



2025 Colonial Clash Tournament Rules

Rosters and Sidelines

- All teams must submit a roster prior to the event. Only rostered players may participate.
- Teams are limited to 3 coaches on the sideline
- **ALL PLAYERS IN BRACKETS 2030 AND YOUNGER MUST FALL WITHIN USA LACROSSE 15 MONTH AGE BRACKETS & BE IN THE CORRECT GRADE FOR THE DIVISION THEY ARE IN: [USA Lacrosse Age Restriction Chart](#)**
 - Teams using older players in younger divisions will have their games posted as a forfeit (12-0 Loss).
 - **All players must be age verified through National Sport ID**

Scoring

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

Game Time

- **All Divisions**
 - 50 Minute Game Block
 - 2-22 Minute halves (2 Minute halftime, 4 Minutes between games)
- **Injuries**
 - The clock will continue to run and no additional time will be added to the clock

Game Play Rules

- Modified NCAA Rules
 - No 80 Second Shotclock
 - Teams have 20 seconds to clear over midfield (Teams Do Not Need To Touch The Ball In The Box Except As Described Below)

- Under 2 minutes, winning team will have 10 seconds once over midfield to get the ball into the box and must keep it in so long as the game is within 4 goals
- All penalties are time and a half and those will start as soon as play resumes and continue to run even on stoppages. (30 seconds → 45 Seconds, 60 second → 90 seconds, 120 seconds → 180 seconds etc.)
- No Timeouts
- No Overtime will be played for games ending in a tie.
- Lone poles are allowed at all ages

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 - 12 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**

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 JUDGMENT 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.