

### RULES

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# VARSAITY JV

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 3 games
- Festival Format
- Full Size Field
- Two certified 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 (and that's just for bragging rights). The second half will not be scored. This gives coaches an opportunity to play their entire roster.
  - If an injury or penalty occurs during the last minute of the first half the official will stop time. The time remaining in the half will be kept by the official.
  - Games tied at the half will be decided by the first goal of the second half.

- No roster size limit
- Players may not play for more than one team within a division.
- There are no time-outs.
- Penalty time begins once the official restarts play.
- 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.

**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
- Festival Format
- 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 (and that's just for bragging rights). The second half will not be scored. This gives coaches an opportunity to play their entire roster.
- If an injury or penalty occurs during the last minute of the first half the official will stop time. The time remaining in the half will be kept by the official.
- Games tied at the half will be decided by the first goal of the second half.
- There are no time-outs.
- Players may not play for more than one team within a division.
- Penalty time begins once the official restarts play.
- 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.
- 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
- Be a good sport. Please don't run up the score.

**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 (ATTEMPTED NOT COMPLETED AND WITH NO

### CHANGE OF POSSESSION).

- 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.
- Be a good sport. Please don't run up the score.
- Shortened field length
- 8 vs. 8
- No checking permitted
- Coaches are not permitted on the field with 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.**