

Lax USA Tournament Rules

Matches shall be played according to the latest edition of the Laws of the Game and US Lacrosse rules, except where noted.

TOURNAMENT HEADQUARTERS

A headquarters facility will be in a central location for any questions or issues throughout the event. Please contact the Tournament Director for any rules inquiries.

TOURNAMENT REGISTRATION

All teams will be required to present their paperwork prior to competing in the event. All forms are available on our website. Rosters are to be completed and submitted via email at least a week before the event. Waivers should be turned in, as a team, at Check-in the Friday of the event. Mandatory documentation that must be completed/submitted:

Youth Roster

Tournament roster of players, including jersey numbers and birthdates.

Roster-Profile

Team/Player profiles, including jersey numbers, graduation years and contact information.

Waiver and Release of Liability

Waiver of Liability form must be signed by each participant (coach and player--or parent/legal guardian, if under 18 years of age).

TEAM CHECK-IN

A minimum of 7 players constitutes a team and if minimum number of players is present, a game may not be delayed. If sufficient players are not present at the scheduled game time, the game is awarded to the opponent. Entire team given forfeit (Coach and at least minimum number of players) must check in with the referee at the field at scheduled game time to receive forfeit. A forfeit is considered a 4-0 win. No team that has forfeited a game will be declared a group winner, nor will they be awarded any trophies.

GAME LENGTH

All age groups will play two (2) 25-minute running halves with a five minute halftime. If weather/conditions dictate, game times and lengths may be adjusted accordingly.

Please leave the field as soon as possible once your game has ended to allow the next game to proceed on schedule. Please keep the sidelines and bench area clean and free of trash, tape, empty bottles or cups.

TIMEOUTS

Each team will receive one 30 second time out per game during preliminary play, however, clock will not stop. Each team in a Championship game will receive one 30-second time-out each half; time-outs do not carry over to the next half. After 30 seconds, the teams will be whistled back to the fields. If a team does not return in a prompt manner, they will either lose possession of the ball or be assessed a delay of game penalty. No timeouts in the final two minutes of play.

PENALTIES

Penalty times will be assessed by the referees. The penalty clock will begin once play is resumed by the official and the player is taking a knee.

OVERTIME

In preliminary play, games tied after regulation shall remain a tie; no overtime. Semis and Finals that are tied after regulation play shall be decided by playing through one sudden victory overtime period.

SUBSTITUTIONS

Quick substitutions shall be allowed on the fly. Substitutions shall be made from the halfway line.

JERSEY, EQUIPMENT & SPECTATORS

- ❖ In the case of color conflict, the Home Team shall be required to change jerseys. The team listed first in the tournament bracket is the Home Team.
- ❖ Each team should have matching jerseys/pinnies and each player must be uniquely numbered.
- ❖ There will be no stick checks unless requested by the opposing coach. If the stick is found to be legal, the challenging team will be assessed a delay of the game technical foul. If the stick is not legal, the appropriate penalty will be assessed.
- ❖ Soft casts are permissible with the approval of the referee prior to the game. Hard casts are not acceptable unless they can be wrapped adequately with a soft material and approved by the referee.
- ❖ Players and coaches from both teams shall locate on one side of the playing field, and Spectators shall congregate on the opposite side. No spectators may sit with the players.

PLAYER & COACH CONDUCT

- ❖ A player may only play for one team. Teams found in violation of this rule will forfeit any games in which the player is known to have competed and forfeit the opportunity to advance/play for the championship.
- ❖ **Boys:** Players may be cautioned and sent off for the remainder of the game. Any player who has been sent off for the second time in the tournament shall not be allowed to participate in the remainder of the tournament.
- ❖ **Girls:** Players receiving a second yellow card in the same game will be sent off for the remainder of the game. Players receiving a red card will be sent off for the remainder of the game and the next game. Any player who has been sent off for the remainder of the game twice during the tournament shall not be allowed to participate in the remainder of the tournament.
- ❖ **Coaches, assistants, managers, fans etc.** may be verbally warned for conduct or actions detrimental to the game. If they persist they will be instructed to remove themselves from sight and sounds of the field of play. Those removed from the field of play will not be allowed to attend or participate in the next game played. Those removed a second time will not be allowed to return for the remainder of the tournament. Lack of compliance will result in the referee abandoning the game resulting in a forfeit for the offending team.
- ❖ No noisemakers will be allowed at any field (horns, whistles, sirens, cow bells etc.) Offenders will be asked to leave the field.

The following are grounds for disqualification:

- ❖ **Use of illegal players:** The players listed on the roster at the time the roster is submitted are the only players allowed to play.
- ❖ **False Information:** Information provided to the tournament administration in tournament documents is collected in good faith; any false information provided is grounds for disqualification.
- ❖ **Unnecessary vulgarity, violence or abrasive conduct:** Good sportsmanship and Spirit of the Game are expected. Tournament Directors reserve the right to immediately terminate a game and/or escort a player, coach, spectator or team from the premises.

YOUTH RULES (U11, U13):

- ❖ **6 Goal Rule** - If a team is losing by six or more goals, then the face-off will be suspended and the ball awarded to the team that is behind, across the midfield line.
- ❖ **Body Checking** - Body checking is permitted at U13, however, no take-out checks are permitted by any player. Take-out checks are checks in which the player lowers his head or shoulder with the force and intent to take out (*put on the ground) the other player. Players may make contact in an upright position within three yards of the ball. No body-checking allowed at the U11 level.
- ❖ **Stick Checking (Boys)** - Stick checking should be controlled behavior on the field regarding stick and body. There is to be "limited contact" and no uncontrolled sticks. A one-handed swinging stick check when raised over shoulders (a wind-up) by a defensive player would constitute a slash.
- ❖ **Stick Checking (Girls)** - Modified checking only: the entire stick must be below the shoulder and the check must be down and away from the body. Player with the ball may not hold the ball for more than 3 seconds when:
 - a. closely guarded/marked
 - b. the defense has both hands on her stick
 - c. the defense is in position to legally check were checking allowed
- ❖ **Counting** - There will be no 20 second count out of the defensive half, no 10 second count into the attack area and No "Keep It In" rule last 2 minutes in the attack area.
- ❖ No long poles at U11 or younger.

REPORTING SCORES

Scores will be reported to the Headquarters within 30 minutes of the completion of the game. Scores will be recorded and posted on scoreboards located near the HQ location. Any discrepancies noted must be reviewed and verified by corresponding referees before changes will be made.

DIVISION PLAY AND STANDINGS

Depending on division size, semifinals and championship games will be played accordingly.

Division standings, leading to the Championship round of play, shall be determined according to the following:

- a) Highest number of points accumulated with two points for a win, one point for a tie, and zero points for a loss or forfeit. A forfeit is recorded as a 4-0 win to the receiving team.
- b) In event of a two-way tie in point standings, advancement to the championship round of play is determined by:
 - 1) Winner of head-to-head competition.
 - 2) Team with most wins.
 - 3) Highest goal differential (up to a maximum of six per game).
 - 4) Fewest number of goals allowed
 - 5) Coin Toss
- c) In the event of a three-way tie in point standings, advancement to the Championship round of play is determined by starting with **b2)** above and progress until a point of differentiation is identified:
 - 1) If the differentiation shows one of the teams better than the other two, that team is determined the bracket winner. The remaining two teams restart the whole process again at step **b1)** above to determine 2nd and 3rd.
 - 2) If the differentiation shows one of the teams worse than the other two, that team is determined to finish 3rd. The remaining two teams restart the whole process again at step **b1)** above to determine 1st and 2nd.
- d) In the event that full game cancellations occur and rescheduling is not possible, and the game cancellation creates a situation where teams within the same division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of average points per game played, followed by the normal tie-breaking procedure, if necessary.

TEAM AWARDS

Individual awards for up to 22 players and coaches will be awarded for both 1st place and finalist teams.

PROTESTS

Judgment calls by the referees are final, and may **NOT** be contested. No protests will be accepted and the tournament official's decisions will be final.

WEATHER

The tournament reserves the right to reduce games times and terminate games as necessary due to adverse weather and field conditions. It is the responsibility of each coach to check Tournament Headquarters for any rescheduling information. **Note:** If necessary, subsequent game lengths may be shortened to allow the majority of teams to play as many of their scheduled games as possible.

If the first half has not been completed and the game is stopped, every effort will be made to complete the game, or play to completion of at least the first half and record the score as final. However, in the event that first half completion or rescheduling is not possible because of weather conditions, results will be decided as follows:

- a) Team up by 3 goals or more shall be awarded a win.
- b) Score difference of 2 or less will be scored as a tie.

Games called during the second half are considered complete and will be scored according to the score at the time the game is called.

Should it be necessary for a game be canceled in its entirety, but a result is necessary to determine progression (i.e., semifinals), the game will be decided by a coin flip with the Home team calling the toss.

If thunder or lightning is observed at any location play will be suspended immediately and players and fans will be asked to leave the field. Play will be allowed to resume 30 minutes after the last sound of thunder or sighting of lightning is observed.

If the Tournament is cancelled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial remuneration.