

2016 Keystone State Games

Boys Lacrosse Rules/Information

For Coaches, Teams, Administrators and Officials

Rules that govern the Keystone State Games Boys Lacrosse contests are found in the 2016 edition of the National Federation of State High School Associations (“NFHS”) Boys Lacrosse Rules Book. Also, for rules governing the Junior (U-15) and Youth (U-13) Divisions refer to the section starting on page 99 of that rules book, in the section titled “2016 Rules for Boys Youth Lacrosse”.

1. Game Time, Mercy Rule and Overtime

Game time – Games will consist of two 23-minute halves with a 5-minute halftime. Game time will be kept on the field. No overtime periods will be played during pool play. There will be overtime in the playoffs.

Mercy Rule – In Junior and Youth games only, in any game and at the point during a game when there is a six goal or greater differential, the team that is behind will be given the ball at the midfield line in lieu of a face-off after a goal is scored for as long as the six goal or greater differential is maintained. The mercy rule will NOT be in effect in the play-off rounds.

2. Penalty Time

Penalty time will be kept as running time, with penalties assessed at 1 ½ times their normal length. Accordingly, technical fouls will be 45 second running time penalties, one minute personal fouls will be 1:30 minute running time penalties, two minute personal fouls will be 3 minute running time penalties. Penalty time will be kept by the game officials and will commence with the blowing of the whistle to resume play after the penalty has been assessed. Penalty time will be running time except if play is stopped for one of the following: a timeout by either team; an official’s timeout (e.g. for injury); another penalty against either team; the end of the half.

3. Timeouts

Each team has one 60 second time out per half. Timeouts may not be taken during the last four minutes of each half.

4. Offensive Stalling

In the Scholastic and Junior divisions only – during the last two minutes of the game, the team that is leading must keep the ball in its attack area once it has possession of the ball in the attack area.

5. Advancement Counts

The 20 second and 10 second advancement counts as described in the NFHS rules book shall be enforced in all Scholastic and Junior Division games. There will not be advancement counts in Youth Division games.

6. Substitutions

All substitutions will be on the fly. There will be no substitution horns.

7. Goalkeepers Serving Penalties

Goalkeepers will serve their own personal foul penalties unless the team has no ready back up.

8. Sudden-Victory Overtime

In the event of a tie at the end of regulation play:

- a. Pool play games will remain a tie;
- b. Medal Round games will continue with sudden victory overtime.

9. Playoffs

In all Divisions, only conference games will count towards qualifying for the medal rounds and for determining tie breakers. A team will earn two points for a conference win, one point for a tie, and no points for a loss. The top two teams in each conference will play in the medal rounds.

In the event of a tie in the standings the following will be used as tie breakers:

1. Head-to-Head competition
2. Record of the opponent in games where the team earned points
3. Collective record against teams ranked higher than those tied
4. Fewest goal allowed against common opponents
5. Coin flip. In the case of a 3-way tie, all three teams will flip and the odd man is the first one out.

2015 Medals

Scholastic Division

Gold – York County

Silver – Delaware County

Bronze – Lehigh Valley

Junior Division

Gold – Delaware County

Silver – Bucks County

Bronze – Lehigh Valley

Youth Division

Gold – Chester County

Silver – Lehigh Valley

Bronze – Bucks County