teams or in any other tie-break situation, the following tournament tie-breaker will be utilized:

1. Head to head competition; all tied teams must have played each other for this to apply;
2. Fewest goals allowed;
3. Highest goal differential, total goals scored (12 goals per game max, in a full-length game), less total goals given up; In the event of a forfeit, the score will be recorded as 13-7 for full-length games.
  - *For shortened games, ex. (20-minute), max goal differential per game will be 6. Forfeits will be recorded as 7-4.*
4. Most goals scored;
5. Coin toss

NOTE: After each level of criteria is utilized, the tie-break resets. Example: If there is a 3-way tie, and one team secures a seed/slot based on goals against, the tie-break resets to head-to-head for the next seed/slot if relevant.

In reseeding teams for the playoff rounds, the tournament will try to avoid duplicate games between teams unless the game is still in the divisional championship stream. For consolation games, staff will look to schedule opponents based on whether or not they have already played.