



American Select Lacrosse – Summer 2024 Rules
ALL GAMES WILL BE PLAYED IN ACCORDANCE WITH USA LACROSSE RULES

FORMAT:

All teams are guaranteed 5 games.

Alternate possession will be given to the team listed first on the schedule in pool play. In bracket play, alternate possession will be given to the team seeded higher.

Teams will be seeded for bracket play based on their results in pool play, based on the following criteria:

1. Record
2. Head-to-Head
3. Total Goals Allowed
4. Total Goal Differential
5. Goals Scored

*In the event of a three-way tie or more, in which the tied teams did not play each other, Criteria 2. Head-to-Head, does not apply. Therefore, after 1. Record, the next criteria used will be 3. Total Goals Allowed and so forth.

**If any games are forfeited, the Total Goals Allowed will be calculated by averaging the Goals Allowed in the actual games played and adding that to the Total Goals Allowed for each forfeited game, for the team that won by forfeit.

1 Yellow card – the player must sit for 2 minutes, running clock, the official will keep the card time on the field.

2 Yellow cards – the player must sit the remainder of the game. And may return to the next game.

RED card (Player) – The player must sit the remainder of the game and the NEXT game.

RED card (Coach) – the coach must leave the game and remain away from the game until the completion of the game.

Timing Rules – Pool Play & Consolation Play:

- Two 22-minute running halves with 3 minutes between halves & 3 minutes between games
- Central horn will be used for pool play. During consolation play, time will be kept at each table by table official.
- No Timeouts during pool or consolation play
- Play Out Free Position Shots: if there is a foul in the 8m, where a free position shot is awarded and the final whistle of the game or half is blown, the free position shot will be awarded as one shot, no passes, no follow up shots.
- Ties in Pool Play: If at the end of regulation play, a game is tied, teams will play a sudden victory period of up to three minutes in length to determine a winner. If the game is still tied at the end of the sudden victory period, the game will end in a tie.

Timing Rules - Bracket Play:

- Two 22-minute running halves with a 3-minute halftime
- The game clocks will be held at each field
- The clock will stop on each whistle during the last 2 (two) minutes of each half for all goals scored and any foul that occurs in the critical scoring area, injuries, offsides, administration of alternate possession and inadvertent whistle.
- *At the discretion of the official, time-out is taken for unusual circumstances, e.g. broken crosse, animal on the field, lost ball, a ball that has gone too far out-of-bounds, spectator interference, delay of game
- If at the two minutes or under period for either half of the game a team has a lead of 10 goals or more, then the game clock will remain a 'running clock'. If the score changes and is less than a 10 goal differential, the clock goes back to 'Stop Clock'
- One 1-minute timeout per team per half. The clock will stop. There will be no timeouts in Overtime
- Overtime to be decided by sudden victory. OT will have a 'Running Clock'. First goal scored wins.