

BOYS GAME RULES - APPLEFEST SHOOTOUT

1. This tournament showcases lacrosse skills and talents associated with using a lacrosse stick. We also recognize that this tournament is an out-of- season competition (in fact many players are or will be involved in fall/winter sports) and the safety of all players is a priority.
2. Players must play the ball at all times. No take out checks are permitted by any player at any level. DEFINITION A takeout check occurs when a player lowers his head or shoulder with the force and intent to take out (put on the ground/injure) the other player. Body checking an opponent to the ground will be assessed a one-minute penalty for unnecessary roughness.
3. Each team must have an adult coach (21 years of age or older) who will be in charge of team discipline and act as the team's representative. For Youth Teams field 7 players – 2 attack, 3- midfield, 2- defense and a goalie. Onside is in effect - . HS will Field 8 Players - 2-3-2 format
4. Players can only be rostered to one team. No player can play on more than one team during the tournament. Exception: GOALIE
5. Each game consists of two 18-minute running time halves. There will be one minute between each half. Penalty time is stop time and is kept on the sidelines by the scorekeeper. A Championship game ending tied is decided by a Braveheart, which begins immediately after regulation time with a faceoff.
6. Each game period begins with a faceoff. Wing middies must be positioned on opposite sides at the intersection of the sideline and the midline. Defensemen and attackmen must remain behind the goal line extended until the referees signal possession. The goalie must remain in the crease area until possession is signaled.
7. After a goal is scored the ball is awarded to the scored upon goalie who puts the ball in play from his crease area. A referee must whistle to indicate play has recommenced. If a team is up by 5 or more goals, the other team gets a free clear at midfield until the scoring gap is less than 5 goals.
8. Penalties are called and served as they are in regular lacrosse. The scorekeeper releases penalized players when their serve time has expired. Penalty time does not start until the penalized player takes a knee next to the scorekeeper.
9. All player substitutions are on the fly. Players must touch sticks at the sideline before entering the field of play.
10. Each team is allotted one timeout per game and one in overtime. Timeouts are one minute long during the game and 30 seconds long in overtime. The game clock will continue to run during timeouts. NO TIMEOUT ALLOWED IN THE LAST TWO MINUTES OF GAME.
11. Team members must wear matching jerseys or tank tops which are numbered (8" numerals or larger).
12. Maximum of three long sticks on the field at a time (2 Defense / 1 Long pole midfielder). ALL STICK HEADS AND HANDLES MUST MEET NCAA REGULATIONS (40-42 INCHES LONG OR 52-72 INCHES LONG; HEAD MUST BE 6 1/2 INCHES WIDE ACROSS THE TOP, BALL MAY NOT REST IN POCKET BELOW THE

BOTTOM EDGE OF THE HEAD WHEN STICK IS HELD PARALLEL TO GROUND, ETC).

13. If a team scores during a flag-down, slow-whistle situation and the infraction is a personal foul, the offended team receives the ball at midfield and is man-up for the duration of the penalty.
14. Game start times will be signaled by an air horn. Officials will be responsible for the start of play on individual fields.
15. 3 coaches maximum on sidelines.
16. All parents and spectators must sit or stand on the opposite side of players during the game. NO EXCEPTIONS.
17. **FOR 3rd - HS** – Any game that ends in a tie will go to a Braveheart. 1 Field Player, 1 Goalie
18. **FOR GRADES K-2 ONLY** - 6v6, no goalie, modified checking.
19. Championship Game Seeding Criteria: (1) Win/Loss Record (2) Head to Head (3) Goals against (4) Coin Flip
20. **Clean up of bench areas after games:** Each coach is requested to ensure that the bench area is picked-up after each game.
21. Trash cans are available near bench areas and trash bags, if needed, are available in the Registration Tent. If you see a full trash can, please notify a tournament worker.
22. **Code of Conduct Violations:** In addition to the Federation or the US Lacrosse rules, any player, coach or anyone associated with the team who violates the Code of Conduct will be subject to a Warning, Ejection from a Game or Ejection from the Tournament depending on the severity of the infraction. Anyone player ejected from a game will not be allowed to participate in the next scheduled game. Anyone ejected from the tournament will not be allowed to participate in any remaining games in the tournament.
23. **THE DIRECTORS OF APPLEFEST SHOOTOUT. RESERVE THE RIGHT TO CANCEL, SHORTEN OR RE-SCHEDULE TOURNAMENT GAMES DUE TO INCLEMENT WEATHER, POOR FIELD CONDITIONS, OR PLAYER AND FAN SAFETY CONCERNS. NO REFUNDS WILL BE GRANTED IF THESE ACTIONS ARE NECESSARY.**