

# THE CIRCUIT

POWERED BY



**THE CIRCUIT** is the leader in AAA youth lacrosse experiences.

**GENERAL REQUIREMENTS:** All participants must be legally equipped and uniformed according to USA Lacrosse/NCAA guidelines.

**RULES-** Modified NCAA rules with the following points of emphasis outlined. We play all NCAA rules with shot clocks and scoreboards. Shot clocks and scoreboards are running time except in the final 2 minutes of the game. The only rule we do not play is the dive & crease within crease.

**OPENING CEREMONY-** Prior to each team's first game tournament officials will line up each team's players on the sideline in numerical order to verify rosters. Each game will start with the officials & team lineups in the middle of the field. Goalies will meet, and both teams will shake hands, and games will finish with team handshake lines.

**CODE OF CONDUCT-** We have a separate code of conduct policy. (Please refer to this document). We are putting more effort and time into this event. We are raising standards together for a better youth lacrosse experience. We are asking everyone to be a part of making this great game a better community by respecting all rules and all participants.

**SPORTSMANSHIP- ZERO TOLERANCE** for alcohol, drugs, discrimination, or inappropriate behavior by players, coaches, or fans.

- | <b>• EJECTIONS</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <b>FOR</b> | <b>ALTERCATIONS</b> |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|---------------------|
| <p>Any parent/player who leaves the sideline to engage in an on-field altercation, or who runs from the opposite end of the field across the midfield line to join an altercation, will be automatically ejected from the current game and suspended from the following game. The parent/player may also be removed from the event at the discretion of the Tournament Director. Additionally, the offending team may be forced to forfeit the game based on the severity of the incident.</p> |            |                     |
| <p><b>• MUTUAL TEAM MISCONDUCT</b></p>                                                                                                                                                                                                                                                                                                                                                                                                                                                         |            |                     |
| <p>If parent/players from both teams engage in this type of misconduct, the game may be terminated immediately. In this case, both teams will be recorded with a loss, and each team may become ineligible for playoff participation.</p>                                                                                                                                                                                                                                                      |            |                     |

- **EJECTION AND EXPULSION PROTOCOL**

Any player, coach, or fan ejected from a game will be prohibited from participating in or attending their team's next game. A second ejection will result in disqualification from the remainder of the event.

- o **EJECTIONS** are determined by game officials or Tournament Directors.
- o **EXPULSIONS** are enforced by the Tournament Directors.

## **ROSTERS**

All players must be **Player Authenticated** to compete. (<https://www.playerauthenticate.com/>)

- Players may not compete for more than one club during a Circuit season.
- Club changes are permitted only between Circuit seasons.
- Teams can roster a maximum of 30 players between Session 1 & 2. To then have that pool to build their MDW roster.
- From one season to the next, a club may roster no more than **three players from competing clubs at a given graduation year**. This anti-poaching rule must be considered when building rosters.

## **PLAYER ELIGIBILITY**

The Circuit is an age-based event, and all players must be age authenticated. To qualify for **Circuit Finals weekend**, a player must have competed in **Session I or Session II**. Being listed on a roster, including while injured, does not satisfy this requirement.

- Once a player establishes a graduation year during a Circuit season—including Session I, Session II, or MDW—he may not change graduation years during that season.
- Once a player competes for a club, he may not switch clubs until the season concludes.
- Players are limited to **four years of Circuit eligibility**. Fourth graders who join the Circuit one year early may apply for a waiver allowing a fifth year.
- **U.S. players in ninth grade are not eligible**. International ninth graders may participate if they meet the age requirements.

## **CIRCUIT SEASON 5: 2026-2027 AGE REQUIREMENTS**

| <b>Division</b>   | <b>Date of Birth Requirement</b>      |
|-------------------|---------------------------------------|
| <b>8th Grade:</b> | Born on or after <b>March 1, 2012</b> |
| <b>7th Grade:</b> | Born on or after <b>March 1, 2013</b> |
| <b>6th Grade:</b> | Born on or after <b>March 1, 2014</b> |
| <b>5th Grade:</b> | Born on or after <b>March 1, 2015</b> |

## **Exemptions**

Each club may receive up to **three approved exemptions**, with **no more than two exemptions on any one team**.

- All exemptions require **approval via email**. Approval is not guaranteed.
- Exemptions may help new clubs phase in players, consistent with opportunities previously available to established clubs.
- Requests may be considered for players who have consistently played with a particular graduation year and wish to remain with their team and friends.

## Enforcement and Event Integrity

Age verification and these eligibility rules are primarily intended to prevent players from playing down and to create a safe and fair playing environment.

- Circuit directors are aware of these rules and have helped establish these standards.
- Violations will result in team forfeits and players being ruled ineligible.
- These standards protect the integrity of Circuit events and support a safe, fair environment for all participants.

**COACHES CERTIFICATION-** Each team will designate a head coach. The head coach will certify his team prior to each game. Only the head coach is allowed to talk with the officials. Coaches are not allowed on the field as we play college rules. Staff will 1st be warned of an issue. Then penalized by officials and then potentially removed from the game.

**SAFETY-** Mouthguards (of any color/design) must be worn at all times along with NOCSAE approved equipment.

**GAME FORMAT-** Four, **(12)** Minute quarters with **(2)** Minutes between quarters and a **(5)** Minute halftime. NCAA Shot Clocks will be utilized. The game clock and shot clock will be running time with the exception of the final **(2)** Minutes of the game when the score is **(5)** goals or less, we will play start-stop time for both the game and shot clock. All games that are tied at the end of regulation will go to Overtime.

**OVERTIME-** Unlimited **(4)** Minute stop time for sudden victory periods until a winner is determined. No game can end in a tie. Game clock is start-stop time in OT. Each team is allowed **(1)** timeout per Overtime period. Timeouts do not carry over from regulation of play.

**TIMEOUTS: Two, (1)** Minute timeouts per game. The clock stops during all timeouts.

- **Offense:** May call timeouts below the offensive restraining line or during dead ball.
- **Defense:** May only call timeouts on dead balls or following a goal.

**SHOT CLOCK:** NCAA Shot clock is utilized during game play. Every change of possession there will be an **(80)** Second shot clock reset. The team with possession must advance the ball beyond midfield into their offensive half by **(60)** Seconds. The Over and Back is on once they are in their offensive half at **(60)** Seconds and below.

- **RESET (80) SECONDS** for every change of possession
  - Defensive injury or foul when play is killed **ABOVE (60)** Seconds
  - Shot hits goalie or post, ball goes back over the midline, offense gains possession in defensive half.
  - Defensive injury or foul when shot clock **ABOVE (60)** Seconds
- **RESET (60) SECONDS** when a shot that hits the goalie or post and is retained by the offense
  - Defensive injury or foul when shot clock is at or **BELOW (60)** Seconds.
- **DOES NOT RESET** On Timeouts OR when the Defense tips the ball back past mid field under **(60)** Seconds and the offense regains possession in their defensive half.

**FACEOFFS-** Standard Neutral Grip. Faceoff sticks require tape of a different color on the shaft. A player violation occurring post-command of "Down" results in that player sitting out the next faceoff. This will carry over from period to period.

**PENALTIES-** All penalties are start-stop time. Time serving technical fouls are **(30)** Seconds and Personal Fouls range from **(1-3)** Minutes, depending on severity they may be non-releasable. Penalty time stops during injuries, timeouts, between periods, and while subsequent penalties are being assessed.

**CHECKS-** One-handed stick checks are permitted. However, slashing penalties may be enforced at the official's discretion based on severity.

**OFFICIAL SCORE & STATS-** Are kept by Field Coordinators who certify with both coaches' post-game. Once scores are certified and reported they may not be challenged. If a dispute arises about the final score of a game, the coach should immediately bring the concern to the Field Coordinator and request the Tournament Director for resolution prior to that score being reported. Tournament Directors will only communicate with club directors and head coaches. Statistics are a huge opportunity & challenge. We are trying our best to get them completely accurate. We will have a designated window post event to submit time stamped stats corrections. The point is that there is an opportunity post-event to get stats corrected. Stats submitted in that window will be updated.

**STAT CORRECTIONS-** Email the corrected stat to [lacrosse@circuitinfo@threestep.com](mailto:lacrosse@circuitinfo@threestep.com),

*In email include - **Game #, Timestamp on The Circuit App When Stat Occurs, Current Stat Listed, What Stat Should Be.***

**FINAL FOUR WEEKEND-** The Top 6-8 at each age qualify for MDW depending on grad year. Teams will be seeded according to their overall record. If teams are tied on record after Session II: Following the Session II event the following tie-breakers will be used in order to determine: ☐

1. *Head-to-Head*
2. *Goal differential*
3. *Goals against*
4. *Goals scored*

*In the event of a 3+ team tie, the tiebreaker process starts at step 2. Once a team is selected as winning the 3+ team tiebreaker. The process starts at step 1 once 2 teams are remaining.*