

# Valley Lacrosse Tournament Boys Rules

## Zero Tolerance Policy

Absolute zero tolerance will be enforced for abuse of officials or opponents by players, coaches or fans. Violation of this policy will result in removal from the tournament.

## Tournament Director - Referees

All referee and tournament director decisions are final.

## Players

**Boys 3-4 Grade:** 2 attack, 3 middle, 2 defense, 1 goalie, 5' x 5' goals

**Boys 5-6/7-8 Grade:** 3 attack, 3 middle, 3 defense, 1 goalie, 6' x 6' goals

## Equipment Boys:

Mouth guards, shoulder pads, arm pads, gloves, helmets (Hockey helmets are acceptable)  
Goalies must also wear a chest protector and throat drop or appropriate goalie helmet. .

## Game Lengths:

**Boys 3-4 Grade:** **A Division:** RR & Final: Two 18 min running time halves.

Subs on horn every 3 mins.

Semi-Final: One 24 min running time game.

**B Division:** RR & Final Two 15 minute running time halves

Semi-Final: One 24 minute running time game.

### All Games:

Sub on horns every 3 minutes

Ball awarded to team with possession on 3 minute restarts.

Clock stops a max of 30 seconds between horns. No subs between horns w/o ref okay

No subs off timeouts

Teams must sub 7 players if they have 7 players on the sidelines.

If a team has less than 7 subs, both teams can sub the same number

Coach can pick any players to play in the last shift of the game including players who participated in the second to last shift

1 minute half time, 1 time out per game – 30 seconds

Last two minutes of each game is stop time unless goal diff is +5

**Boys 5-6:** **RR & Final Two 16-minute running time halves**

**Semi Final: One 25 minute running time game**

**Boys 7-8:** **RR & Final: Two 20-minute running time halves.**

**Semi Final: One 30 Minute running time game**

**Boys 5-6/7-8** 1 minute half time, 1 timeout per game – 30 seconds

Last two minutes of each game is stop time unless goal diff is +5

Must sub on the fly, player must be off before new player enters

There are no horns – if you sub on dead ball the ref will not wait for the change to put the ball in play

## Faceoffs

Team losing by 4 or more goals will be awarded the ball at every face off including 3 minute periods in 3-4 grade division and start of halves.

### Penalties:

**Boys 3-4 Grade:** Fast break for offended team. Clock runs during fast break  
5 yard separation between fast break player and D middies  
If a 3 minute period or half ends during fast break, the horn sounds when the ball hits the ground.  
Double penalties result in double fast breaks  
Goals scored during delayed penalty wipe out all fast breaks

**Boys 5-6/7-8 Grade:** Personal penalties – 1 minute (starts when play restarts)  
Technical penalties – 30 seconds  
High school release rule in effect

### Flagrant Fouls/Fighting:

All Levels: There is zero tolerance for fighting. Any player ejected for fighting will be removed from the tournament. Players given flagrant penalties will sit out the remainder of the half. Two flagrant penalties results in ejection from the game with additional suspension at the discretion of the tournament director. Any player receiving a flagrant foul may be dismissed from the tournament at the Tournament Directors discretion.

### Checking

**Boys 3-4, 5-6 Grade:** No body checking allowed. Stick checking must be two handed, checking is allowed only on the glove(s) holding the stick or the stick itself, and checks must be under control.

**Boys 7-8 Grade:** Body checking is allowed only per Modified High School rules. Stick checking must be two handed, checking is allowed only on the glove(s) holding the stick or the stick itself, and checks must be under control.

### Stick Length

**Boys 3-4 Grade:** Sticks must be between 36” and 42”. No long sticks.

**Boys 5-6 Grade:** Sticks must be between 40” and 72”. Max 3 long sticks on field.

**Boys 7-8 Grade:** Sticks must be between 40” and 72”. Max 4 long sticks on field.

Referees in the 3-4 grade division have the discretion to allow shorter sticks for smaller players.

### Point System

3 points per win, 1 point per tie, 0 points per loss

No overtime except in playoffs and championship

Tie breaker to determine playoffs

- A. Head to Head
- B. Most wins
- C. Goal +/- (Max +5/game)
- D. Goals for divided by goals against (Max +5/game for)
- E. Fewest Goals allowed
- F. Most shutouts
- G. Most Goals scored (Max 5/game)
- H. Coin Flip

If three or more teams are tied the tiebreakers are applied first to games between the tied teams then to all games if no winner is determined.

**Playoffs/Championship**

Overtime rules: 5 minute running time sudden victory periods until a winner is determined. 1 timeout per period. Grade 3-4 will play 3 minute sessions until a winner is determined.

ALL SPECTATORS ARE REQUIRED TO WATCH FROM THE SIDE OF THE FIELD OPPOSITE THE TEAM BENCHES.

ALL TOURNAMENT DIRECTOR DECISIONS ARE FINAL