



Varsity is Grades 9, 10 and 11

The Girls of Summer Classic will follow US Lacrosse Rules with a few exceptions:

- All players must wear goggles and mouth guards.
- Each team is guaranteed 4 games
- Full Size Field
- Three officials per field
- 12 vs. 12
- Draws will start each half and will be done following each goal
- Time will be kept at the tournament headquarters.
- A single long blast will signify beginning and end of each half
- Two short blasts will signify 2 minutes left in the game.
- The games will consist of two 20 minute running time halves. Halftime is 2 minutes long.
- The score at the end of the first half will be used for tournament scoring. The second half will not be scored.
- Games tied at the half will be decided by the first goal of the second half.
- No roster size limit
- Club teams are permitted but will likely be bracketed with other club teams and not school teams.
- Teams will have one hour of rest in between their games.
- There are no time-outs.
- Any player, coach, or fan ejected from a game for any reason is automatically ejected for the remainder of the event and must leave the venue.
- All cards result in a two minute man down penalty. Issuance of a second Yellow card to the same player will result in that player not being able to re-enter that game.
- Any player receiving a Red Card will be ejected from that game. In addition, that player will not be permitted to participate in any remaining games of the tournament.
- Penalty time begins once the official restarts play.
- This is a festival format. First half scores are bragging rights only. There are no championship games.

When your game is finished, line up your team, touch sticks with the other team, gather your gear, and leave the bench area. If you are waiting to play, warm up on the side of the field so we can start the next game immediately after the previous game.

YOUTH

Youth (7/8, 5/6)

- All players must wear goggles and mouth guards.
- Each team is guaranteed 3 games
- Full Size Field
- Two officials per field
- 12 vs. 12
- Draws will start each half and will be done following each goal
- Time will be kept at the tournament headquarters.
- A single long blast will signify beginning and end of each half
- Two short blasts will signify 2 minutes left in the game.
- The games will consist of two 20 minute running time halves. Halftime is 2 minutes long.
- The score at the end of the first half will be used for tournament scoring. The second half will not be scored.
- Games tied at the half will be decided by the first goal of the second half.
- No roster size limit
- Club teams are permitted but will likely be bracketed with other club teams and not school teams.
- Teams will have one hour of rest in between their games.
- There are no time-outs.
- Any player, coach, or fan ejected from a game for any reason is automatically ejected for the remainder of the event and must leave the venue immediately.
- All cards result in a two minute man down penalty. Issuance of a second Yellow card to the same player will result in that player not being able to re-enter that game.
- Any player receiving a Red Card will be ejected from that game. In addition, that player will not be permitted to participate in any remaining games of the tournament.
- Penalty time begins once the official restarts play.
- There is no mandatory pass rule. However, in keeping with the spirit of the game, we ask that coaches discourage their players from taking the ball end to end and scoring.
- 7/8 checking permitted below the shoulder
- 5/6 checking permitted below the knee
- Coaches are not permitted on the field
- This is a festival format. First half scores are bragging rights only. There are no championship games.

When your game is finished, line up your team, touch sticks with the other team, gather your gear, and leave the bench area. If you are waiting to play, warm up on the side of the field so we can start the next game immediately after the previous game.

YOUTH

Youth 3/4

Will follow the 7/8 and 5/6 format with the exception of the following rule changes:

- There is a mandatory two-pass rule. Both passes must occur on the offensive end of the field. Passes should occur between three different players but a well executed give and go is permissible
- Shortened field length
- 8 vs. 8
- No checking permitted
- A coach is permitted on the field for instructional purposes only. Coaches on the field should be mindful of how their presence on the field may affect both their players as well as the players from other teams. Great care should be taken by all coaches to ensure that their presence is a positive experience for all players.

When your game is finished, line up your team, touch sticks with the other team, gather your gear, and leave the bench area. If you are waiting to play, warm up on the side of the field so we can start the next game immediately after the previous game.