



2020 Liberty Rising Rules of Play and Guidelines

***Rules subject to change due to COVID-19 policies/orders.**

Roster Notes

- All Players and Parents/Guardians must complete the online player waiver prior to participation.
- NO player may compete or be rostered on more than one CLUB OR TEAM during the tournament. Each player may be submitted on ONLY ONE roster for the tournament. If teams are found in violation of this rule, their games will be disqualified and deemed a loss. This rule is designed to ensure athletes are not playing an excessive number of games over the weekend and to ensure fairness across all teams. For the purposes of group seeding, one of two scenarios will occur:
 - In the event the team in violation loses, the official game score will reflect actual score of the game.
 - In the event the team in violation won or tied the game, the official game score will be changed to reflect a 4-0 loss for the team in violation.
- No athlete is permitted to participate at a grade level lower than their graduation year.

Field Size

All fields will be regulation size whenever possible. If the field is not regulation size, both teams will be notified by officials prior to the beginning of play. Some fields may be 100 yards x 60 yards if they're not 110 yards long.

Boys Faceoffs – 2020 COVID Modifications

2024s and younger:

If both coaches and at least one referee agree to conduct modified face-offs prior to the game, then face-offs may occur. See the above description for how faceoffs will be conducted.

If at least one coach and/or both referees do not wish to conduct face-offs, then the game will feature alternate possessions at the start of the first and second half, with a free possession at midfield for the team awarded the ball. After each goal, the ball will be awarded to the team that just allowed the goal at goal line extended for a contested clear, with play resuming on the referee's whistle. If the team that allowed the goal is trailing by four or more goals, they will receive the ball at midfield for a free possession.

Game Format/Rules

- All games will start promptly at the assigned times.
- Two, 22-minute running halves; teams change direction after the half.
- Halftime will be two (2) minutes, running clock.
- Continuous Clock, which will be kept by the field coordinator and communicated to the referees. In case of an injury in the final two minutes of the second half, referee will stop the clock and work with the field marshal/Director on correct time of the game when the game is restarted.
- One 30 second timeout per game per team. Clock does not stop; therefore timeouts cannot be called in the last four (4) minutes of the game. Penalty time **does** stop during a timeout.
- Only three (3) coaches are permitted on the sidelines during the game.
- Referees can stop the game for any reason that he/she feels fit. Examples include serious injury, weather, etc.
- Time Serving Penalties - Penalty time will be kept by the field coordinator. Penalty time served is time and a half. Penalty time stops on all timeouts.
- The official score will be kept by both the table staff and one of the game officials. The staff and referee will confer throughout the game and stoppages to ensure the correct score.
- All substitutions are on the fly.

- Limited body-checking, excessively big hits and physical play (even within five yards of a loose ball) constitute unnecessary roughness and will result in a 1-minute penalty. The Liberty Rising Directors and Staff consider the safety of each player our first priority and we expect coaches and players to understand and abide by this philosophy as well. The officials are expected to protect and promote the safety of all players.
- If a sidelined player(s) leaves his/her team bench to engage in an on-field altercation, that player will be removed from the tournament and their team may have to forfeit.
- Player(s) who engage in antagonistic behavior (verbal assault, fighting etc.) may be removed from games or suspended from the tournament.
- Officials and Tournament Directors have final say on interpretations and rulings.
- **MERCY RULE applies for 2025s and younger (NOT 2024s)** when there is a four (4) goal deficit in pool play. Teams down by four (4) or more goals will be awarded the ball at midfield in lieu of a face-off. Team being awarded the ball has the choice to face off if they choose. The Mercy Rule only applies in pool play and consolation games, not playoff games.
- The appropriate equipment and mouth guards must be worn by athletes at all times.
- Liberty Rising will play by NFHS Rules. Youth teams will play with the following exceptions below:
 - **2025** (Finished 7th Grade) Exception - ALL one-handed checks will be called slashing penalties, including one-handed stick checks that do not make contact. They are still considered a slashing penalty and will be assessed a 1-minute foul.
 - **2026 & 2027** (Finished 5 & 6th Grade) Exceptions from NFHS listed below
 - No count to clear the ball over the midline or enter the offensive box.
 - No stalling rules
 - ALL one-handed checks will be called slashing penalties, including one-handed stick checks that do not make contact. They are still considered a slashing penalty and will be assessed a 1-minute foul.
 - **Face-off penalties – will be corrected by Ref and play will continue – if repeated violation occurs penalized player comes out and the ball is given to opposing team.**
 - **Long Poles are allowed at the 5/6th grade level, and therefore allowed in the 2026/27 divisions.**
 - **2028** (Finished 4th Grade) Exceptions listed below
 - No count to clear the ball over the midline or enter the offensive box.
 - No stalling rules
 - Aggressive double-teaming to gain unfair advantage is discouraged.
 - **Body checking NOT permitted.**
 - ALL one-handed checks will be called slashing penalties, including one-handed stick checks that do not make contact. They are still considered a slashing penalty and will be assessed a 1-minute foul.
 - **Face-off penalties – will be corrected by Ref and play will continue – if repeated violation occurs penalized player comes out and the ball is given to opposing team.**
 - **Normal man-up/man-down. Penalized players serve the designated time for a Personal or Technical Time.**
 - **Up to 54" D-poles only (10U rule). No long D poles are allowed.**

Tie/Forfeited Games

- There is no overtime in Pool Play. Tie games will end in a draw and each team will receive 1 point towards their pool standing.
- In playoff play, there will be a four (4) minute sudden-death overtime period followed by a 3 v 3 plus goalie Brave Heart competition until a goal is scored. In Championship games, we will play four minute, 10v10 sudden victory overtime periods until a goal is scored (we will not go to brave heart in a championship final).
- No time-outs in playoff overtime.
- In case of a forfeited game the score in the standings will be reflected by a score of 4 to 0.

Seeding Criteria in Pods/Group

1. Overall record based on points; teams receive 3 points for win, 1 point for a tie, 0 for a loss.
2. Head-to-Head W-L Results (Applicable in three-way ties if all three teams played each other).
3. Goal Differential (Total Goals scored minus goals allowed); maximum of seven (+/- 7) per game.
4. Least Number of Goals Allowed
5. Most Number of Goals Scored
6. Number of Shutouts

Additionally:

- Top teams in each pool will qualify for championship/consolation as determined and designated by the Tournament Director with the posting of the schedule.
- For the Levels where some teams will receive a first-round bye; byes will be awarded to teams qualifying for the playoffs based on the following criteria:
 - Most Points Earned in Group Play
 - Head-to-Head (if applicable)
 - Goal Differential
 - Fewest Goals Allowed
 - Most Goals Scored
 - Random Draw or Coin Flip

Sportsmanship/Conduct

- Only Head Coaches are permitted to address the officials; and do so in a respectful manner.
- Any player ejected from a game will also be disqualified from the next game regardless if it is a playoff game or not. If ejected player plays in the following game, he will be ejected from the tournament and his team will be penalized three (3) minutes non-releasable.
- Head Coaches are responsible for any of their club's unruly players, asst. coaches, and fans.
- Liberty Rising has a one-strike policy for coaches and players. That being said, the Liberty Rising Staff, the Victory Event Series, and the Pattison Sports Group have the right to remove any coach, player, or fan from the tournament at their discretion. In the event of a warning, coaches and players will be notified and any further incidents will result in that coach or player's removal from the Liberty Rising Lacrosse Tournament.
- Poor sportsmanship, taunting, trash-talking, fighting, or other unsportsmanlike behavior will not be tolerated from coaches, players, and fans.
- Referees will notify the Field Coordinator, who in turn will notify the Tournament Director immediately of any warning given to a Coach, Player, or Fan. Accordingly, the Tournament Directors will be made aware of all incidents throughout the Tournament.
- Coaches who are removed from the Tournament will be reevaluated at the conclusion of the event, at which point their teams acceptance into future Pattison Sports Group events will be addressed.
- Please speak to a Tournament Director at the head tent about any problems that may arise during the weekend. Please instruct your parents not to come to the tent. Only coaches or club directors should be approaching with questions or concerns.
- Respect your team, your opponents and the game always.
- Set a good example for your players.
- Most importantly enjoy Liberty Rising and have fun!