



Rules of Play and Game Information

Current U.S.A. Lacrosse and NFHS Rules for the different age groups will be used on the field for all Buku Events unless otherwise stated here. Other than specified here, **2021 NFHS Rules will apply.**

Scoring & Time

- 2 – 22 minutes halves
- 3-minute half time
- Table personnel will keep penalty time. Referees will keep game time.
- All games must start on time.
- Refs are responsible for signaling the end of each game.
- Tie at end of regulation - 3 Minute Overtime - Sudden Victory. First goal scored wins the game. Game ends in a tie after 3 Minute Overtime (Pool Play only).
- Sunday Matches:
 - Non-Playoff games follow the same rules as Saturday. 3-minute overtime - sudden victory. First goal scored wins the game. Game ends in a tie after 3-minute overtime.
 - Playoff games must have a winner.
 - One – 30 sec timeout per team for only Championship Games on Sunday. Game clock stops.
 - The timeout does NOT roll over to OT. No timeouts in OT.
 - Injuries:
 - Any injury within 2 minutes and under that requires the game to be stopped, the clock stops with the injury.
 - Any injury with more than 2 minutes remaining when the game is stopped, a maximum of 1 minute will come off the clock to assess the injury before the clock is stopped.

Playoff Bracket Seeding order

- Head to Head (only two teams)
- Goal Against
- Goal Differential
- Goals Scored
- Coin Toss

Boys Rule Specifications – 2021 NFHS Rules Apply

- No stick checks unless refs think a stick is outrageously illegal
- 4 pole maximum on the field
- Mercy Rule
 - Applies to youth divisions only (2026-2031). Pool play. Saturday only. Teams down by 7 or more goals get a free clear after each goal. Coaches can agree to waive this rule.
- Counts:
 - All Games: 20 seconds to clear half field. 10 seconds to enter the box. MUST USE BEEPER.
 - The leading team must keep it in the box with under 2 minutes left in the game if the lead is 1

- or 2 goals.
- If a team leads by 1 or 2 more goals with less than 2 minutes remaining in a PLAYOFF GAME ONLY, the last 2 minutes will be stop clock.
- If the score changes to a 1 or 2 goal lead at any point during the final 2-minutes of the game, the clock goes back to stop clock.
- Checking
 - Regular NFHS bodychecking 2022-2025 (one handed checks allowed but must not be a slash)
 - Limited body checking in 2026-2029. All big hits & physical play (even within 3 yards of a loose ball) constitute unnecessary roughness (90 sec penalty). The younger the player, the more limited the checks should be.
 - One handed stick checks are not allowed in an youth divisions (2026-2029)
- NFHS still allows knee down moto grip allowed
- PENALTIES FOR ALL:
 - 45 second technical foul; 90 second personal foul
 - Penalty time starts on the restart of the whistle.
 - In home can serve a goalie penalty if no second goalie is available
 - Last 2 minutes of the game the winning team must keep it in the box when the game is within a 2 goal deficit.
 - Penalty time stops during injuries, end of quarters and while another penalty is being assessed.
- U10 - 2 Attack, 2 Midfield, 2 Defense, 1 Goalie (2 poles allowed on the field)
 - 60x35 size field with 4x4 goals
 - Offsides - 4 players in Offensive zone, 5 players including goalie in Defense.
 - Four 10-minute running time quarters, 2-minute breaks between & 5-minute halftime.
 - Play of the Game: Faceoffs, limited stick-checking, and limited body contact.
 - One attempted pass after a faceoff before a player can shoot the ball.
 - 45 second technical and 1 minute personal fouls

GIRLS – 2021 NFHS Rules Apply

- Full checking at HS Divisions and 25/26 Divisions
- US Lacrosse modified checking for 27/28 Division
- Free movement will apply to all ages - the allowance for free movement by players on a whistle or stoppage of play.
- Cards:
 - 2 yellow cards for 1 player – player out remainder of game but may play the next game.
 - Red card for 1 player – player out remainder of that game. Officials & Tournament Director will determine if the player will be allowed to play any remaining games.
 - If a team accumulates 4 or more cards in a game they have to play a player down the remainder of the game.
- If a horn sounds at the end of time and a free position is being awarded in the critical scoring area – the game will continue until the scoring play is over.
- The clock will stop at or under 2 minutes in each half (playoff games only)
- The clock will stop on each whistle during the last 2 minutes of each half (playoff games only)
 - If at 2 minutes or under time period for either half of the game and a team has a lead of 10 goals more, then the game clock will remain a running clock. If the score changes to less than a 10 goal differential at any point during the final 2 minutes of either half, the clock goes back to stop clock.
- U10 - 8 v 8
 - 60x35 size field with 4x4 goals.
 - No checking. 1 v 1 defense in midfield.

- Two running 18 minutes halves.
- 1 Team timeout, No Overtime.
- Draw each half 3 players from the team at both 8 meters.
- After Goals - goalkeeper clear.
- 2 field players behind the restraining line.
- Cards, but the team does not play short.
- No covering ball at any time. No minimum passing rule.
- 3 sec guarded & 8 meter arc - Applies.
- Self Start and Free Movement Allowed

EJECTIONS

- Game ejections are handled by the referees
- Tournament suspensions are handled by the Tournament Director
 - 2 unsportsmanlike conduct penalties warrant ejection or 1-game suspension

LIMITED BODY CHECKING - NO BLATANT HITS - NO TAKE-OUT CHECKS!

Big hits and overly physical play (even within 5 yards from a loose ball), as well as excessive force, roughness, checking or hitting off the ball, constitutes unnecessary roughness and will result in a penalty. The Tournament Directors expect tournament officials to “err” on the side of safety. All coaches involved with the teams in the tournament are expected to understand and support the philosophy with regard to officiating and the promotion of player safety.

KEEPING / REPORTING SCORES

Each game will be tracked by the game scorecard which the field staff will have at each game. Coaches must sign game cards so the field staff can report the score of your game. The scorekeeper will update scores and provide game scores to the official score tent.

SPORTSMANSHIP / CONDUCT

Poor sportsmanship, taunting, trash talking, fighting, or any other unbecoming behavior on the part of the players, coaches, parents, or fans will not be tolerated. All persons involved with a Buku Events Tournament and visiting the facility are expected to “Honor the Game”. Bad language will not be tolerated. Please treat the officials, opponents, spectators, and tournament staff with the same respect you would like to be shown. The Tournament Directors expect the officials, coaches and players to conduct themselves in accordance with the rules.

Obscene language: Minimum of two minutes. The penalty time is non-releasable.