



BOYS TOURNAMENT RULES & GAME FORMAT

All participants, coaches, and spectators are expected to review and understand the official Tournament Rules prior to arriving onsite. Tournament rules are subject to change. In the event of a discrepancy, the most current version published at sandstormlacrosse.com will govern.

POOL PLAY & CHALLENGE MATCH FORMAT

- Two 21-minute running halves with a 3-minute halftime.
- No timeouts.
- No overtime.
- A centralized tournament horn will regulate game time for all pool play and consolation games.
- 2026 NFHS Boys Lacrosse Rules will apply, except where modified herein.
- The game clock will continue to run during injury stoppages.

PLAYOFF FORMAT

- Two 21-minute running halves with a 3-minute halftime.
- Game time will be maintained by the officiating crew on the field.
- Each team is permitted one (1) 60-second timeout during regulation play.
- The game clock will stop during team timeouts.
- Unused timeouts do not carry over into overtime.
- No timeouts are permitted during overtime.
- Timeouts may be called by a team in possession of the ball anywhere on the field.

INJURY PROTOCOL (PLAYOFF GAMES ONLY)

- With two minutes or less remaining in a half, the clock will stop immediately for an injury.
- With more than two minutes remaining, up to one minute may be deducted from the game clock to assess the injury before the clock is stopped.

FINAL TWO MINUTES (PLAYOFF GAMES ONLY)

- During the final two minutes of regulation, stop-clock procedures will apply when the score differential is two (2) goals or fewer.
- If the score differential is three (3) goals or greater, the game will remain under running-clock conditions.
- If the score differential is reduced to two (2) goals or fewer during the final two minutes, stop-clock procedures will immediately take effect.
- The leading team must keep the ball in the offensive box during the final two minutes when leading by two (2) goals or fewer.



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OVERTIME (PLAYOFF GAMES ONLY)

If a playoff game is tied at the end of regulation:

- Teams will receive a one-minute rest period.
- Sudden Victory Overtime will be played. The first team to score wins.
- Teams will defend the same goal they defended during the second half.
- Overtime will be played with a running clock.

SCORING & SCORE POLICY

- A Field Marshal will be assigned to each field and is responsible for maintaining the official scorebook.
- Head coaches from both teams must verify the score at halftime and again at the conclusion of the game.
- Both coaches are required to sign the official scorecard following the game.
- Once the scorecard has been signed, the score becomes official and may not be disputed.
- Any scoring discrepancy must be addressed on the field before the scorecard is signed.
- Coaches may request assistance from a Tournament Director or Head Official through the Field Marshal if needed.
- Once scores are verified, the Field Marshal will report the official results to Tournament Headquarters.

CARD & EJECTION POLICY

- A player receiving two (2) yellow cards in the same game will be disqualified for the remainder of that game but will be eligible to participate in the team's next game.
- A player receiving a red card will be disqualified for the remainder of that game.
- Following a red card, tournament officials and the Tournament Director will determine the player's eligibility for subsequent games.
- Officials and Tournament Directors reserve the right to remove any player, coach or spectator whose conduct is deemed unsafe, unsportsmanlike, abusive or detrimental to the integrity of the event.
- All decisions made by the Tournament Directors are final.



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RULES SPECIFICATIONS

NFHS RULES

The tournament will follow the 2026 NFHS Boys Lacrosse Rules with the following modifications:

STICK CHECKS

- Stick checks will not be conducted unless officials reasonably suspect a stick is significantly non-compliant.

LONG POLES

- Stick checks will not be conducted unless officials reasonably suspect a stick is significantly non-compliant.

COUNTS

- Teams have 30 seconds to advance the ball into the offensive box.
- **Graduation Years 2027–2034:** Standard NFHS clearing counts apply.
- **Graduation Year 2035 and Younger:** No clearing counts apply, except for the four-second goalkeeper count.

CHECKING

- **Graduation Years 2031–2034:** Limited body checking is permitted. Excessive physical contact, including “big hits” and unnecessary contact within three yards of a loose ball, will be penalized as unnecessary roughness (90-second non-releasable penalty).
- **Graduation Year 2035 and Younger:** One-handed stick checks are prohibited.

PENALTIES

- Penalties will be served as running time beginning on the official’s whistle.
- Penalty durations are 45 or 90 seconds, as applicable.
- Penalty time will stop during injury stoppages, between periods, and while additional penalties are being assessed.

MERCY RULE

- **Graduation Year 2035 and Younger (Play Pool Only):**
 - A mercy rule will be applied when a team trails by five (5) or more goals.
 - The trailing team will be awarded a free clear following each opponent goal.
 - Coaches may mutually agree to waive the mercy rule.