



EVANFEST FESTIVAL RULES

Obviously, it is nice to win every game that we play; however, the main focus of EVAN FEST will be one of unity. We join together as one community to raise money and awareness to help fight cancer. Our goal is that we have competitive games, we all get better prepared for the upcoming season, and most of all we all have fun!!

The Boys will follow the National Federation of State High School Associations 2011 Boys Lacrosse Rules except as modified below.

1. Team Certifications: All Coaches will be required to check-in to the Registration Tent at least 30 minutes prior to the start of their first game to certify their teams, turn in waivers, pick up a final game schedule, pick-up T-shirts, and be advised of any last minute changes.
2. Length of Game: All games will consist of two, 22-minute running-time halves, with a 10-minute halftime. Both the first half and the Second half start times are firm. There will be a central horn at the Start of each Half, and the Stop of all games. Three-minutes prior to the end of each game, warnings will be provided by two short blasts of the horn. If neither team is ready to begin play, the game clock will run down from the common start time reducing the length of game for those teams. No overtime periods will be played - due to time restrictions.
3. Substitutions: Substitutions via "Horn" will be granted upon requests on side lines and penalties only. Substitutions will be done on the fly at all other times. Substitution should be on the horn and on the fly with delay of game strictly enforced for any substitution on the horn that takes longer than ten seconds.
4. Mercy Rule: A five-goal rule will be used for all games. As long as a team has a five-goal lead, the opposing team will have the option to receive the ball at the centerline following the goal or facing off. All coaches are requested to take appropriate steps to manage the total goals scored by their teams in a mercy situation.
5. Advancing the ball (Boys): The 8th & 9th Grade divisions will have ten and twenty second counts for advancing the ball. There will be no ten or twenty second counts-No delay for failing to advance in either the defensive or offensive half of the field for the Grade Division. Four second counts for goalie clears will apply to all teams.
6. Offensive Stalling: The team that is leading the game must keep the ball in its attack area during the last three-minutes of the game.
7. Mouth guards, arm pads, & shoulder pads on all players.
8. Body checking (Boys): Body checking is permitted ONLY against a player in possession of the ball. No take out checks are permitted by any player at any level. DEFINITION A takeout check occurs when a player lowers his head or shoulder with the force and intent to take out (put on the ground) the other player.

9. Stick Checking (Boys): Controlled one-hand checking is allowed, as a Point of Emphasis, however, officials will be directed to call such checks closely, watching for stick control and off-hand activity. Any stick contact with the helmet including "the brush" shall be considered slashing.
10. Time Serving Penalties - Personal and Technical Fouls: All time serving Personal and Technical Fouls will result in start/stop clock (Technical fouls 30 seconds, Personal fouls 60 seconds). PLEASE NOTE: A Time Serving, man-down penalty will be given for any serious unsportsmanlike or unnecessary roughness infractions.
11. Team time-outs: Each team may take one 30-second time out per half. No time-outs will be permitted in the last five minutes of the game. The game clock will continue to run during these Team time-outs and any Official time-outs.
12. Code of Conduct Violations: In addition to the Federation or the US Lacrosse rules, any player, coach or anyone associated with the team who violates the Code of Conduct will be subject to a Warning, Ejection from a Game or Ejection from the Tournament depending on the severity of the infraction. An ejection of a coach also results in the opposing team being given three fast-breaks assessed against them. Anyone player ejected from a game will not be allowed to participate in the next scheduled game. Anyone ejected from the tournament game will not be allowed to participate in any remaining games in the tournament.
13. Water: Each team is responsible for bringing a water container to the tournament. A water source will be available at the tournament site.
14. Clean up of bench areas after games: Each coach is requested to ensure that the bench area is picked-up after each game. Trash cans are available near bench areas and trash bags, if needed, are available in the Registration Tent. If you see a full trash can, please notify a tournament worker who will all be dressed in a Tournament T-Shirt.
15. Unnecessary vulgarity or abrasive conduct: Good sportsmanship is expected. Spirit of the game is expected as well. EVANFEST reserves the right to immediately terminate a game and/or escort a player, team, coach or spectator from the premises.
16. Resolution of problems or disputes: The Tournament Director (in consultation with the Boys Head Official, if required) will make all final rulings/decisions on any and all problems or disputes.