



## **2025 PLL OWC BOYS DIVISION RULES**

Boys 1<sup>st</sup> grade (U7) - 8<sup>th</sup> grade (U15) divisions will abide by USA Lacrosse (USAL) rules, with the following modifications:

1. **Eligibility:** It is the responsibility of each team to ensure that all players meet age & competitive eligibility requirements for the division in which they participate, as published on the tournament website and Terms & Conditions. PLL OWC makes every effort to facilitate and promote fair and safe competition.
2. **Competition Format:** Community 1<sup>st</sup> – 2<sup>nd</sup> grade will play 7v7, without Goalies, on a modified field (60x35) in accordance with USA Lacrosse field dimensions. Club 2035 division will play 7v7 on the same size field, with goalies. All other divisions will play 10v10 on a full field.
3. **Timing:** All games will consist of two (2) 22-minute running time halves with a three-minute halftime. Penalties will be stopped time. The last 2-minutes of the game will be stopped time unless there is a 2+ goal lead. *\*Note – game duration and halftime may be shortened by the mutual agreement of participating teams. Also, at the discretion of the tournament organizers, game times may be shortened due to inclement weather, or to keep the tournament on schedule. Officials may stop time at their discretion.*
4. **Overtime:** There will be no overtime periods. Games can end in a tie.
5. **Delay of Game:** Teams may be assessed a delay of game penalty if not ready to begin play at the scheduled time; games may be shortened at the discretion of the organizers to keep game times on schedule.
6. **Weather Delay:** If a weather-related evacuation occurs during the 1st half, teams will return to play the 2nd half of the game, weather permitting. If the evacuation occurs during the second half, the game MAY pick-up where it left off (weather permitting), OR the game MAY be terminated, and the score recorded as is. If the score differential is equal to or greater than 6, regardless of time remaining, the game may be terminated.
7. **Timeouts:** Each team will be permitted one (1) 1-minute timeout per game, which may be called by the team in possession any place on the field. Timeouts may be called by either team during a dead ball situation. The game clock will be stopped during timeouts.
8. **Advancing the Ball, Counts, & Stalling:**
  - a. No counts will be used for advancing the ball unless a stall warning is initiated by officials. If a stall warning is initiated, the ball must be moved into the attack goal area within 10 seconds and kept there.
  - b. Game official(s) are to determine alternate possession via coin toss prior to the start of each game.
9. **Over and Back Rule:** Over and back will be applied only in the Club 2029 division. Once the offensive team establishes offense inside the attack goal area, the ball is considered live. If offense causes the ball to cross the midline, a turnover will result.
10. **Body Checking:** In the interest of player safety there is no body checking allowed at any division at the PLL Opening Weekend Classic
11. **Stick Checking:** Any one-handed check will be considered a slash, even if contact is not made.
12. **Long sticks:** Long sticks will be permitted with the exception of the 1-2 Community & 2035 Club Divisions.
13. **Penalty Exception:** In the Community 1-2<sup>nd</sup> & Club 2035 divisions, in a flag down situation, no penalty time will be served by a fouling player. Offending player must leave the field and remain out of the game for the length of his penalty time but his team may replace him with a substitute on the field. No man up situation



should occur. Ball is awarded to the fouled team. The offending player must serve the full time of the penalty in the box and will release to his team area.

14. **Expulsion, Ejection, or Fighting:** Any player or coach called for verbal abuse will serve an unsportsmanlike conduct penalty. Continued abuse will result in ejection from the contest, and potentially the tournament. Any player who commits a foul deemed worthy of expulsion by game officials will sit out the remainder of the contest. If the foul occurs late in the game or tournament, officials and tournament Directors reserve the right to suspend the fouling player from their next game and future events. To the discretion of officials and/or tournament directors, any participant (player, coach, team official, or spectator) who is ejected during tournament play, on or off the playing field, may be subject to a one or more game suspension, up to automatic disqualification, removal from the tournament, and a future ban on participating. Ejection & expulsion may warrant removal from the tournament venue if deemed appropriate by tournament officials & directors. All officials & directors decisions are final.