



# John Pepper Lacrosse Tournament

## Rules of Play - 7/8 & 9/10

- 1. NOTE: There will only be 2 coaches allowed on the field for each team.**  
9/10 Current New York State High School Rules apply  
7/8 Current New York State Modified rules apply
- 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.
- All games are running time. The clock will not stop for any reason. All games will start and stop on a common horn.
- No time outs are permitted.
- 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.***
- 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.
- All substitutions will be on the fly through the substitution area.
- There is no overtime. Games ending in a tie, will remain a tie.
- High school federation face off rules will apply.
- 2 minute warning from press box with a double horn
- Incidental contact is acceptable, however no body checking is allowed and **unnecessary roughness will be called tightly.**
- There is NO Keep it in rule and there will be no count except 4 second goalie rule enforced.
- 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.