



2025 Fall Classic Rules and Format

Rosters and Sidelines

- All teams must submit a roster form prior to the event, and all players must complete an online waiver form
- 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
 - 50 Minute Game Block
 - 2 - 20 Minute halves (3 Minute halftime, 7 Minutes between games)
 - No timeouts
 - Central time - scorekeepers will have game time. Central horn will end halves and games.
- Injuries
 - The clock will continue to run and no additional time will be added to the clock

Girls Game Play Rules

- High School
 - NFHS Rules (12 v 12)
 - NO 8M WILL BE PLAYED AFTER TIME EXPIRES
- 2030 / 2031
 - 14U USA Lacrosse Rules (12 v 12)
 - NO 8M WILL BE PLAYED AFTER TIME EXPIRES
- 2032 / 2033
 - 12U USA Lacrosse Rules (12 v 12)
 - NO 8M WILL BE PLAYED AFTER TIME EXPIRES
- 2034 / 2035
 - 8 v 8 USA Lacrosse Rules
 - Draws After Goals & 1 Pass Rule In Effect

Penalties and Cards

- 1st Yellow Card
 - Player Sits for 2 Minute Penalty kept by scorekeeper
- 2nd Yellow Card
 - Player Sits for the remainder of the game - player is allowed to play in next game
- Red Card
 - Player sits for the remainder of the game and the first half of the following game

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)
- Pool Play Games
 - 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 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.