



## 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, **2026 NFHS Rules will apply.**

- ALL Players MUST have an active USA Lacrosse Membership/Number.
- Players MUST be registered to their teams to compete by their HS Graduation Year/Birthdate - [USA Lacrosse Reference Table linked here](#). Only the opposing coach/director can call for a check of the opposing teams' roster. IF the player is not registered - that team is in jeopardy of a forfeit.
- Please Review Full [Roster Guidelines can be found here](#).

### Scoring & Time

- 2 - 20 minutes halves - Boys & Girls HS Divisions
- 2-minute half time
- Referees have official game time.
- Table personnel are only responsible for keeping penalty times.
- All games must start on time. Halftime will be shortened in event of delays.
- Pool Play Games (games on Saturday) can end in a tie at the end of regulation.
- Pool Play Games (games on Saturday) **DO NOT have timeouts**
- 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 2 minutes can run off the clock to assess the injury before the clock is stopped.

### Playoff Matches:

- Playoff games must have a winner. When regulation ends, a 3-minute overtime period will start immediately with a reset of the field with a faceoff/draw.
- 1 – 30 sec timeout per team for all playoff games. The game clock stops. The timeout **DOES NOT** roll over to OT. **No timeouts in OT.**
- If overtime ends with no score - braveheart (see braveheart rules below).
- **Championship games do not end in braveheart** - play out OT (in full numbers).

### Consolation / Challenge Matches:

- If game ends in a tie, teams go to a Braveheart (see braveheart rules below) immediately to decide a winner rather than end in a tie (if a winner is needed, otherwise teams can agree to end in a tie)

### Braveheart rules:

- Braveheart will be 3v3 plus a goalie for each team
- 1 player for each team (Goalie or non-Goalie) must stay on the defensive end of the field, 3 can go forward
  - Goalie can score (Boys only)
  - No substitutions unless there is injury



### **BUKU EVENTS TIEBREAKER POLICY**

In the event two or more teams finish pool play with identical records, standings will be determined using the following criteria:

1. Head-to-Head Results
  - Two-Team Ties: If exactly two teams are tied and those teams played each other during pool play, the winner of that game receives the higher seed.
  - Three-Team or Larger Ties: If three or more teams are tied, the tie will be resolved using:
    - Record Against Common Opponents
    - Goals Against (GA) Against Common Opponents
    - Goal Differential (GD) Against Common Opponents
2. Overall Goals Against (GA)
3. Overall Goal Differential (GD)
4. Overall Goals Scored
5. Coin Flip or Tournament Director Decision if all criteria remain tied.

### **EJECTIONS**

- Game ejections are handled by the referees. **Communicate to the table to contact the tournament director for all ejections to prevent escalation.**
- Tournament suspensions are handled by the Tournament Director.
- 2 unsportsmanlike conduct penalties warrant ejection or 1-game suspension
- If a player gets ejected from two different games, they are automatically suspended from the tournament.

### **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. Everything will be updated on TourneyMachine.

### **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.

### **Boys Rule Specifications – 2026 NFHS Rules Apply**

- No stick checks unless refs think a stick is outrageously illegal

#### Counts:

- All Games: 20 seconds to clear half field. 10 seconds to enter the box. (REFS MUST USE BEEPER).
- "Keep it in" - The leading team must keep it in the box with under 2 minutes left in the game if the lead is 4 goals or fewer.
- If a team leads by 4 or fewer goals with less than 2 minutes remaining in a PLAYOFF GAME ONLY, the last 2 minutes will be stop clock.



- If the score changes back to a 4 goal or less lead at any point during the final 2-minutes of the game, the clock goes back to stop clock.
- “Mercy Rule” - If a team goes down by 10 or more goals, as long as the coach of the losing team agrees, the losing team will start with the ball at the midfield line after each goal.

#### Checking:

- Regular NFHS body checking 2027-2030 (one handed checks allowed)
- Limited body checking in 2031-2034. A big hit that is clean does not always constitute unnecessary roughness (90 sec penalty). The younger the teams, the more limited the checks should be.
- One handed stick checks ARE allowed in youth MS divisions (2031-2034)
- No knee down or moto grip allowed.

#### PENALTIES FOR ALL: (Running Time)

- 45 second technical foul; 90 second personal foul; 3 minute penalties remain 3 minutes.
- Penalty time starts on the restart of the whistle (Penalty kept by table worker).
- In home can serve a goalie penalty if no second goalie is available
- Penalty time stops during injuries, end of quarters and while another penalty is being assessed.
  
- **Boys U10 Specifications** - 2 Attack, 3 Midfield, 2 Defense, 1 Goalie (8v8, 2 poles allowed on the field)
  - Two running 18 minute halves. 4 minute halftime.
  - 60x35 size field with 4x4 goals
  - Offsides - More than 5 players in Offensive zone, More than 5 players (excludes goalies) on defensive end.
  - Limited stick-checking, and limited body contact. **No one handed checks - automatic penalty.**
  - A player that causes a time serving foul will serve a 45 second penalty. The team will play man-down (5v4) for the duration of penalty
  - Faceoffs after each goal and the start of each half [depending on penalties and possession]
  - “Mercy Rule” - If a team goes down by 5 or more goals, as long as the coach of the losing team agrees, the losing team will start with the ball at the midfield line after each goal.

#### “The One Pass Rule” (This rule does not apply to Sunday playoff/championship games):

- After a faceoff OR a change of possession there must be at least one attempted pass on the offensive half of the field before a team can score UNLESS the ball carrier has a clear advantage to score.
- For example, in a fast break or “numbers” situation where the offense has a scoring advantage and no attempted pass has yet been made, the defense is expected to slide and play the ball carrier. If there is no slide, the ball carrier can score without attempting a pass.
- Referees - please discuss this rule briefly with each team’s head coach before the start of each game to get on the same page with them
- Coaches - Understand these calls are up to the discretion of the referee. If there are issues with how it is being called, a tournament director can come by the field at halftime or end of game to have a discussion with referees and coaches.



## **Girls Rule Specifications – 2026 NFHS Rules Apply**

- Full checking in HS divisions and 30/31 divisions
- Modified checking for 32-36 divisions
- 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+ in a game they have to play a player down per card (starting with the 4th card, i.e. 5 cards = 2 players down) the remainder of the game.
- If an 8 meter is being administered as time expires – the play will continue until the scoring opportunity is over.
  - If a flag is held on the 8m, only those that affect the shot will be replayed. Any unaffected shots or shots pulled out will not be honored and the game will end.
- The clock will stop at or under 2 minutes in each half after all goals (**playoff games only**).
  - If at 2 minutes or less in the half and a team has a lead of 4 or more goals, then the game clock will remain a running clock. If the score changes to less than a 4 goal differential at any point during the final 2 minutes of either half, the clock goes back to stop clock.
- Girls U10 - 8 v 8 (60x35 size field with 4x4 goals)
  - Two running 18 minute halves. 4 minute halftime.
  - After goals - resets with a draw.
  - At the draw players line up in both the offensive and defensive ends, traditional line up.
  - Introduction of the 8-meter arc and restraining line at midfield.
  - No checking and 3 seconds closely guarded applies
  - Must play 1v1 defense.
  - “Mercy Rule” - If a team goes down by 5 or more goals, as long as the coach of the losing team agrees, the losing team will start with the ball at the midfield line after each goal.

### **“The One Pass Rule” (This rule does not apply to Sunday playoff/championship games):**

- After a faceoff OR a change of possession there must be at least one attempted pass on the offensive half of the field before a team can score UNLESS the ball carrier has a clear advantage to score.
  - For example, in a fast break or “numbers” situation where the offense has a scoring advantage and no attempted pass has yet been made, the defense is expected to slide and play the ball carrier. If there is no slide, the ball carrier can score without attempting a pass.
  - Referees - please discuss this rule briefly with each team’s head coach before the start of each game to get on the same page with them
  - Coaches - Understand these calls are up to the discretion of the referee. If there are issues with how it is being called, a tournament director can come by the field at halftime or end of game to have a discussion with referees and coaches.