

MYLA Spud Spring Showdown Tournament

With the exception of the rules below, youth games shall adhere to 2024 USAL Youth rules.

Pregame

- Coaches will certify together.
- No coin toss, first-team listed on the schedule in Tourney Machine shall be the home team
- The home team shall choose which goal to defend first and wear white/light.
- The visiting team shall have 1st AP and wear color/dark.
- Field managers will be provided at each field to track time and penalties.

Equipment

- Standard protective equipment rules apply.
- At all levels of play, heads may meet 2024 NFHS or 2023 NCAA/NFHS specifications.
- Random equipment checks will not be performed.
- Coach requested equipment checks are allowed subject to usual rules.
- For coach requested checks they must be made prior to the last 2-minutes in pool play games (game clock does not stop but the penalty clock does).
- For bracket games, they may be made any time, and the clock does stop.
- Officials and coaches should start their unofficial clocks on the horn.

Time Factors

- **5 Minute on-field time is allotted for team warm-ups.**
- **Games are 2 x 22 minutes running time halves with a 5-minute halftime.**
- The clock will start running on the hour.
- Field managers track time and penalties.
- Team should be on the field in their starting positions at the scheduled game time.
- **The game clock does not stop for timeouts, injuries, or equipment checks.**

Timeouts

- **One 60-second timeout per team per game**
- **Penalty time stops during timeouts**

- **In pool play the game clock will not stop and timeouts may not be taken in the last 2 minutes of the game.**
- In bracket play the timeout may be taken in the last 2 minutes or in OT and the game clock will stop. The game clock will also stop in the last 2 minutes if within a 5-goal differential.

Boys Play of the Game, Points of Emphasis

- 14U: no takeout body checking.
- 12U: no body checking of any kind.
- Over and back applies at 12U & up.
- Get it in Keep it in applies to 12U and up with 4 goal (or less) lead in 2nd half.
- No mercy rule.

Suspending Games

- Standard dangerous weather rules apply.
- Game schedule may be adjusted as needed if there are delays due to storms, injuries, or other issues at the discretion of the Tournament Director Mitch Lau 701-412-8969.
- Games may be shortened or canceled, if necessary, without refund or rebate.

Tie Games

- Tie games shall stand in pool play games.

Overtime

- Overtime occurs in bracket games only.
- No coin toss.
- Teams do not change goals.
- No intermission is available teams may sub/fly during officials 20-second timer.
- The ball shall be placed at midfield for a face-off unless possession carries from a penalty situation.
- Timeouts and penalties carry over from regulation.
- No additional timeouts are awarded for OT.
- At the conclusion of the 4-minute overtime period and subsequent overtime will be determined by Braveheart play.

Pool Play Tie Breakers (Advancing to Bracket):

Within Pools:

- Record
- Head-to-head

- Goals allowed
- Goal differential
- Goals scored

Within Division:

- Pool place
- Record
- Goals allowed
- Goal differential
- Goals scored

Refund Policy

The MYLA has a NO REFUNDS policy.

Weather Policy

- The safety of our players, coaches, referees, fans, and staff comes first. In the event of adverse weather or unplayable field conditions Moorhead Lacrosse reserves the right to:
- Cancel games partially or entirely.
- Reduce game times, eliminate halftime, or shorten the time between games.
- Finish games before inclement weather arrives.
- Reschedule and/or relocate games.
- Convert a tournament to a “festival” format without a playoffs or championship.

If there is a lightning strike within 6 miles of the facility, play will be suspended immediately and will not resume until 30 minutes after the last lightning strike within 6 miles of the facility. If a game stoppage occurs in the second half of a game that game will be considered final and the score at that time will be recorded as final. If a game stoppage occurs in the first half, when play resumes it will be the start of the second half.

We will make every attempt to play every minute of every game but our ability to do this is dependent on field availability and lightning. We will post schedule delays, changes, and cancellations on Tourney Machine and on the event web page. Weather conditions can change rapidly, and all teams MUST be prepared to play as soon as the weather clears and fields are playable or risk forfeiting a game.

Facility management often has the final say on weather and field condition delays and cancellations.

Braveheart

If the schedule must be strictly adhered to and a decisive result is not required, it is recommended that games tied at the end of regulation be declared tie games. However, when a decisive result is required, the following tiebreaker may be used:

- Each time fields a goalie and a field player.
- Officials may inspect field crosses before the tiebreaker begins; no coach requested checks.
- Teams defend the same goal they defended in the second half.
- Teams must use the goalies on the field at the end of regulation.
- The field players face off at center.
- Goalies must be behind their restraining lines during the faceoff.
- The goalies may not cross midfield.
- The first team to score a goal wins.
- There are no timeouts or substitutions permitted except in the case of injury (in which case the opponent may also substitute a player).
- If a team commits what would normally be a timeserving penalty during the tiebreaker play is restarted with the offending player in his defensive half of the field (for a technical foul) or in his defensive restraining area (for a personal foul) and the offended teams field player in possession just outside the attack area.