Veterans Day Classic Game Play + Rules: 2026

2036/37 7v7 Division

All Games will be played under Boys USA Lacrosse base rules with the following modifications and points of clarification:

7v7 GAME RULES

1. **Format**: 7v7. No more than 3 long sticks on the field per team. Teams play with 6 Field Players and 1 Goalie
2. **Pool Game Times:** Will consist of two (2) 19-Minute running halves, with a three (3) minute halftime. Games will run on a central horn (Start/Stop each half) unless there are situations when fields are on different schedules.
3. **Playoff & Championship Game Times:** Two (2) 12-Minute running halves, with a two (3) minute halftime. Time kept on field.
4. **Field Size:** will be approximately 60 yards long by 40 yards wide.
5. **The Faceoff:** 1 Player from each team will take the faceoff at midfield. 1 player at the midfield line with one foot on the sideline. A goalie in each crease. Two players behind GLE per team on each side of the field. (3-2-2)
6. **Penalties:** Are NOT time serving. The offending player must leave the field of play and enter the penalty area for the duration of their foul time. A substitute will replace the offending player immediately and at no time will either team play with fewer players than their opponent.
7. **Substitutions** will be on the fly through the box only.
8. **Offsides:** A team is considered offsides when it has more than 4 players in its offensive half of the field or more than 5 players in its defensive half of the field.
9. **Timeouts:** ***Pool Play:*** One 45-second timeout/game. Game clock does NOT stop, penalty time does. *Cannot use in last 4-minutes of game.* ***Playoff & Champ Games***: 1 45-second timeout/game, clock <u>does</u> stop and can be used at any time in a championship, including overtime if the timeout was not used during regulation.
10. **No Clearing Count, Over and Back, or Keep It In**
11. **No body checking**
12. **Alternate Possession (AP):** Will be awarded to the team that is listed first on the field marshal clipboard.
13. **Mercy Rule:** Teams trailing by eight (8) or more goals will be awarded the ball at midfield following a goal by the leading team until the goal differential drops below eight (8). This rule can be waived by the trailing coach.
14. **Overtime Rules (OT): NO Overtime in Pool Play**
    - <u>Playoff Games (non-championship):</u> Tie Games at the end of regulation will immediately go into a 4v4 Modified Braveheart (3 field + 1 goalie) until a goal is scored. Goalie cannot go over the midline unless a player stays back. Play will begin with a faceoff and then continue until a goal is scored. Substitutions are allowed. If there is a penalty carrying over into OT, at the end of regulation, or in OT, the offending team will play down (3v2 Field players). A 2nd penalty would result in a 4v2.
    - <u>Championship</u>: Regular 7v7 game play in 5-minute periods until a goal is scored beginning with a faceoff unless the time serving penalty scenario from Braveheart section above is applicable.
15. **Stick Checks:** One per game, but none in final 4-minutes of regulation game time or overtime. If stick check is found legal, the challenging team will be assessed a 30-second releasable penalty. If found illegal, a 60 second non-releasable penalty will be assessed & the goal just scored using that stick will not count.

Poor sportsmanship, taunting, trash talking, fighting and other unbecoming behavior by players, coaches, parents, or spectators directed at any player, coach, referee, event staff or other spectator will not be tolerated. Anyone being verbally or physically abusive will be asked to leave. A positive example should be set by all attendees.

Veterans Day Classic Policies: 2026

SCORING & TIE-BREAKERS

• Head-to-Head* • Fewest Goals Against • Most Goals For • Coin Flip	***Ties with more than 2 teams:** If there is a tie between more than two teams, head-to-head amongst the tied teams will serve as the first tiebreaker. If there was only 1 matchup between the tied teams, the team that won that matchup will win the first tie-breaker and the other teams tie-break will be determined by fewest goals allowed and then most goals for*

Goal Differential: Teams may accumulate a maximum goal differential of 10 goals per game toward tournament standings and tie-breaker calculations. For example: a game result of 14-2 will be officially recorded as 12-2.

AGE & ROSTER POLICY

- Every participant must submit an online waiver prior to the tournament in order to participate.
- Players cannot play for more than one club program during the same tournament.
- Players may move up to play in an older age division team within their own club.
- Players cannot play in a division younger than their High School graduation year/ USA Lacrosse age designation.
- Any exemption to this policy must be submitted in writing to the tournament director prior to the tournament. Violation of these regulations may result in forfeiture of games at the discretion of the tournament director.
- The tournament director makes the final decision on any roster issues.

ATTENDEE POLICY

All attendees are expected to adhere to the following policies.

- Team tents in designated areas only and never on the endline of a playing field regardless of netting.
- Pets are not permitted except for service animals with proper identification.
- No alcohol on the premises.
- Attendees should adhere to parking signage and follow instructions of the parking staff.

WEATHER POLICY & SCHEDULE ADJUSTMENTS

All schedule changes will be messaged through Tourney Machine

- In the event fields become unplayable or unsafe weather conditions occur such as rain, wind, lightning, or excess heat, tournament organizers reserve the absolute and unfettered right to:
  - Cancel and/or postpone play.
  - Reduce game times.
  - Revise the schedule.
  - Interrupt and suspend games.
  - Finish or end games early.
  - The field and facility owners, not tournament organizers, have final say whether the tournament will take place in whole or in part.
- In the event there is a lightning strike within eight (8) miles of the facility, five (5) air horn blasts will signal **families to take shelter in their cars** and await further instruction. Updates will be available through the Tourney Machine App. Standard lightning delays are 30 minutes from the last strike. In the event another strike occurs during the initial delay that 30-minute clock resets.

SPORTSMANSHIP POLICY

- Poor sportsmanship, taunting, trash talking, fighting, harassment, discrimination, bullying or other unbecoming behavior by players, coaches, parents or spectators will not be tolerated and could result in ejection from the field/facility, or ending the game. Unsportsmanlike conduct will minimally result in a 1-minute non-releasable penalty, but officials are authorized to handle such conduct in their reasonable judgement based on the circumstances. Any instance of the above-mentioned behavior should be reported directly to headquarters, and the tournament director will make the final decision on the best course of action.