

2017 OREGON LACROSSE CLASSIC RULES OF PLAY

BOYS 2/3, 4/5, 6/7, & 8 DIVISIONS

1. Players on the field:

2/3: 7v7 (2 Attack, 2 Midfield, 2 Defense, 1 Goalie)

4/5, 6/7, 8: 10v10

1. Game timing:

- a) Two (2) 23-minute running time halves.
- b) Five (5) minute half time.
- c) One (1) one-minute timeout per half. (No timeouts in the final two minutes of the game.)
- d) Games may be shortened upon mutual agreement of participating teams.
- e) *Game time is to be kept by the officials on the field.*

2. Advancing the Ball:

a) Crease Counts:

- 2/3 & 4/5 - None

- 6/7 & 8: 4 sec

b) 2/3, 4/5, 6/7 – No clearing counts. 8 will play standard NFHS administration with 4, 20 and 10-second counts to advance the ball.

c) Stalling will be enforced in the final two (2) minutes of the game. NFHS administration.

3. Body Checking:

a) No take out check are allowed at ANY level within 2/3, 4/5, 6/7 & 8.

b) No body checks of any kind. No lowering of the shoulder. No blindside checks. No checks against a player in a defenseless position.

c) Boxing out and legal pushes are allowed; so long as they are not excessively applied.

4. Stick Checks

a) 2/3, 4/5 & 6/7: STRONG emphasis on poke checks & lift checks. Uncontrolled stick checks, violent slaps, or descending checks are to be called slashes.

b) 2/3, 4/5, 6/7 & 8: All one handed checks are classified as slashes. One handed checks need not make contact to be flagged.

5. Penalty Administration:

- a) 2/3 & 4/5: No time served. Time serving fouls shall result in the offending player being substituted for, with teams remaining at even strength.
- b) 6/7 & 8: Time serving fouls shall result in the offending player serving time, and the offending team shall play man-down.

- c) 6/7 & 8: Time serving technical fouls serves 45 sec

- d) 6/7 & 8: Time serving personal fouls serves 90 sec

- e) Penalty time to begin on the whistle for restart.
- f) Penalty time is to be kept by the table staff.

6. Overtime

- a) Sudden victory overtime will follow if the score remains tied at the end of regulation.
- b) Teams are provided a 3-minute break prior to the start of the first overtime period.

- c) Sudden victory periods will be four (4) minutes, running time.
- d) Goals defended will remain the same for the first sudden death period, and exchanged for each additional overtime period.
- e) A face-off will commence **each** sudden victory period; **unless** teams are uneven strength at the end of a period. In which case, the team with possession shall maintain possession at the start of the subsequent overtime period, at the same relative position on the field. (A ball in flight at the end of a period shall be deemed loose.)

7. Unsportsmanlike Conduct:

- a) Entering into confrontation with officials, players, coaches, or fans may be penalized as Unsportsmanlike Conduct.
- b) A player earning a second Unsportsmanlike Conduct penalty within a single game shall be ejected from the competition.
- c) Any player ejected from a game may also be suspended from the following game, at the discretion of the game officials and tournament administrators.
- d) PLEASE have your table staff communicate to Rhino Administration and/or TJ Vander Velde ANY player ejections; A.S.A.P.

8. General Reminders:

- a) Face-offs: Please direct players as needed, within limits, minimizing the "gotcha" calls; unless players have been repeatedly coached to modify their behavior, not done so, and they are gaining an unfair advantage.
- b) Face-offs: Per NFHS, the ball is allowed to be carried within the back of the crosse,

so long as it is not lodged, or the ball defies gravity upon exit (on non-exit) from the crosse.

c) Face-offs: Per NFHS, the wing position(s) will be vacated during a man-down face-off.

d) Penalty Time: Penalties which expire during a dead ball, will be released upon possession, following the restart of play.

BOYS HIGH SCHOOL & HIGH SCHOOL ELITE DIVISIONS

1. Game timing:

a) Two (2) 23-minute running time halves. b) Five (5) minute half time.

c) One (1) one-minute timeout per half (No timeouts in the final two minutes of the game.

d) Games may be shortened upon mutual agreement of participating teams.

e) *Game time is to be kept by the officials on the field.*

2. Advancing the Ball:

a) Standard NFHS administration; with 4, 20, and 10 second counts to advance the ball.

3. Body Checking:

a) Standard NFHS administration; with an emphasis on player safety and good sportsmanship.

4. Stick Checks

a) Standard NFHS administration; with an emphasis on player safety and good sportsmanship.

5. Penalty Administration:

a) Standard NFHS administration.

b) Time serving technical fouls serve 45 sec, running time. c) Time serving personal fouls serve 90 sec, running time. e) Penalty time to begin on the whistle for restart.

f) Penalty time is to be kept by the table staff.

6. Overtime

- a) Sudden victory overtime will follow if the score remains tied at the end of regulation.
- b) Teams are provided a 3-minute break prior to the start of the first overtime period.
- c) Sudden victory periods will be four (4) minutes, running time.
- d) Goals defended will remain the same for the first sudden death period, and exchanged for each additional overtime period.
- e) A face-off will commence **each** sudden victory period; unless teams are at uneven strength at the end of a period. In which case, the team with possession shall maintain possession at the start of the subsequent overtime period, at the same relative position on the field. (A ball in flight at the end of a period shall be deemed loose.)

7. Unsportsmanlike Conduct:

- a) Entering into confrontation with officials, players, coaches, or fans may be penalized as Unsportsmanlike Conduct.
- b) A player earning a second Unsportsmanlike Conduct penalty within a single game shall be ejected from the game.
- c) Any coach, player, parent, or fan earning an ejection due to unsportsmanlike conduct may be removed (from the team / field / immediate playing area) at the official's discretion. for a subsequent game, or the remainder of the tournament.
- d) Any coach, player, parent or fan ejected from a game for unsportsmanlike conduct may also be suspended from the following game, at the discretion of the officials and tournament administrators.
- e) PLEASE have your table staff communicate to Rhino Administration and/or TJ Vander Velde ANY player ejections; A.S.A.P.

8. General Reminders:

- a) Face-offs: Please direct players as needed, within limits, minimizing the "gotcha" calls; unless players have been repeatedly coached to modify their behavior, not done so, and they are gaining an unfair advantage.
- b) Face-offs: Per NFHS, the ball is allowed to be carried within the back of the crosse, so long as it is not lodged, or the ball defies gravity upon exit (on non-exit) from the crosse.
- c) Face-offs: Per NFHS, the wing position(s) will be vacated during a man-down face-off.
- d) Penalty Time: Penalties which expire during a dead ball, will be released upon possession, following the restart of play.

GIRLS MIDDLE SCHOOL DIVISION

The Girls Middle School division will utilize the Modified Sports Standards of the US Lacrosse rules with the following exceptions;

1. **Eligibility:** All teams are required to certify that all players meet age eligibility requirements for the event as published on the event's official website.
2. **Timing:** Girl's Middle School games will consist of two (2) 20, 23, or 25 minute running time halves with a five (5) minute intermission. The clock will stop in the last minute of each half. *Note – game duration and halftime may be shortened by 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.
3. **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.
4. **Delay of Game:** Teams will be assessed a delay of game penalty if not ready to begin play at the scheduled time; teams are responsible for being ready to play at the scheduled time for each game; games may be shortened at the discretion of the organizers to keep game times on schedule;
5. **Stick-checking:** Stick-checking will be permitted;
6. **Timeouts:** Each team will get 1 stopped-clock 1-minute timeout each half no carry-over.

GIRLS HIGH SCHOOL DIVISION

The Girls High School divisions will utilize US Lacrosse rules with the following exceptions/clarifications:

1. **Eligibility:** All teams are required to certify that all players meet age eligibility requirements for the event as published on the event's official website.
2. **Timing:** Girl's High School games will consist of two (2) 20, 23, or 25 minute running time halves with a five (5) minute intermission. The clock will stop in the last minute of each half. Game duration and halftime may be shortened by 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.
3. **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.
4. **Delay of Game:** Teams will be assessed a delay of game penalty if not ready to begin play at the scheduled time; teams are responsible for being ready to

- play at the scheduled time for each game; games may be shortened at the discretion of the organizers to keep game times on schedule;
5. Timeouts: Each team will get 1 stopped-clock 1-minute timeout each half no carry-over.

Competition Format and Tournament Tie-Break Formula:

The competition format varies from division to division but generally, there are two or three rounds of pool play (sometimes called qualifying rounds) after which the teams are re-seeded for the playoff rounds. 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) less total goals given up;
4. Most goals scored;
5. Coin toss

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.