

With the exception of the rules below; high school games adhere to 2019 NFHS rules and youth games shall adhere to 2019 MN Boys Youth rules.

Pregame

- Coaches will certify together.
- No coin toss, first team list on the schedule in Tourney Machine shall be the home team.
- Home team shall choose which goal to defend first, and wear white/light.
- Visiting team shall have 1st AP and wear color/dark.
- Field Managers will be provided at each field to track penalties and penalty time.

Equipment

- Standard protective equipment rules apply.
- At all levels of play, heads may meet 2019 NFHS or 2018 NCAA/NFHS specifications.
- Coach-requested, equipment check are allowed subject to usual rules.
- For coach-requested checks, they must be made prior to the last 2-minutes in pool play games (game clock does not stop but penalty clock does).
- For bracket games, they may be made any time and the clock does stop.
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Time Factors

- No on-field time is allotted for team warm-ups
- Games are 2 x 20 minutes running time halves with 4-minute halftime.
- Field Managers track penalties and penalty time.

- For pool games, halves start and end on the central horn
- Game clock does not stop for timeouts, injuries, or equipment checks.
- Officials and coaches should start their unofficial clocks on the horn.
- For bracket games, a central horn shall start the games at all fields, but games time is kept at the table and the clock will stop for timeouts, injuries, and equipment checks.

Timeouts

- One 60-second timeout per team per game
- Penalty time stops during timeouts
- In pool play, the game clock will not stop, and timeouts may not be taken in the last two minute of the game.
- In bracket play, the timeout may be taken in the last two minutes or in OT, and the game clock will stop. The game clock will also stop in the last two minutes if within a 5 goal differential.

Play of the Game, Points of Emphasis

- Youth no one-handed checks.
- 14U no take out body checking.
- 12U no body checking of any kind.
- No 20 second clear timer for 14U & 12U.
- Over and Back applies at 12U & up.
- No mercy rule.

Suspending Games

- Standard dangerous weather rules apply.
- Game schedule may be adjusted as needed if there are delays due to storms, injuries, or other issues at the discretion at the Event Director.

- Games may be shortened or cancelled if necessary without refund or rebate.

Tie Game and Overtime

- Tie games shall stand in pool play games.
- Overtime in Bracket Games:
 - No coin toss.
 - Teams do not change goals.
 - No intermission is available, teams may sub/fly during officials 20-second timer.
 - The ball shall be placed at midfield for a face-off, unless possession carries from a penalty situation.
 - Timeouts and penalties carryover from regulation.
 - No additional timeouts are awarded for OT.
 - At the conclusion of the 4-minute overtime period, any subsequent overtime periods shall follow 2019 UMLOA BOYS LACROSSE TIEBREAKER POLICIES.

Pool Play Tie Breakers (Advancing to Bracket):

Within Pools:

- Record
- Head to Head
- Goals Allowed
- Goal Differential
- Goals Scored

Within Division:

- Pool Place
- Record
- Goals Allowed
- Goal Differential
- Goals Scored