

2025 GNLL Boys Youth State Tournament

Games will be conducted using 2025 GNLL Boys Youth Rules with the following modifications:

Pregame

- Coin toss w/coaches for AP or choice of goal to defend.
- Home team = white, away team = dark.

Time factors

- 2 x 20-minute running time halves.
- Halftime will be 3 minutes
- The central clock begins running at the scheduled start time for the game regardless of whether the teams are ready to play.
- No on-field time is allotted for warm-ups.
- If a team is not on the field and ready to play at the scheduled start time, a delay-of-game violation will be assessed.
- In bracket games, the clock stops in the last 2 minutes of the second half if there is a time-serving foul committed by a team leading by 1 or 2 goals.
- No OT in pool play games. Overtime is covered below.

Time-outs

- No timeouts during pool games.
- Bracket games only, one one-minute timeout per team, per game. Clock stops.

Penalties

- All penalties will be running time unless the game changes to stop time.
- Penalty time starts when the player is in the penalty area on a knee and the whistle has blown to restart play.
- If a penalty expires during a dead ball, the player is not released until play restarts.
- Penalty time does not run during a team time-out, official's time out, between quarters, or halftime.

Equipment

- All standard equipment rules apply, including mouth guard requirements.
- Officials will perform random equipment inspections
- Coaches may call for equipment checks prior to the last three minutes of the game in pool play or any time in bracket games (clock stops in bracket games).

Overtime For Bracket Games Only

- If the game is tied at the end of regulation time, the ball shall be reset for a faceoff unless

possession carries over due to an uneven penalty situation

- 20-seconds shall be given to teams to substitute.
- OT is 4 minutes running time.
- Teams will continue to defend the same goal as the 4th quarter.
- AP shall carry over from regulation.
- Penalties carry over from regulation
- No timeouts are allowed in overtime, even if a team had a timeout remaining at the end of regulation.
- First goal wins
- Semis & Championships will just have 1 OT period
- If still tied, advance to [Boys Lacrosse Tiebreaker](#)

Conduct

- If a player or coach is ejected, there will be an automatic suspension for the remainder of the current game, plus a minimum two-game (player) or four-game suspension (coach).
- The league reserves the right to suspend, eject, or expel any player, coach or spectator from the event without refund.

Tiebreaker: In pool	Tiebreaker: In age division
Record	Pool Place
Head to head	Record
Goal differential *Capped at 10 per game*	Goal differential *Capped at 10 per game*
Goals allowed	Goals allowed
Coin toss	Coin toss

GNLL Tie Breakers Explained [HERE](#)