

CCLA 10A & 10B 2019 Tournament Rules

7 v. 7 (2-2-2 plus goalie) WITH OFFSIDES PLAYED ON A SHORT FIELD

- *TWO 20-MINUTE HALVES/5-MINUTE HALF-TIME* - teams change field direction for the 2nd half.
- *RUNNING TIME.* Clock will only stop for injuries at the discretion of the referee. Home team will provide one adult time/score keeper. Games must begin promptly on the hour.
- *NO OVERTIME* in the event of a tie for 10B games. For 10A games, in the event of a tie there will be a 4-minute sudden death overtime to decide the winner. In the event that there is no winner after 4 minutes, the game will end in a tie.
- *PRE-GAME MEETING:* All coaches and referees will convene 10-15 minutes prior to the start of the tournament to review these rules and address any questions. It also works best to pay referees for the entire day at this time. Each referee gets \$40 per game (\$20 per game from each team). There is one referee assigned per game.
- *PENALTIES:* Penalized player is removed from game for 1 minute (ref will not time this ... coach's honor system), immediately replaced by a teammate. Other team gets free clear from midfield.
- *TIME OUTS:* Each team has one 30-second time out per half. Game clock keeps running during time outs. No time outs in last 2 minutes of the game.
- *SUBSTITUTIONS:* Players may substitute on the fly and on dead ball situations on sidelines (not endlines); substitutions in dead ball situations will be facilitated by officials if requested promptly by coaches (coaches should yell "Horn!").
- *ADVANCEMENT RULES & "KEEP IT IN BOX" DO NOT APPLY; NO OVER-AND-BACK*
- *STALLING:* The official can direct a team to "advance the ball" within 5 seconds. Non-compliance will result in a turnover.
- *NO BODY CHECKING*
- *NO ONE-HANDED STICK CHECKS*
- *NO LONG POLES:* Field player sticks must be 37-42". Goalie sticks 40-72". Referees will not be enforcing the NFHS stick head rules, or the shooting string rules. We recognize that these are new players possibly borrowing gear to play the game, and we don't want to do anything to discourage them to continue playing.
- *FACE OFFS/FREE CLEARS:* All teams will face off to start each half. 10B: After each goal, the opposing team will have a free clear starting at midfield. 10A: There will be a face off after each goal.
- *MERCY RULE.* A team leading by 5 or more goals is required to successfully complete 5 consecutive passes within the offensive zone before attempting a shot. The pass count restarts following each shot. If the ball hits the ground at any point during the 5 pass attempts, it results in a turnover ... however, if the defensive team actively creates a turnover during the 5 pass attempts, the referee may use a "play on" technique (as opposed to killing the play) so as not to hinder an advantage gained by the defensive team. Any action intended to circumvent the spirit of the "5 & 5" mercy rule will result in a turnover.
- *BALLS:* All teams are responsible for balls on their offensive end-line. Teams are responsible for those balls and for making sure there are an adequate number of balls on their offensive end-line during games.
- *SPORTSMANSHIP & SCORE REPORTING:* Coaches and referees are required to provide this information for each game in Horizon Web Ref immediately following the tournament.
- *SPIRIT OF U10 LACROSSE:* The prevailing spirit of these events is for the boys to have FUN, MAXIMIZE THEIR TOUCHES, LEARN TO PLAY ALL POSITIONS, EXHIBIT GREAT SPORTSMANSHIP, AND COME BACK NEXT SEASON. We expect all adults in attendance to cheer loudly and honor the spirit of the game.