



Men's League Rules and Participation

NCAA Rules (2017) apply unless otherwise specified below.

- Playing Time: 2 x 25 minute halves running time. During the last 2 minutes of every match, the time is stopped with the whistle. Halftime is 2-4 minutes.
- Each team will be limited to one timeout per half during regulation.
- No timeouts in overtime.
- In the event of a tie score at the end of regulation in round robin play, a single 5 minute sudden victory period will be played.
- In the event of a tie score at the end of regulation in the elimination rounds (semifinals and championship), a single sudden victory period will be played.
- In round robin games: the winning team receives two points. If the score is still tied after the sudden victory period, each team will receive 1 point.
- Playoff Seeding Tiebreaker - In the event of a tie, the following tiebreakers will be used in this order: (a) Goals For/Goals Against Differential; (b) Goals For; (c) Sudden Victory Braveheart (no timeouts, play until a goal is scored)
- No Shot Clock (unless a stall warning is given, in which case, the offensive team will have 30 seconds to shoot).
- A player can only play for one team in the tournament. Fighting or any other conduct deemed flagrant misconduct will result in a penalty and possible ejection from the game/tournament.
- Faceoffs - We will be using the NCAA (stand up / traditional grip) faceoff rule. No motorcycle grip. Faceoff players may not run with the ball in the back off their crosse or clamp / with-hold the ball from play. The officials will use the "2 step / 2 second" rule as a guide. NOTES - (1) A 3rd faceoff violation by the same team in a half will result in a 30 second technical foul.
- TWENTY SECOND CLEARING CLOCK: When there is a change of possession, the team gaining possession has 20-seconds to get the ball over the midline. They may go back into their defensive half of the field as many times as they want, within the 20-seconds. If the team is not in their offensive end of the field after 20 seconds, they will

lose possession. The restart takes place at the spot the ball was when the whistle was blown.

- Over & Back Rule - After the 20-second clearing count expires, if an offensive player with possession of the ball or a loose ball returns to the defensive half of the field that was last possessed and/or touched by the offensive team, this will result in a turnover. If a change of possession / restart is in the offensive half of the field, "Over & Back" would be applicable after 20-seconds or the team has a "touch" in the box. "Play-on" will be used when applicable.
- Slow whistle / Flag-down on both offensive and defensive ends of the field. The opposing team must gain possession, or the offensive team must commit a violation for flag-down to end; during a flag-down situation any fouls that occur during a loose ball by the team to be penalized will result in additional time- serving penalties.
- "Dive Rule" - as long as the entire ball has crossed the goal line before the diving player has landed, the goal will count. EXCEPTION: Players cannot contact the goalie or any part of their equipment. If contact occurs, no goal. If the contact is excessive, penalty time will be assessed.