

TERP FALL CLASSIC RULES - SATURDAY

- 20 minute halves (running time) with a 5 minute halftime.
- If at the end of each half, an 8M shot has been whistled, the shot will be awarded. One shot, no rebound play.
- Games will be regulation and the clock will run at all times. No overtime or tiebreakers.
- No time outs.
- No jewelry. Band aids do not constitute “no jewelry.”
- The “HOME” team is designated by who is listed first on the schedule.
- The head coach will be responsible for the behavior of personnel affiliated with their team, including all assistant coaches, and will receive any cards related to lack of bench decorum. A yellow or red card to the coach counts towards the team fouls and a player must be removed for 2 minutes.
- Players receiving 2 yellows will **not** have to sit the **following** game, but it will be reported to the tournament director and subsequent cards could result in suspension.
- A coach receiving a red card could be required to sit an additional game. A player receiving a red card could be required to sit an additional game. All decisions on penalties for cards will be at the discretion of the tournament committee and the head official.

2012 USL RULES

FOR PLAY IN ALL GAMES ON SATURDAY

- 2012 USL rules will be used for all 2012 through 2015 teams, all teams playing on SATURDAY
- On the draw the ball will be placed in the upper 1/3 of the crosse at the widest part, just above the shooting strings. Players must draw up.
- Goalkeepers crosse may be 52”
- A player may not check towards the body.
- Teams will play short on a yellow or red card in both their offensive and defensive ends. IE: always 4 between the restraining lines. This is a **2 min non-releasable** foul.
- Teams will play short for the remainder of the game in both their offensive and defensive ends after a **team** receives its **fourth** yellow or red card.
- Play in the sphere: Offensively a player cannot hold, with or without cradling, the head of her crosse in front of her face or her teammates’ face, within the sphere or close to her body, or her teammate’s body. Defensively a player cannot reach into or through the sphere.
- Cross-Check: Using the shaft of the crosse to hit, push or displace an opponent. This includes, but is not limited to, thrusting, jabbing, pushing or displacing any part of an opponent’s body.
- Illegal Use of the Crosse: Using the crosse in a dangerous and/or intimidating manner, for example:
 1. Directly poking or waving the crosse near an opponent’s face;
 2. Making a sweeping check from behind that contacts the opponent’s body;
 3. Lowering the head of the crosse below shoulder level and initiating crosse-to-body contact; or
 4. Any other action with the crosse that, in the umpire’s opinion, amounts to dangerous or intimidating play
 5. Lowering the head of the crosse below shoulder level and initiating crosse-to-body contact; or
 6. Any other action with the crosse that, in the umpire’s opinion, amounts to dangerous or intimidating play.

TERP FALL CLASSIC RULES - SUNDAY

- 20 minute halves (running time) with a 5 minute halftime.
- If at the end of each half, an 8M shot has been whistled, the shot will be awarded. One shot, no rebound play.
- Games will be regulation and the clock will run at all times. No overtime or tiebreakers.
- No time outs.
- No jewelry. Band aids do not constitute "no jewelry."
- The "HOME" team is designated by who is listed first on the schedule.
- The head coach will be responsible for the behavior of personnel affiliated with their team, including all assistant coaches, and will receive any cards related to lack of bench decorum. A yellow or red card to the coach counts towards the team fouls and a player must be removed for 2 minutes.
- Players receiving 2 yellows will **not** have to sit the **following** game, but it will be reported to the tournament director and subsequent cards could result in suspension.
- A coach receiving a red card could be required to sit an additional game. A player receiving a red card could be required to sit an additional game. All decisions on penalties for cards will be at the discretion of the tournament committee and the head official.

2012 USL RULES

FOR PLAY IN ALL GAMES ON SUNDAY

- 2012 USL rules will be used for all 2016-2019 teams, all teams playing on SUNDAY
- On the draw the ball will be placed in the upper 1/3 of the crosse at the widest part, just above the shooting strings. Players must draw up.
- Goalkeepers crosse may be 52"
- A player may not check towards the body.
- Play in the sphere: Offensively a player cannot hold, with or without cradling, the head of her crosse in front of her face or her teammates' face, within the sphere or close to her body, or her teammate's body. Defensively a player cannot reach into or through the sphere.
- Cross-Check: Using the shaft of the crosse to hit, push or displace an opponent. This includes, but is not limited to, thrusting, jabbing, pushing or displacing any part of an opponent's body.
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 2. Making a sweeping check from behind that contacts the opponent's body;
 3. Lowering the head of the crosse below shoulder level and initiating crosse-to-body contact; or
 4. Any other action with the crosse that, in the umpire's opinion, amounts to dangerous or intimidating play
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 6. Any other action with the crosse that, in the umpire's opinion, amounts to dangerous or intimidating play.
- The above USL rules, with the following modifications, will be used for all 2016 teams and younger, all team playing on SUNDAY
- Modified checking below the shoulder only. No full checking.
- No playing short below the restraining lines for a yellow or red card. They will play short for 2 mins. (Just like last year only 2 mins instead of 3. Have the coach time it.)
- No deputy may be used for the goalie at any time (new US rule).
- 3 second holding the ball... use a visible and audible count.
- No follow through into the goal circle
- 4 goal differential will be used at the draw unless waived by the coach of the trailing team

NEW 2012 YOUTH RULES

- Uniforms must follow USL rules, light (undergarments) must match for home team. Dark for away.
- Coaches:
 1. 2016 must stay in their half of the field endline to sub area.
 2. 2017 and below, full length of the field.
- Goalie stick may be 52" (does not need to be cut)