



John Pepper Lacrosse Tournament Rules of Play - 5/6

1. Current modified rules apply
2. Games will be 40 minutes each with a 4 min. halftime
6 minutes will be allocated between games.
3. All games are running time. The clock will not stop for any reason. All games will start and stop on a common horn.
4. No time outs are permitted.
5. Coaches are responsible for the conduct of their staff, players and all supporting members. A zero tolerance policy is in effect whereby any activities or behavior deemed unsportsmanlike will result in ejection from play and/or attendance in future John Pepper Wildcat Invitational Tournaments.
6. 1 minute penalties will be assessed in the normal manner, and held by a timer at each field. Penalty time will start when the player reaches the box and will be running time.
7. All substitutions will be on the fly through the substitution area.
8. There is no overtime. Games ending in a tie, will remain a tie. Overtime only for Championship games in 5/6 division.
9. High school federation face off rules will apply.
10. 2 minute warning from press box with a double horn
11. Incidental contact is acceptable, however no body checking is allowed and unnecessary roughness will be called tightly.
12. No long stick defensive shafts allowed for 5/6 division.