

2016 Homegrown Lacrosse Great Pumpkin Shootout Tournament Rules

High school games will be conducted using 2016 NFHS Boys Lacrosse Rules, with the modifications listed below. **Youth (14U and under) games** will be conducted using Minnesota Youth Rules, with modifications listed below (MN Youth Rules can be found at <http://tinyurl.com/MNyouth2016>, and a one-page summary of those rules can be found at <http://tinyurl.com/MNsummary2016>). Due to US Lacrosse age group changes, for this fall: 14U = U13 rules, 12U = U11 rules, and 10U = U9 rules.

Pregame

- Coaches will be certified together.
- There will be no coin toss. Officials will determine AP if needed.
- There will be a *brief* lineup (starters for HS, all players for youth).
- The home team wears light and the away team wears dark.
- The tournament will provide personnel to work the table (game clock/penalty timing).

Equipment

- All standard equipment rules apply **including** mouth guard requirements. See youth rules summary for rules regarding long sticks.
- Officials will perform random equipment inspections at least once per half.
- Coaches may call for equipment inspections prior to the last two minutes of the game. Penalty clock will stop. If the two-minute mark occurs during the equipment check, the check will end and the game will restart within 20 seconds.

Key play-of-game rules

- No one-handed stick checks for 14U and under.
- No take-out checks for 14U and under, and no body checks of any kind for 12U and under.
- No 10-count for 12U and under, and no 20-second clear for 14U and under.
- Over-and-back rule applies for U10 and higher.
- Six-goal mercy rule applies for U10 and lower.

Suspended games

- Standard dangerous weather rules apply.
- The game schedule may be adjusted as needed if there are delays due to storms, injuries, or other issues.
- In particular, games may be shortened or canceled if necessary.

Time factors

- Game clock starts running at scheduled start time regardless of whether the teams are ready.
- Teams may warm up on-field after the conclusion of the previous game until they are called for the lineup.
- Games consist of two 20-minute halves with a 2-minute halftime.
- Table will announce 2 minutes remaining in second half (“get it in/keep it in” applies for 14U and higher).
- Table personnel time penalties.

Timeouts

- One 30-second timeout per team per game. Clock stops.
- No timeouts allowed during the bracket-play tiebreaker.

Penalties

- Penalties are the usual time (not 150% time).
- Penalty time does not run during timeouts, coach-requested equipment checks, or halftime.

Tie games

- Ties stand in pool play.
- In bracket play only, if the game is tied at the end of the second half, the Boys Lacrosse Tiebreaker, posted at <http://www.umloa.org/s/Boys-Lacrosse-Tiebreaker.pdf>, is used.

Suspensions

- If anyone is ejected, there will be an automatic 2-game suspension for the first offense and expulsion from the tournament for any subsequent offense.
- The tournament reserves the right to suspend or expel from the league any player or coach without refund.