



# John Pepper Lacrosse Tournament

## Rules of Play - 5/6

1. **NOTE: There will only be 2 coaches allowed on the field for each team.**  
\*Current New York State Modified rules apply
2. Games are two 20 minute halves, and teams will change goals at the break. A four minute halftime will be allocated for teams to switch sides at the end of the first half.
3. All games are running time. The clock will not stop for any reason. All games will start and stop on a common horn.
4. No time outs are permitted.
5. Coaches are responsible for the conduct of their staff, players and all supporting members. ***A zero tolerance policy is in effect whereby any activities or behavior deemed unsportsmanlike will result in ejection from play and/or attendance in future John Pepper Tournaments.***
6. 1 minute penalties will be assessed in the normal manner, and held by a timer at each field. Penalty time will start when the player reaches the box and will be running time.
7. All substitutions will be on the fly through the substitution area.
8. There is no overtime. Games ending in a tie, will remain a tie.
9. High school federation face off rules will apply.
10. 2 minute warning from press box with a double horn
11. Incidental contact is acceptable, however no body checking is allowed and **unnecessary roughness will be called tightly.**
12. There is NO Keep it in rule and there will be no count except 4 second goalie rule enforced.
13. There is a championship for each level. The following are scoring and tie-breaker rules.  
Win = 2 points    Tie= 1 point    Loss= 0 points  
1st Tie break:    Head to Head  
2nd Tie Break:    Common Opponent  
3rd Tie Break:    Goals **AGAINST**  
4th Tie Break:    Flip of a coin witnessed by coaches  
Championship Game will allow for overtime if tied. First Goal in overtime will determine the winner.