

NORTHEAST SUMMER TOURNAMENT

TOURNAMENT RULES

1. Games will consist of 2 – 20 minute halves with a 2 minute half time and 3 minutes between games
2. A central horn will be used for all timing to signify beginning of game, beginning / end of halftime and end of game
3. NO TIMEOUTS

ALL AGE GROUPS will follow all US Lacrosse & NFHS Rules with the following tournament exceptions below:

- 12v12 Full Field
- Full Checking for 5th, 6th, 7th and 8th grade
- Modified Checking for 3rd / 4th grade
- Free Movement
- No Pass Rules
- No 4 goal rule
- Team listed first start on score card will get first alternate possession
- 8 meter shots will be played out if the horn sounds for the half or end of game. 1 shot directly to goal

Behavior / Yellow & Red Cards

The Head Coach will be responsible for the behavior of personnel affiliated with their team, including all assistant coaches and fans, and will receive any cards related to lack of bench decorum.

A yellow or red card to the coach counts towards the team fouls and a player must be removed for 2 min.

Players receiving 2 yellows will not have to sit the following game, but it will be reported to the tournament director and subsequent cards could result in suspension.

A coach receiving a red card could be required to sit an additional game. All decisions on penalties for cards will be at the discretion of the tournament committee and the head official.

A player receiving a red card will have to sit out the next game.

Playoff Information

1. Playoff games will be 1 – 20 minute half with no half time or time outs.
2. The higher seed will receive the first alternate possession.
3. If there is a tie at the end of the game the teams will be a 3v3 plus a goalie on the field starting with the draw. There will be no offsides and alternate possession will not reset going into overtime. First team to score wins.
4. Playoff seeding will be determined by the following tie breakers in order below
 - Record
 - Head to Head
 - Goals Against
 - Goal Differential
 - Coin Toss
5. If there is a 3 way tie within one of the tie breakers the next tie breaker will be used until there is no longer a 3 way tie