



## Rules of Play and Game Information

Current U.S.A. Lacrosse and NFHS Rules for the different age groups will be used on the field for all Buku Events unless otherwise stated here. Other than specified here, **2024 NFHS Rules will apply.**

- ALL Players MUST have an active USA Lacrosse Membership/Number.
- Players MUST be registered to their teams to compete by their HS Graduation Year. Only the opposing coach/director can call for a check of the opposing teams' roster. IF the player is not registered - that team is in jeopardy of a forfeit.
- Players can only play on ONE team during the tournament.

### Scoring & Time

- 2 - 22 minutes halves - Boys & Girls HS Divisions
- 2-minute half time
- Table personnel are only responsible for keeping penalty times. Referees have official game time.
- All games must start on time. Halftime will be shortened in event of delays.
- Tie at end of regulation - 2 Minute Sudden Victory Overtime with 1 minute rest before start. First goal scored wins the game. If no goal is scored during the 2 minute overtime, the game ends in a tie (Pool Play only).
- Overtime: All overtime games, except for championship games, are played in a:
  - Boys: 7v7 format (2 middies, 2 defense, 2 attack, 1 goalie)
    - 3 players must remain on-side while on offense. 2 players must remain on-side on defense.
  - Girls: 8v8 format (3 middies, 2 defense, 2 attack, 1 goalie)
    - 2 players must remain on-side for each team.
- Injuries:
  - Any injury within 2 minutes and under that requires the game to be stopped, the clock stops with the injury.
  - Any injury with more than 2 minutes remaining when the game is stopped, a maximum of 1 minute will come off the clock to assess the injury before the clock is stopped.
- Playoff Matches:
  - Playoff games must have a winner.
  - If overtime ends with no score - braveheart. (rules below)
  - Championship games do not end in braveheart - play out OT (in full numbers).
  - 1 – 30 sec timeout per team for all playoff games. Game clock stops.
  - The timeout does NOT roll over to OT. No timeouts in OT.



- Consolation / Challenge Matches:
  - If game ends in a tie, teams go to a Braveheart to decide a winner rather than end in a tie (if a winner is needed, otherwise teams can agree to end in a tie)
    - Braveheart will be 3v3 plus a goalie for each team
    - 1 player for each team (can be goalie) must stay on the defensive end of the field, 3 can go forward (Boys Only)
    - Bravehearts must begin right away

### **Playoff Bracket Seeding order**

- Head to Head (only two teams)
- Goal Against
- Goal Differential
- Goals Scored
- Coin Toss

### **EJECTIONS**

- Game ejections are handled by the referees. **Communicate to the table to contact the tournament director for all ejections to prevent escalation.**
- Tournament suspensions are handled by the Tournament Director.
  - 2 unsportsmanlike conduct penalties warrant ejection or 1-game suspension

### **KEEPING / REPORTING SCORES**

Each game will be tracked by the game scorecard which the field staff will have at each game. Coaches must sign game cards so the field staff can report the score of your game. The scorekeeper will update scores and provide game scores to the official score tent. Everything will be updated on TourneyMachine.

### **SPORTSMANSHIP / CONDUCT**

Poor sportsmanship, taunting, trash talking, fighting, or any other unbecoming behavior on the part of the players, coaches, parents, or fans will not be tolerated. All persons involved with a Buku Events Tournament and visiting the facility are expected to "Honor the Game". Bad language will not be tolerated. Please treat the officials, opponents, spectators, and tournament staff with the same respect you would like to be shown. The Tournament Directors expect the officials, coaches and players to conduct themselves in accordance with the rules.

**Obscene language:** Minimum of two minutes. The penalty time is non-releasable.



### Boys Rule Specifications – 2024 NFHS Rules Apply

- No stick checks unless refs think a stick is outrageously illegal
- “Keep it in” last 2 minutes - 4 goals or fewer.
- Counts:
  - All Games: 20 seconds to clear half field. 10 seconds to enter the box. MUST USE BEEPER.
  - The leading team must keep it in the box with under 2 minutes left in the game if the lead is 4 goals or fewer.
  - If a team leads by 4 goals with less than 2 minutes remaining in a PLAYOFF GAME ONLY, the last 2 minutes will be stop clock.
  - If the score changes to a 4 goal lead at any point during the final 2-minutes of the game, the clock goes back to stop clock.
- Checking
  - Regular NFHS body checking 2025-2028 (one handed checks allowed)
  - Limited body checking in 2029-2032. A big hit that is clean does not always constitute unnecessary roughness (90 sec penalty). The younger the player, the more limited the checks should be.
  - One handed stick checks are allowed in youth MS divisions (2029-2032), unless it is a combined youth MS division.
- No knee down or moto grip allowed.
- PENALTIES FOR ALL: (10U does not serve penalties, see 10U specifications below.)
  - 45 second technical foul; 90 second personal foul; 3 minute penalties remain 3 minutes.
  - Penalty time starts on the restart of the whistle.
  - In home can serve a goalie penalty if no second goalie is available
  - Last 2 minutes of the game the winning team must keep it in the box when the game is within a 4 goal deficit.
  - Penalty time stops during injuries, end of quarters and while another penalty is being assessed.
- Boys U10 - 2 Attack, 2 Midfield, 2 Defense, 1 Goalie (7v7, 2 poles allowed on the field)
  - 60x35 size field with 4x4 goals
  - Offsides - 4 players in Offensive zone, 5 players including goalie on defensive end.
  - Four 10-minute running time quarters, 2-minute breaks between & 5-minute halftime.
  - Limited stick-checking, and limited body contact.
  - Faceoffs after each goal and the start of each half [depending on penalties and possession]
  - **After a faceoff OR a change of possession there must be at least one attempted pass before a team can score unless the ball carrier has a clear advantage to score.**
    - **For example, in a fast break situation where the offense has a scoring advantage and no attempted pass has yet been made, the defense is expected to slide to the ball carrier. If there is no slide, the ball carrier can score without attempting a pass.**
    - **For playoffs only, there is no attempted pass rule needed.**
  - A player that causes an infraction/foul will be sent off the field and will be replaced with a sub for the entirety of that possession. No time serving penalties for 10U division.
- 5 goal mercy rule if the team that is down chooses to accept, they will start with the ball at the midline.



### GIRLS – 2024 NFHS Rules Apply

- Full checking in HS Divisions and 29/30 Division
- Modified checking for 31/32 Division
- Free movement will apply to all ages - the allowance for free movement by players on a whistle or stoppage of play.
- Cards:
  - 2 yellow cards for 1 player – player out remainder of game but may play the next game.
  - Red card for 1 player – player out remainder of that game. Officials & Tournament Director will determine if the player will be allowed to play any remaining games.
  - If a team accumulates 4+ in a game they have to play a player down per card (starting with the 4th card, i.e. 5 cards = 2 players down) the remainder of the game.
- If game time expires and a free position is being awarded in the critical scoring area – the game will continue until the scoring play is over.
- The clock will stop at or under 2 minutes in each half after all goals (playoff games only).
  - If at 2 minutes or under time period for either half of the game and a team has a lead of 4 goals more, then the game clock will remain a running clock. If the score changes to less than a 4 goal differential at any point during the final 2 minutes of either half, the clock goes back to stop clock.
- Girls U10 - 8 v 8 (60x35 size field with 4x4 goals)
  - Two running 18 minutes halves. 1 Team timeout, No Overtime.
  - After Goals - resets with a draw.
  - At the draw players line up in both offensive and defensive end, traditional line up.
  - Introduction of the 8-meter arc and restraining line at midfield.
  - No checking and 3 seconds closely guarded applies
  - Must play 1v1 defense.
  - One attempted pass after a faceoff before a player can shoot the ball.
    - **One attempted pass rule in effect except when ball carrier has a clear advantage to score without being defended**
  - 5 goal mercy rule if the team that is down chooses to accept, they will start with the ball at the midline.