



## 2014 SFYLL ALL STAR TOURNAMENT



### - Partial list of **Boys Rules**

**23 minute running time halves w/ 4 minute half.**

**A central horn will be sounded to start and end periods.**

**One Long Horn signals:**

- Start of the game
- Halftime
- Start of the 2<sup>nd</sup> half
- End of the game

**Two Horns signals:** 2 minutes left in the game

**Penalty time** is 150% the normal times due to running clock.

**Players are only allowed to play for one team in the tournament.** This rule is strictly enforced, any violation of this rule will result in immediate expulsion of player. Any previous games that the illegal player participated in may be forfeited as a result.

**Respect the Officials.** Any flagrant disrespect toward an official will result in expulsion for the remainder of the tournament. No Exceptions. This goes for players, coaches and parents.

**There will be no 10 or 20 second violations,** however standard stalling penalties will apply if the referee determines a team is not attempting to advance the ball.

**Three timeout's Total (At most 2 in one half).** Timeouts are to last one Minute. No timeouts in last 4 minutes of either half. A team may only call a timeout during a penalty if it is called at the beginning of the penalty, in this case the penalty will start once the timeout is over. No timeouts may be called once the penalty clock begins. Timeouts will not stop the game clock.

**Keep it in.** Teams with the lead must keep the ball in the box during the last 2 minutes of the game.

**Game tied at the end of regulation.**

- Seeding games (Sunday, April 13) will be decided by a Braveheart.
- Playoff games (Sunday, April 27) will be decided by one 4-minute sudden victory overtime followed by a Braveheart.
- Finals games will be decided in overtime, teams will continue to play 4-minute periods until there is a winner.

**Unless otherwise stated above, all rules will follow the rules used during the SFYLL season based on Boys Youth Lacrosse rules.**