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## Zion Summit Classic Rules

Boys 3rd – 8th grade divisions will abide by USA Lacrosse (USAL) rules, and High School divisions will abide by NFHS rules, with the following modifications:

1. **Eligibility:** It is the responsibility of each team to ensure that all players meet age & competitive eligibility requirements for the division in which they participate, as published on the tournament website and Terms & Conditions.
2. **Timing:** All games will consist of two (4) 10-minute running time quarters with a four-minute halftime. Penalties will be stopped time. The last 2-minutes of the game will be stopped time unless there is a 2+ goal lead. **Note – game duration and halftime may be shortened by the mutual agreement of participating teams. Also, at the discretion of the tournament organizers, game times may be shortened due to inclement weather, or to keep the tournament on schedule. Officials may stop time at their discretion.*
3. **Overtime:** There will be a continuous overtime period played until a winner is determined (Sudden victory, first team to score wins). There are no timeouts in Overtime
4. **Delay of Game:** Teams may be assessed a delay of game penalty if not ready to begin play at the scheduled time; games may be shortened at the discretion of the organizers to keep game times on schedule.
5. **Weather Delay:** If a weather-related evacuation occurs during the 1st half, teams will return to play the 2nd half of the game, weather permitting. If the evacuation occurs during the second half, the game MAY pick-up where it left off (weather permitting), OR the game MAY be terminated, and the score recorded as is. If the score differential is equal to or greater than 6, regardless of time remaining, the game may be terminated.
6. **Timeouts:** Each team will be permitted one (1) 1-minute timeout per game, which may be called by the team in possession any place on the field. Timeouts may be called by either team during a dead ball situation. The game clock will be stopped during timeouts.
7. **Advancing the Ball, Counts, & Stalling:**
    a. No counts will be used for advancing the ball unless a stall warning is initiated by officials. If a stall warning is initiated, the ball must be moved into the attack goal area within 10 seconds and kept there.
    **b.** Game official(s) are to determine alternate possession via coin toss prior to the start of each game.
8. **Over and Back Rule**: Over and back will be applied in 7-8th and above divisions - Once the offensive team establishes possession inside the offensive box, the ball is considered live. If offense causes the ball to cross the midline, a turnover will result.
9. **Long sticks:** A maximum of (4) long-sticks per team will be permitted on the field at any time.
10. **Expulsion, Ejection, or Fighting:** Any player or coach called for verbal abuse will serve an unsportsmanlike conduct penalty. Continued abuse will result in ejection from the contest, and potentially the tournament. Any player who commits a foul deemed worthy of expulsion by game officials will sit out the remainder of the contest. If the foul occurs late in the game or tournament, officials and tournament Directors reserve the right to suspend the fouling player from their next game and future events. To the discretion of officials and/or tournament directors, any participant (player, coach, team official, or spectator) who is ejected during tournament play, on or off the playing field, may be subject to a one or more game suspension, up to automatic disqualification, removal from the tournament, and a future ban on participating. Ejection & expulsion may warrant removal from the tournament venue if deemed appropriate by tournament officials & directors. All officials & directors decisions are final.

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