2026 Rivalry Rules

- Open to graduation years 2028-2030
- For recruiting purposes, high school teams are recommended to be made up of players of the same graduation year. Teams must play in the graduation year division of their oldest player.
- Rivalry is a showcase event. No playoffs!

Timing: Two 19-minute halves, running clock, with a 2-minute half time and 5 minutes between games. No time outs. The clock will run during an injury timeout.

We ask that you exit the field following your game to allow for the next contest. All teams should be warmed up and ready for the next game.

There will be one central horn used for timing:

- One horn to signify the beginning of the game.
- One horn to signify the beginning and end of half time.
- One horn to signify the end of the game.

Playing Rules: The Rivalry Challenge will follow all US Lacrosse & NFHS Rules with the following tournament specific modifications:

    - If a half or game ends on a defensive major foul within the CSA the officials will set up a free position and play will end at the end of the scoring play
        - 8-meter shots will be played out if the horn sounds for the end of the game or half. If the 8-meter is already in play when the game horn sounds, then the game is done at the time of the horn.
- If a shot is in flight and was released from a stick prior to the horn and goes in the goal – goal is good (same ruling as USL).
- Alternate possession – The team listed first on the schedule receives the first alternate possession.
- ***1 Yellow card – the player must sit for 2 minutes, running clock, the officials and table will keep time.***
- ***2 Yellow cards – the player must sit the remainder of the game. And may return to the next game.***
- ***RED card (Player) – The player must sit the remainder of the game.***
- ***RED card (Coach) – the coach must leave the game and remain away from the game until the completion of the game.***

Score Keeping:

- There will be a flip chart and score sheet on all fields.
- Field managers are responsible for the flip chart and reporting scores.
- All official scores will be kept at tournament headquarters & recorded in the Tourney Machine app.

Inclement Weather Policy:

- Inclement weather is out of the control of the tournament directors, officials, and site managers. Safety is our number one concern.
- All games will be postponed during lightning and/or thunder.
- Games will resume 30 minutes after the last sight of lightning and/or crack of thunder is heard.
- Games will resume at their regularly scheduled times. No games will be made up or delayed.
- If games are delayed, they will resume in real time. This means that teams may lose games on their schedule.
- A game score will stand at the point it was delayed if at least a complete half has been played.
- Games will be played during rain unless the fields or conditions are deemed unsafe by the game officials and/or the tournament director.