

Harvey Cup 2023 General Tournament Playing Rules

- All games to be governed by NFHS Rules. If a rule is not addressed, the Tournament Director's or Head Referee has final say.
- All Disputes from the field or about the tournament will be considered and decided by the Tournament Director
- Team Eligibility:
 - Harvey Cup is open to regular season teams from NSYL, GELL, SMYLA, SSSL, and other youth lacrosse leagues in WA, ID and OR. Harvey Cup is NOT a select-team tournament.
 - Teams must be comprised of regular season rosters.
 - ALL Players must have an active USL number.
 - Clubs that must consolidate multiple regular season teams into a single team due to low numbers, or other considerations, must contact the Tournament Director for approval.
- Each team is guaranteed 4 games – K-2 Division is guaranteed 3 games. Games will be 7 v 7 (3/4 level) and 10 v 10 (5/6 & 7/8 level)
- Teams are responsible for the conduct of its fans and players. Unruly, disrespectful or threatening fans will be asked to leave the tournament facilities immediately. Unruly, disrespectful players that can possess a danger to other players or disrespectful to other adults, tournament officials or Vendors can potentially get the whole team disqualified and/or be penalized for the conduct of its fans/players.
- Any Coach or Fan ejected from a game will not be allowed at any game for the rest of the tournament.
- Any Player ejected from a game for fighting is not allowed to play in any further games, and must be supervised by an adult if remaining at the tournament.
- Good Sportsmanship is expected and No Refunds are given.

Game Rules – All Levels

Timing/Table:

- Play consists of two 20-minute running time halves with a 3-minute halftime
- All games will be run from a Central Clock. Games will start every 50 min for all games on Fri/Sat/Sun.
- A central horn will sound once at the beginning and end of each half
- A central horn will sound twice at the 2-minute mark of each half
- ALL CHAMPIONSHIP GAMES will be timed at the table.
- Each team is required to provide their own scorekeeper to manage their scorebook.
- Each Team is requested to supply a volunteer to help time penalties at each game.
- Pool play games can end in a tie. There will be no overtime played during pool play.

- For playoff bracket games that are tied at the end of regulation, a sudden victory overtime period will be played. 1st goal wins, not timeouts allowed.

Timeouts:

- One 30-second timeout per team per half. The Clock will continue to run during the timeout
- Timeouts CANNOT BE TAKEN during the last 5 minutes of EITHER HALF OF THE GAME

Injuries:

- If an injury occurs to a player of the team **with the lead** within the last 4 minutes of a game, and the game is within 4 goals, the referee may extend play by a maximum of 2 minutes (to be timed at the table from the last central timing horn) to ensure the trailing team is not denied an opportunity close the scoring gap.

Penalties:

- Penalties will be served at 1 ½ times the standard penalty time
 - 45-seconds of running time for a 30 second Technical foul
 - 90 seconds of running time for a 60-second Personal foul
 - 3 minutes for a 2-minute PF, 4 ½ minutes for a 3 minute PF
- Penalty time will start once play is resumed
- If penalty time expires during a dead ball situation, the player must wait for the official to restart play before being released.
- TARGETING: All targeting penalties are 4 1/2 minute (running time) non-releasable fouls. An intentional and/or excessively violent violation of the targeting rules will result in an ejection from the game and dismissal from the tournament. Only dismissal from the tournament may be appealed to the Tournament Director.
- FOULING OUT: Any player who accumulates 5 minutes in personal foul penalty time shall be disqualified from the game. A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out. "
 - This is calculated at straight Penalty Time, not 1.5 times assessed penalty. Players that Foul Out are not ejected. They are not allowed to play for the remainder of the game in which they fouled out. They can resume play in the following game.
- Goalie Penalties -- In-home (Coach must designate a starting Attack position player prior to game) serves all goalie penalties. If a Goalie is disqualified or ejected, goalie must be replaced.
 - *If the team **in the lead** has a Goalie ejected and the game is within 4 goals, the referee has the option to extend the game by 2 minutes after the central hour with time kept at the table.*

- One Coach Requested stick check is allowed per game, per team. Stick checks CANNOT be Requested during the last 5 minutes of EITHER HALF OF THE GAME.

Mercy Rule:

- Mercy Rule will be in effect during pool play but not for bracket play
- Teams down by 6 or more goals in the 2nd half may elect to take the ball at midfield in lieu of a face off

Playoff Bracket Allocation:

- Teams will be seeded per division for playoff purposes.
- Teams for bracket play on Sunday will be determined by overall seeding, regardless of Pool placement. In the case of a tie, higher pool placement will break the tie.

- 7/8 = seeds 1-10 advance to Gold bracket play. Seeds 11-19 advance to Silver Bracket play.
- 5/6 = seeds 1-10 advance to Gold bracket play. Seeds 11-20 advance to Silver Bracket play.
- 3/4 = seeds 1-12 advance to Gold bracket play. Seeds 13-22 advance to Silver Bracket play.

- Tie-Breakers:
 - Win-Loss
 - Head-to-head
 - Goal differential (max 6 per game)
 - Goals Allowed
 - Goals scored (max 6 per game)
 - Pool Place (division only)

Coaches:

- Only 3 coaches per team allowed at all levels.
- Only Head Coach may speak to or make comments to officials regarding officials' calls.
- Coaches are not allowed on the field during the game (except K-2), with the exception of tending to an injured player, halftime or when warming up a goalie. Coaches must remain in their respective area at all other times.

Spectators:

- Setback 10 feet from sideline
- Cannot sit at the end-line or on the player sideline

Division Specific Rules

7/8 Division

Use U.S. Lacrosse 14U Youth Rules as Base Rules with the following exceptions and Emphasis

Equipment: Maximum of 4 long poles allowed (not including Goalie stick)

Stalling: "GET IT IN/KEEP IT IN" During the last two minutes of the game a team leading by 4 goals or less must maintain possession inside the goal area

Body Checking: Normal 14U rules with emphasis from U14 rules --Note: An excessive body check in which the player lowers his head or shoulder with the force and intent to put the other player on the ground should be penalized as an illegal body check

Stick Checks: 14U Rules No One-handed checks

5/6 Division

Use U.S. Lacrosse 12U Youth Rules as Base Rules with the following exceptions and Emphasis

Equipment: Maximum of 4 long poles allowed (not including Goalie stick)

Stalling: "GET IT IN/KEEP IT IN" During the last two minutes of the game a team leading by 4 goals or less must maintain possession inside the goal area

Body Checking: 12U Rule 4.15 - Youth Rule Summary: "No body checking but some incidental contact is allowed"

Stick Checks: 12U Rule 4.16 - Youth Rule Summary: "Only stick checks permitted are (1) lift checks (2) poke checks (3) downward stick checks below both players shoulders"

Substitutions: Substitutions on the fly are allowed, through the box. All substitutions are decided by the coach

3/4 Division

Use U.S. Lacrosse 10U Youth Rules as Base Rules with the following exceptions and Emphasis

Number of Players: 7 versus 7 – including Goalie

Equipment: Long Poles are not allowed, except a goalie's stick may be 37" 54" total length

Stalling: None

Starting Position: 1 midfielder at the faceoff X, 1 midfielder on either wing with one foot on the sideline released on the whistle.

2 attack restrained behind offense area GLE, 2 defenders restrained behind defense area GLE, Goalie restrained within the crease; and **may not release until Possession is declared** from the Official. Early Release is a technical foul, and possession is awarded to the offended team.

Required Pass: 1 attempted pass is required anytime the ball is advanced across the mid-field line. Once an attempted pass is accomplished within the offensive zone, the offensive team is "Hot" and may take shots on the goal. The offensive team remains "Hot" until the ball crosses back over the midfield line (whether loose or in possession) or if there is a change in team possession. **If the offensive team loses possession they are reset and must attempt a pass in the offensive zone prior to becoming "Hot" again.** The offensive team also remains "Hot" through penalties or dead ball periods. Failure to attempt a pass before a shot is taken is a technical foul and possession is awarded to the other team. No over and back.

Offsides: Goalies may not cross the midline during a clearing play, and must remain within reach of their crease while their team is on offense. "Middie back" is not allowed for goalies at $\frac{3}{4}$. There must always be at least three players including the goalie on the defensive half of the field. There must always be at least two players on the offensive half of the field.

Substitutions: Substitutions only occur on Dead Ball periods. No live-ball "on-the-fly" substitutions are permitted.

Body Checking: 10U Rule 4.15 - Youth Rule Summary: "No body checking but some incidental contact is allowed." i.e., Pushing using gloves is allowed as long as the opposing player does not come off their feet

Stick Checks: 10U Rule 4.16 - Youth Rule Summary: "Only stick checks permitted are (1) lift checks (2) poke checks (3) downward stick checks below both players shoulders"

Penalties: Players will serve penalties in the table area, but will be replaced by a teammate immediately. There will not be “Man Down” or “Man-Up” situations

Fouling Out: Any player who accumulates 5 minutes in personal foul penalty time, calculated at straight penalty time, not 1.5 times assessed penalty, shall be disqualified from the game.

Officials: Two certified officials per game

K-2 Division

Use U.S. Lacrosse 8U Youth Rules as Base Rules with the following exceptions and Emphasis

Number of Players: 4 versus 4 – No Goalies

Equipment: Long Poles are not allowed

Stalling: None

Starting Position: No Face-off. Coin toss to award first possession. Ball is awarded to any team scored upon in lieu of a face-off

Coaches/Officials: Coaches roam the field and enforce rules. There are no officials for this level.

Required Pass: 1 attempted pass is required anytime the ball is advanced across the mid-field line. Once an attempted pass is accomplished within the offensive zone, the offensive team is "Hot" and may take shots on the goal. The offensive team remains "Hot" until the ball crosses back over the midfield line (whether loose or in possession) or if there is a change in team possession. **If the offensive team loses possession they are reset and must attempt a pass in the offensive zone prior to becoming “Hot” again.** The offensive team also remains "Hot" through penalties or dead ball periods. Failure to attempt a pass before a shot is taken is a technical foul and possession is awarded to the other team.

Offsides: No Offsides rule at this level. Players are free to roam the field

Substitutions: 8U Rule 4.21 – Only whole-team substitutions of all field players is permitted and shall occur after each goal is scored, or may occur during other dead-ball situations. Exceptions are for injury substitutions or when a team does not

have enough players for full-team substitution, in which case the coach may keep one or more players on the field from the previous group.

No live-ball “on-the-fly” substitutions are permitted.

Body Checking: 8U Rule 4.15 - Youth Rule Summary: "No body checking but some incidental contact is allowed." i.e., Pushing using gloves is allowed as long as the opposing player does not come off their feet.

Stick Checks: 8U Rule 4.16 - Youth Rule Summary: "Only stick checks permitted are (1) lift checks (2) poke checks (3) downward stick checks below both players shoulders"

Penalties: The offending player is replaced, but no man-down situation occurs.

Fouling Out: There is no fouling out at this level, but coaches are expected to prevent any player who continually commits personal fouls

Scoring: Scores of games will not be recorded on tournament score system (Tourney Machine).