

2021 Girls Fall Classic Event Rules

Rosters and Sidelines

- All teams must submit a roster form prior to the event, and all players must complete an online waiver form
- Players are not allowed to play down an age group regardless of skill level (I.e. a 2026 grad year player is not allowed to play on a team playing in a 2027 division)
- Teams are limited to 3 coaches on the sideline

Scoring

- After each game, coaches must confirm the score with the scorekeeper

Game Time

- **All Divisions**
 - 45 Minute Game Block
 - 2-20 Minute halves (2 Minute halftime, 3 Minutes between games)
 - No timeouts
 - Each team will get 3 games, qualifying teams to play 4th championship game
- Injuries
 - The clock will continue to run and no additional time will be added to the clock

Game Play Rules

- **USA Lacrosse Rules for All Divisions**
- **HS - 2022 / 2023 / 2024 / 2025**
- **U14 - 2026 / 2027**
- **U12 - 2028 / 2029**
 - 8 Meter Shot
 - Should the horn sound to end the half or the game, the 8 meter shot **WILL NOT BE TAKEN**
 - Players will serve 2 minutes for a yellow card, and the remainder of the game for a red card
 - Mercy rule - When goal differential reaches 10+ goals, losing team may elect to receive the ball at midfield in place of a faceoff

Tiebreakers

All tiebreakers are based on advancing the number of teams needed, and if more than the number of teams needed to advance are tied in a category, the weakest team(s) in that category will be removed and the remaining teams will move to the appropriate tiebreaker based on the number of teams remaining.

- Tiebreakers
 - **1. Head to Head** (If more than 2 teams are tied, the team that is 2-0, 3-0 etc. against tied teams advances. If all tied teams haven't played each other, move to next tiebreaker)
 - **2. Goal Differential** (Capped at + or - 10 goals each game. Highest Goal Differential advances or lowest goal differential eliminated if multiple teams are advancing)
 - **3. Goals Against** (Team with the fewest Goals Against across all of their pool play games advances or team with most goals against is eliminated if multiple teams are advancing)
 - **4. Coin Flip**
- Pool Play Games
 - All games that are tied at the end of regulation will end in a tie

Ejections and Disputes

- Ejections
 - If a referee determines that any player's safety is in jeopardy, he reserves the right to eject anyone from a game, including players, coaches or any other person associated with the team. ALL EJECTIONS WILL BE REVIEWED BY TOURNAMENT DIRECTORS AND WILL DETERMINE IF FURTHER DISCIPLINARY ACTION NEEDS TO BE TAKEN. THE JUDGEMENT OF THE TOURNAMENT DIRECTORS IS FINAL.
- Disputes
 - The Tournament Director (in consultation with the Head Official, if required) will make all final rulings/decisions on any and all problems or disputes.