



Stickhead Lacrosse 13th Annual 2017 7 v 7 Fall Brawl



TOURNAMENT FORMAT & RULES

- ALL PLAYERS MUST BE CURRENT US LACROSSE MEMBERS.
- 7 field players (2m, 2a, 2d) and a goalie.
- Each team needs a team manager or coach, age 21 or older on their bench area at all times.
- Faceoff at the beginning of each half. After a goal the goalie will start with the ball and will wait until the referee blows the whistle to restart play. **Exception**, f/o if tie game in last minute of second half.
- Attack & Defensive players must be at GLE to start on all face-offs. Failure to comply will be a turnover.
- Games will be 15 minute running halves with a 5 minute halftime break. Last minute of game is stop clock if 3 goals or less lead. Running clock resumes in the last minute if lead goes to 4 goals or more.
- Each team is allowed a 1 minute timeout in second half only. Game time runs during TO up to one minute to go in the game. No timeouts in the last minute of the game.
- In the event of the tie, a Braveheart will be used to determine the winner. Championship games will use one 3 minute overtime period, sudden victory first goal wins. If game is still tied then a Braveheart will be used.
- There will be no stick checks; no stick checks at the end of regulation or OT if winning goal has occurred.
- All players must wear full equipment, this includes mouth guards.
- Only 2 long poles will be allowed on the field at all times.
- All substitutions must occur on the fly, no horns.
- The playing field will be approximately 60 x 35 yards. Certified referees for all divisional levels.
- Body checking is permitted in all divisions; however, **no violent, excessive or take-out checks are permitted** by any player at any level. A take out check of a defenseless player or with the intent to hurt or injure **WILL NOT** be allowed. These fouls will be a minimum 1 minute NR foul with team playing man down. Repeat offenders may be ejected from the game &/or tournament.
- Any check to the head or neck will result in that player serving at least 2 minute NR penalty and their team playing man down.
- Non-excessive & non-flagrant personal fouls will result in the substitution of the offending player and a fast break. No time served unless severe or continuous fouls occur, officials have discretion to have player serve penalty time if warned and repeated personal fouls occur.
- Fast breaks will occur after possession fouls w/ no goal scored. Goals scored on a flag down will wipe out all fouls. Exception, live ball flagrant or violent personal fouls, USC or dead ball late hits.
- Penalties stack if more than 2 players down. No more than 2 players serve at one time.
- Two offensive players and three defensive players on respective side of midfield at all times.
- Fighting will result in game disqualification and possible removal from the tournament. Coaches will be warned, repeated team offenses could result in removal from the tournament.
- Teams allowing non-roster or disqualified players to play will forfeit their game.
- Referee can call stalling if he feels one team is deliberately stalling. This will result in a change of possession after a five second hand count without a shot towards the goal(official's discretion).
- All other rules will be enforced based on the 2016 NFHS rules.
- Any additional clarification will be made by the officials prior to the games.
- **2 Team Tie Breaker:** 1. Head to head 2. Goals against 3. Goals scored (limited to 9) 4. Coin flip.
- **3 or More Teams Tie Breaker:** 1. Best Record, 2. Goals against, 3. Goals scored (limited to 9), 4. Coin flip.

