



# BLUE OX RULES 2024

## Roster Notes

- All players must complete waiver to participate in the tournament.
- Players are not allowed to double roster unless communicated with tournament director and approved before the tournament starts. Teams found in violation of this rule will be disqualified and deemed a loss. In the event the team in violation loses, the final score will remain. In the event the team in violation wins, score will reflect a 1-0 loss for team in violation.

## Game Rules

**We are playing USA Lacrosse rules, not MN rules.**

Duration:

- Two, 20 minute halves, 3 minute halftime. All games are running clock and will start and end on central horn under all circumstances. Exceptions will be made that involve serious medical attention.

Central Horn:

- A central horn sound will start the game, signal the start of halftime, signal the start of second half, and a double-horn will signal the two minute warning in the second half, and a long single horn will end the game.

Boys Format:

- 10v10 including goalies
- U10 is 7v7 (2A, 2M, 2D, 1G)

Girls Format:

- 12v12 including goalies
- U10 is 8v8 (2A, 3M, 2D, 1G)

Due to the running clock, A GIRLS GAME/HALF MAY NOT END ON A DEFENSIVE PENALTY. In the event of a defensive penalty within the CSA resulting in an expired clock, play will resume on the officials whistle. Trail Official will count :03 seconds of play from point of free position at the whistle. During the :03 seconds, regular game rules exist, including the potential for another defensive foul, pass, a shot, or goal. All goal calls are final.



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## Pool Play:

- There is no OT in pool play games. Teams are awarded 5 points for W, 2 points for T, 0 points for L. In boys playoff games, a 3v3 plus goalie brave heart will begin for tied games. One player must stay back (typically goalie) at all times. In playoff games, there will be a 4 minute overtime sudden victory for girls.
- Penalties will be assessed as would usually during overtime, including time served penalties will be served.
- No substitutions or timeouts allowed in OT except in case of injury for team that is injured.

## Timeouts:

- One 45 second timeout per game. No timeouts last two minutes of games. If timeout is underway during two minute warning, the timeout is over and play resumes. No timeouts during OT.

## Penalty Time:

- Boys Technical: Time and a half
- Boys Personal: Time and a half

## **We are not following the USA Lacrosse non releasable rule for the boys.**

- Girls: All 2 minutes
- Penalty time is kept by score keeper. Penalty time stops during timeouts. Penalty time does not start until player takes knee in box and referee resumes play.
- Penalties will roll over into the next half and OT if necessary.

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## Rule Specifications:

- **Boys**

- Boys Long Poles:
  - U10: 47" - 54" - Three allowed.
  - U12 and above: 52" - 72" - Four allowed.
- Goalie Crease Time:
  - U10 : No counts
  - U12 and above: NFHS
- Advancing:
  - U10 : No counts
  - U12 and above: NFHS
- Over and Back:
  - U10: Not enforced
  - U12 and above: Enforced
  - Boys Body Checks and One Handed Checks:
    - 8U/10U: Body checking is illegal. Limited stick checking, with only lift checks, poke checks and stick checks below an opponent's shoulders. Downward check initiated below both players' shoulder is allowed. No one-handed checks.
    - 12U: Body checking is illegal. Limited stick checking, with only lift checks, poke checks and stick checks below an opponent's shoulders. Downward check initiated below both players' shoulder is allowed. One-handed checks allowed.
    - 14U: No take-out checks. Body contact must be non-violent and checker must be completely upright. Body contact must be below neck and above waist. One one-handed checks allowed.
  - No take out checks or defenseless player checks allowed at any level
- Faceoffs:
  - U10: FO on knee is allowed
  - U12 and above: Standing neutral grip
- U10 Pass Rule:
  - 1 pass attempt after FO possession

- **Girls**

- No minimum pass rule at any age
- Checking:
  - Full checking at high school levels and U14
  - Modified checking at u12 (below the shoulder)
  - No checking at U10

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## Goal Differential

- Faceoffs/Draws: After every goal unless a team is down by ten or more goals, that team starts with possession after each goal scored until differential is less than ten.

## Tie Breakers in Pool Play:

- Points
- Head to Head
- Goals Allowed
- Goal Differential
- Goals scored

## Tie Breakers Among Division (applicable when bracket is advanced among entire division)

- Points
- Head to Head
- Goals Allowed
- Goal Differential
- Goals Scored
- Pool Place

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## Weather Policy

- US Lax Events has the right to shorten games, finalize games due to future weather, reschedule games, and finish games before inclement weather arrives.
- Every attempt will be made to update cancellations on the Tourney Machine website.
- Once the first whistle has begun there will be no refunds for lost games that result from the weather. Once the first game of the tournament has begun (first whistle rule) no refunds of any kind will be issued.

## Refund Policy

- If tournament is cancelled two (2) weeks or longer prior to the scheduled start of the tournament. Full refund less \$25 administration fee.
- If tournament is cancelled between one (1) week and the scheduled start of the tournament. Refund will be 75% of tournament fees paid.
- If team drops out two weeks or before the event starts, a full refund minus \$50 processing fee will be processed. Start time for each event is 7AM.
- If team drops out inside of two weeks of start of event, no refund will be processed.

## Conduct Policy

- Only head coaches can address officials.
- Head coaches are responsible for their players, parents, and fans.
- US Lax Events has the right to remove any coach, player, or fan from the tournament.
- Derogatory language, taunting, fighting, or unsportsmanlike behavior will not be tolerated.
- Please instruct your parents not to come to the event HQ. Only coaches and directors should approach the HQ tent for problems.