



2026 Texas Brawl Tournament Rules

Rosters and Waivers

- All teams must submit a roster prior to the event. Only rostered players may participate.
- All participants must be on your roster and have completed a waiver here: [Waiver](#)

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

Boys 10 v 10 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

- Youth age guidelines: Players must be in the correct grad year for the division they are playing. For example a 2031 can play up in the 2030 division or in the 2031 division, but cannot play in the 2032 division.
- Long poles allowed in all 10 v 10 age groups.
- Pool play games ending tied will not play overtime.

Boys 6 v 6 Game Play Rules

- USA Lacrosse boys 10U rules: [USA Lacrosse Boys 10U Rules](#)
 - No goalies. All 6 v 6 divisions will use target trainer in net
 - 2 Attack | 2 Midfield | 2 Defense - 2 Players must remain on defensive half of midfield
 - **There will not be the One Pass Rule**
 - Penalized players must serve penalty time, but are replaced and will continue to play 6 v 6
 - No count to clear the ball over midfield.
 - Pool play games ending tied will not play overtime

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**

Boys 10 v 10 Overtime Format

- Playoff games that end in a tie will proceed to a 4 v 4 braveheart
 - Each team will have 3 field players and a goalie (4 total)
 - Teams line up for opening face off with goalies in the nets, and three field players lined up for faceoff at faceoff x and on wings)
 - Once the overtime begins, players are allowed to substitute as needed
 - One of the 4 players must remain on the defensive half of the field (This would typically be the goalie, but the goalie can go over if one player stays back on defensive half of field)
 - First team to score wins
 - **OT Penalties Are Time Serving & Teams Play 3 v 2 / 3 v 1**

Boys 6 v 6 Overtime Format

- Playoff games that end in a tie will move to overtime beginning with a faceoff - same format as in regulation. The first team to score wins.

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.