

Florida Lacrosse Classic
January 22-24, 2010
Fort Lauderdale / Weston, Florida
Tournament Rules

Men's Rules

Rules for governing tournament play are constantly being reviewed by the Rules Committee to provide for a better tournament. We appreciate the suggestions from those that have offered them and several have now been incorporated into the official rules.

The Rules modifications for the 2010 tournament are shown in "bold" type below.

- 1) There will be no 10-second count in the defensive or offensive field areas;
- 2) **There will be an automatic keep it in the box rule (sideline to sideline) for the leading team during the last 2 minutes in the fourth period. Referees may call stalling (either verbally or with a visual count) at their discretion at any time during the game;**
- 3) **Faceoff mechanics will be: "Down, set, whistle";**
- 4) All substitution will be on the fly other than when a goal is scored, **a time out** or a served time penalty is assessed;
- 5) All substitutions must go through the designated substitution box;
- 6) No team will be allowed more than four (4) long sticks on the field at any time;
- 7) All players will be expected to have appropriate equipment including sticks, helmets, chin straps, mouthpieces, and satisfactory gloves in accordance with NCAA standards;
- 8) Each team will be permitted a total of three (3) time outs a game with a maximum of two (2) time-outs per half. There will be one (1) timeout during each sudden death period;
- 9) The first two (2) rounds of both the Grand Master Warrior and Grand Master Brine division games will consist of four (4) twelve (12) minute running time quarters. Subsequent rounds will be at eighteen (18) minute running time quarters. Half Century games will be four (4) twelve (12) minute running time quarters throughout the tournament.
- 10) The clock will stop during the last two (2) minutes of the game, if the score differential is three (3) goals or less. FLC reserves the right to modify as necessary.
- 11) Thirty (30) second penalties will be extended to forty five (45) seconds to compensate for a running time clock and sixty (60) second penalties will become ninety (90) seconds. Any other time served infractions will be assessed at the same 150% ratio. Penalty time will not commence until the referee signals the start of play after the infraction. Penalty time will stop whenever the game clock

stops. **Referees have the discretion to stop the game clock for any reason, including when a team intentionally throws the ball out of bounds to run off penalty time. Referees may also call a delay of game penalty in this situation.**

12) There will be an immediate whistle for "Flag Down" situations that occur in the box after the offended team loses possession of the ball or exits the box;

13) Sudden death overtime will follow the completion of a tied game after a two (2) minute break; sudden death periods will be four (4) minutes of running time; goals defended will remain the same for the first sudden death period and a face-off will commence the first sudden death period; goals will be exchanged after each sudden death period and the ball will be put in play at the relative area of the field by the team that had possession of the ball at the end of period; if no possession, a face-off will take place;

14) Teams will be assessed a delay of game penalty if not ready to begin play at the scheduled time; teams are responsible for being ready to play at the scheduled time for each game; games may be shortened at the discretion of the organizers to keep game times on schedule;

15) Each player is required to wear the issued and approved uniform of its team; each player may also play for only one (1) team per **age group (GM, HC, or PM)** during the tournament and must be registered on that team's Official Team Roster submitted before the first game. **No players are permitted to play in both the Warrior and Brine brackets of the Grand Master Division. Roster infractions may result in forfeiture;**

16) Play will be started immediately as soon as a player on the team awarded the ball has the ball in his possession; an exception will be when a goalie has pursued a shot to the end or side line in which case the goalie will be given five (5) seconds to return to the crease. If the team awarded the ball is not ready to play the ball immediately, the ball will be placed on the ground no closer than six (6) feet from an end or sideline and the whistle sounded to start play;

17) The alternate possession rule will be used;

18) Blood/bleeding situations will follow NCAA guidelines;

19) Body-checking of the man with the ball only is permitted in Grand Master (45+) play. There are no "take out" body checks allowed in the Half Century Division (50+) or in the Past Masters Division (60+). A "take out" body check is one where a player hits another with the intent to knock him to the ground. Incidental checking resulting in a player falling to the ground is not considered a "take out" check.