2026 Colonial Clash Gameplay & Event Rules

Rostering / Age Verification

- All players must appear on your roster to be eligible to play
- Any teams using players not rostered / youth players who have not completed age verification or who use older players in a younger division, will have their games marked at forfeits.
- Players 2031 and younger must follow USA Lacrosse 15 month age cutoffs and be in the correct grade for the division they are playing in: USA Lax 15 Month Age Brackets
- All youth players 2031 and younger must complete NSID age verification through the link here: Youth Age Verification

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)
  - NO TIMEOUTS
  - Central time - scorekeepers will have game time, and keep penalty time
- Injuries
  - The clock will continue to run and no additional time will be added to the clock

Boys Game Play Rules

- **(10 v 10)**
    - Modified NCAA Rules
        - No 80 Second Shotclock
        - Teams have 20 seconds to clear over midfield (Teams do not need to touch it in the box)
            - 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.)

Pool Play Games

- Games that are tied at the end of regulation will end in a tie

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.

- **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.