



**TEXAS BAY AREA LACROSSE  
BAY AREA YOUTH LACROSSE**



## 2018 Space City Shootout Invitational Tournament

### Tournament Rules:

- Games blocked for 45 minutes (4U, 6UA, 6UB, 8UA, 8UB) will have 17-minute running halves and a 5-minute halftime utilizing “centralized timing”.
- **Team time-outs: No time outs are allowed during pool games.** However, during Semi-final and Championship games - Each team may take one 30-second time out per half. The game clock will continue to run during these Team time-outs and any Official time-outs. No time-outs will be permitted in the last five (5) minutes of the game
- **The Tournament will utilize the 2017 U.S Lacrosse Rules for Boys Lacrosse as modified for 2016 Greater Houston Youth Lacrosse Association Rules (GHYLA) modifications for youth games. NO BOUNDARY WAIVERS ALLOWED. The Tournament Director (in consultation with the Chief Tournament Official, if required), will make all final clarifications, rulings and decisions related to rules of play.**
- All substitutions will be made on the fly.
- Every player must wear full equipment, including mouth pieces. All equipment rules and certifications will be based on equipment rules and certifications in place and will be utilized IAW the 2017 U.S Lacrosse Rules for Boys Lacrosse.
- All penalties will be regular time. Penalty time will stop on timeouts (coaches or officials). Penalty time starts upon resumption of play. Normal release rules apply upon opposing team scoring of a goal. If a player is serving a penalty and they are released for time, they may not enter the field during a play stoppage, but must wait to enter upon the official resuming play. If released upon completion of time served before or during a faceoff – they may not enter the field of play until possession is signaled.
- There will be no overtime games except the semi-finals and finals. Games may end in a tie
- Championship seeding will be determined by.
  - 1) Overall record (win/loss percentage)
  - 2) Point system- 3 points/win; 1 point/tie; 0 points for a loss
  - 3) Head to head competition
  - 4) Point differential
  - 5) Goals scored
  - 6) Coin toss
  - 7) Forfeited games will result in a 10-0 score
- All spectators must be located on the opposite side of the field from the team area and scorer’s table. There will be no spectators allowed on the bench side of the field.
- Each team’s Head Coach will be required to check-in at the Registration Tent at least 45 minutes prior to the start of their first game to certify their teams, certify that all players have completed the 2018 Player Release/Waiver Form, pick up a final game schedule, and receive any last minute updates or rule changes.
- The tournament committee is providing game balls. Please ensure that your players (and/or spectators) do not remove game balls from the field. Team may not use game balls for warm ups.



## TEXAS BAY AREA LACROSSE BAY AREA YOUTH LACROSSE



### 2018 Space City Shootout Invitational Tournament

- The tournament committee will provide personnel to man the scorer's tables.
- Each team is responsible to pick up the trash in their bench area after each game.
- At the conclusion of each game, after team hand-shakes – please depart the immediate area of the field/bench to allow the next teams to play to get ready. Hold after game discussions away from the immediate playing field/bench area.
- Fighting of any kind will result in the automatic ejection from the game. All players and/or coaches involved and anyone who leaves the sidelines will be subject to ejection from the Game and/or Ejection from the Tournament depending on the severity of the infraction. Any player and/or coach ejected for fighting or leaving the bench during a fight will not be allowed to participate in the next scheduled game. Any player and/or coach ejected a second time will not be allowed to participate in any remaining games in the tournament. The Tournament Director (in consultation with the Chief Tournament Official), may choose to eject the player and/or coaches from the tournament on the first offense. The Tournament Director will make all final rulings and decisions on any and all problems or disputes.
- **Code of Conduct Violations:** In addition to 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. An ejection of a coach also results in the offending team being given a two minute, unreleasable penalty. Any player or coach ejected from a game will not be allowed to participate in the next scheduled game. Any coach or player ejected a second time will not be allowed to participate in any remaining games in the tournament
- We expect exemplary sportsmanship from all players, coaches, and parents. Sideline behavior from coaches and parents is expected to remain positive. The tournament directors reserve the right to dismiss anyone who displays poor sportsmanship. Any parent/fan ejected by an on field official or tournament official must immediately leave the area of the field.
- **The Tournament Director (in consultation with the Chief Tournament Official, if required), will make all final rulings and decisions on any and all problems or disputes.**

#### **ALL Youth Divisions:**

**BODY CHECKING:** "Limited" Body checking is permitted. "Take-out" checks will not be tolerated on the field of play. "No Tolerance", Take-out check examples are listed below:

1) Definition: A Take-out check is when a player lowers his head and/or shoulder and hits another player with force and the presumed intent to take out (\*put on the ground) the other player. A player who is more than 5 yards away from an opposing player and conducts a deliberate "run up" with the implied intent to "take out" an opposing player regardless of whether they lower their head or shoulder may be guilty of a "take out" check. An offensive player who "charges" a defender by lowering his head and shoulder with the intent of hitting the defending player is considered to be employing a take-out check. Players may make contact in an upright position within five yards of the ball.

2.) The Classic Buddy Pass: Generally, described as a long pass situation where the player receiving the ball can be blindsided by a player on the opposing team who is pursuing him and /or the ball. Blind



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side defenseless player hits will not be tolerated.

3.) Any take-out checks in this situation will be penalized as “unnecessary roughness”. The offending player will serve a 1 minute, non-releasable penalty. Unnecessary roughness calls on the same team will be penalized on an escalating scale during this tournament. The official may assess a two or three-minute penalty on the first offense if a severe check warrants such a call, and may remove a player from the game for multiple infractions.

- a. Team U.R.: 1x = 1-2 min Non-Releasable
- b. 2x = 2-3 min Non-Releasable
- c. 3x = 3 min Non-R. & Ejection of last penalized player

**Grade 7-8 (8U):** (Generally will follow Rules of **Greater Houston Youth Lacrosse Association**)  
**Except as previously modified-** 7/8th grade division will follow the 2017 U.S Lacrosse Rules for Boys Lacrosse & modifications.

1. Stick Checks: 90 Degree Max, controlled (get stick)
2. Penalties- regular time serving (4 min of Pers. = Benched)
3. Goalie serves his own time for personal fouls
4. Checks to head & neck: auto non-releasable
5. **NO TAKE-OUT BODY CHECKS-** Take out Checks will be penalized as unnecessary roughness. The CTYLA Team escalating unnecessary roughness penalty rule will be enforced during this tournament.
  - a. Team U.R.: 1x = 1-2 min Non-Releasable
  - b. 2x = 2-3 min Non-Releasable
  - c. 3x = 3 min Non-R. & Ejection of last penalized player
6. Fighting = Ejection
7. Long poles allowed

**Grades 5-6 (6U):** (Generally will follow Rules of **Greater Houston Youth Lacrosse Association**)  
**Except as previously modified-** 5/6th grade division will follow the 2016 U.S Lacrosse Rules for Boys Lacrosse & modifications.

1. Clearing:
  - a. 4 sec Crease Count
  - b. 30 sec. to Att. Box in last 2 minutes of game
2. Counts: all other counts only in effect last 2 minutes of game
3. Stick Checks:
  - a. 90 Degree Max, controlled (get stick)
4. Penalties regular time serving (Greater than 4 min of Pers. = Benched)
5. Goalie serves his own time for personal fouls
6. Checks to head & neck: auto non-releasable
7. **NO TAKE-OUT BODY CHECKS-** Take out Checks will be penalized as unnecessary roughness. The CTYLA Team escalating unnecessary roughness penalty rule will be enforced during this tournament.
  - a. Team U.R.: 1x = 1-2 min Non-Releasable



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- b. 2x = 2-3 min Non-Releasable
- c. 3x = 3 min Non-R. & Ejection of last penalized player
- 8. Fighting = Ejection
- 9. Long Poles Allowed
- 10. BLOWOUT Up by 5: A five-goal rule will be used for all games. As long as a team has a five-goal lead, the opposing team will have the option to receive the ball at the centerline following the goal or facing off. All coaches are requested to take appropriate steps to manage the total goals scored by their teams in a blowout situation.

**Grades 2-3-4 (2U & 4U):** (Generally will follow Rules of **Greater Houston Youth Lacrosse Association**) **Except as previously modified-** 3/4th grade division will follow the 2017 U.S Lacrosse Rules for Boys Lacrosse & modifications.

- 1. Clearing: 4 sec crease count
- 2. NO BODY CHECKS (Intentional Collisions)
  - a. Bump Out for Ground Ball or Equal Pressure only
- 3. Face off: pre-whistle foul: Does not leave the field
- 4. No long poles allowed- Attack length sticks only (Max length 42")
- 5. Penalties: No time served- Change of possession only. Player committing personal foul must be replaced.
  - a. Player committing 4 personal fouls may be benched
- 6. Stick Checks:
  - a. 90 Degree Max, controlled (get stick)
  - b. No one handed checks
- 7. BLOWOUT: A five-goal rule will be used for all games. As long as a team has a five-goal lead, the opposing team will have the option to receive the ball at the centerline following the goal or facing off. All coaches are requested to take appropriate steps to manage the total goals scored by their teams in a blowout situation.
- 8. Game will be played with 8 players on each team.
- 9. Field will be as close to the GHYLA 2017 measurements as possible.