



TOURNAMENT RULES

Games: Four 10-minute quarters with a 3-minute halftime and 1-minute breaks between each quarter. Goalies switch cages after each quarter.

Timing/Clock: No central horn - referees will keep time on the field. Running clock, except the last 2 minutes of quarter 4 where the clock will stop and start on cards, goals, and free position shots.

8-meters: If an 8-meter shot is called at the end of a quarter as time is running out, one shot will be awarded with no rebound play.

Alternate Possession: Team listed first on the schedule will be awarded the first alternate possession. In bracket play, it will be the higher seeded team.

Stick Checks: Pregame stick checks will not be performed. Coaches are allowed 1 stick per game and refs can perform random checks at their discretion.

Checking: All divisions, except for the 2032, are full checking.

CARDED FOULS

- Coach yellow or red card adds to "team card count" and results in a 2-minute player removal.
- Two yellow cards for a player will result in removal from current game play but does not lead to a subsequent game suspension.
- A red card for a coach or player will result in player removal from current game play and may result in a subsequent game suspension at the discretion of the tournament committee and head official.

TIMEOUTS - 60 seconds each.

- Each team gets 1 timeout per half, no carry over. It can be taken at any time, including the last 2 minutes.
- Clock runs during timeouts, except for the final 2 minutes. If the play clock reaches 2:00 during a timeout, it will stop.

OVERTIME - GAMES ARE NOT ALLOWED TO END IN A TIE

- In case of a tie at the end of regulation, the ball will be called dead. Overtime play will begin with a draw. Play will continue until the first goal is scored (sudden victory).
- Teams will have one 60 second huddle before the first overtime draw. No timeouts permitted in overtime.
- If no goal is scored after 5 minutes of play, a 1-minute break is allowed, and goalies switch sides.

2032 Division Specific Rules (7v7) Modified Fields 15A and 15B

- 7v7 (6 field players + 1 goalie) – All players are middies there are no offsides.
- Draws to start each quarter, 3 players below the 8m each side. Players will be released after draw possession.
- After goals, play will start from goalie clear.
- Modified Checking and 3 second rules as defined by US lacrosse for good defense. One pass rule is NOT in effect.
- If a card is issued the player will come off the field to serve the penalty, but the team will not play down.

BRACKET ADVANCEMENT AND TIEBREAKERS

Brackets advance after the first-night pool play games. Please wait for on-field activities to finish before expecting brackets will be advanced. Advancement is based on division standings, not just individual pools. In the case of ties, tiebreakers will be applied sequentially until a winner is determined.

Tie Breakers:

- 1) Head-to-Head*
- 2) Goals Allowed
- 3) Goal Differential (maxed at 10 per game)
- 4) Coin Flip

*Head-to-Head: It should be noted that this tie breaker is completely ignored if all the teams tied do not play each other an equal number of times. For example, if there are 3 teams tied and one team played the other two, but the other two did not play each other, this tie breaker will be ignored (regardless of the outcome of the two games played by the first team). Please be aware larger divisions with multiple pools head-to-head may not come into play as a tie breaker because of this.

NATIONAL CUP ROSTERING RULES

- There is NO double rostering. Players can only be on one team's roster. Rosters may have players of the same age group or younger.
- Players may play for another team to form a 17-player roster, including the goalie.
- Players are NOT allowed to play down in age. No exceptions.

COMMITTED PLAYERS

- All players committed to college must wear a green armband provided by CSE and will be available in the Merchandise Tent.



WEATHER POLICY

Inclement weather is out of the control of the tournament directors, officials, and site managers. In the event of thunder and/or lightning, all games will be suspended.

- If a game is 50% or more completed at the time of delay, the score is final. If the game is tied, the overtime procedure will be followed when it is safe to resume play. *Exceptions to this rule may be made for playoff or championship games*
- For games less than 50% completed, play will resume from the point of delay and continue to at least the 50% mark when safe. Updates on safety conditions will be provided, with our goal being to safely maximize game play for all teams

Management has the authority to adjust the schedule as needed, including shortening or canceling games.

In extreme weather conditions, tournament directors, officials, and site managers will determine if it is safe to play. All decisions are final, and no refunds will be issued for game cancellations due to acts of God (rain, severe wind, and lightning).

Thank you for your cooperation!



CSE Code of Conduct

Corrigan Sports Enterprises puts a premium on good sportsmanship at all our events and ask Parents, Players, Coaches and Administrators to refrain from any behavior that may be deemed offensive or discriminatory. Parents, players, and Coaches are to treat officials with respect and accept their rulings. Any personal attacks on players, coaches, officials will NOT be tolerated.

CSE Code of Conduct Big 4

- Offensive or discriminatory language by players, coaches, parents, and officials will not be tolerated.
- Respect the Environment and Venue – Help Clean up your bench area and your tailgate area.
- Respect Officials – All game rulings are the responsibility of the officials and CSE.
 - Be Great Ambassadors of Lacrosse!

Corrigan Sports along with the local jurisdiction reserves the right to ask anybody, who's behavior or comments on site at our events is in violation of our code of conduct, to leave the premises.