



# 2023 Tournament Rules

## Rules Summary:

- ★ Full Field (except Youth 8v8 & Mini Stix which is 5v5)
- ★ 20 min running clock halves with 5 minute half time
- ★ Central Horn
- ★ Each team permitted one 60 second timeout per game (clock continues to run)
- ★ Win = 10 points; Tie = 4 points; Loss = 0 points; Plus 1 point for each goal scored up to 5 (max of 5 points)
- ★ No overtime in pool play games
- ★ Yellow card = 2 minutes (carded player must come off with no substitution - including youth division) \*When overtime applies, it is a 2 minute sudden victory period; first to score wins. If still tie after 2 minutes, goes to a Braveheart (3 field players & 1 goalie)
- ★ NO DOUBLE ROSTERING WITHIN THE SAME DIVISION PERMITTED. Exception - GOALIES

## Tournament Contacts

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## Tournament Format & Procedures:

**Format:** Full field format for all age divisions (except Youth which is 8 v 8 & Mini Stix 5v5). After round robin play, teams will be re-seeded for championship format.

**Length of Game:** Games will every 50 minutes and consist of two twenty (20) minute running clock halves. All games and halves will start and stop on a central horn. Half time will consist of five (5) minutes. Game clock will **not** stop for injuries. Teams should be on the field and ready to go before the start of each half. Any team delay will result in the opponent starting with possession.

**Timeouts:** Each team is permitted one 60 second timeout per game, kept by the official. **The clock will NOT stop during timeouts.** No timeouts will be granted in the **last five minutes** of either half or during any overtime games in bracket play.

**Overtime:** There will be no overtime in pool play games. Once all pool play is concluded and re-seeding occurs, any game in which the score is tied at the end of regulation time shall be followed by one two (2) minute sudden-victory overtime period, in which the first team to score wins. If neither team scores in this 2 minute period, the game will be decided by a Braveheart. Coaches must choose 3 field players and 1 goalie, full field play. Goalies cannot pass the midfield line on attack for the Braveheart.

**Tournament Scoring:** For pool play games, teams will receive 10 points for a victory, 4 points for a tie, and 0 points for a loss; in addition, 1 point for each goal scored up to 5 goals (max of 5 points). Total possible points per game is 15. Total points will determine tournament seeding for Sunday play. Seeding tie breakers will be determined by: 1) head to head record; 2) goals against; 3) goal differential; and 4) coin toss. **IF A COACH GETS CARDED (yellow or red), THEIR TEAM WILL HAVE A DEDUCTION OF 5 POINTS FROM THEIR TOTAL SCORE.** This is to promote good sportsmanship and remind coaches that it is our responsibility to set a proper example to our players.

**Equipment:** All coaches must certify that their team's equipment meets the most recent ASTM Specifications and NOCSAE standards for lacrosse, and that all other US Lacrosse rules are followed regarding mandatory equipment.

**Inclement Weather:** Schedule may be modified if necessary due to inclement weather. Games are official after one half is completed. Game lengths may be modified if make-up games are deemed necessary.

**Suspended or Terminated Games:** If in the opinion of the official, the game must be suspended for any reason, the game may be resumed but is subject to being ended no less than five minutes prior to the scheduled start of the next game.

**Ejections:** If a player is ejected from a game by one of the officials, that player will also be prohibited from participating in the team's next game as well.

**Coaching:** The head coach shall be in control of and be responsible for the actions of any and all persons connected with his or her team (players, other coaches, fans, parents). Violation of these policies will mandate immediate review by the Tournament Directors and could lead to coaches being removed from coaching their team. There will be a penalty of 5 points deducted from any team's score who has a coach that gets carded for unsportsmanlike behavior.

**Disputes:** All disputes will be settled by the Tournament Directors or his/her designee and the decision will be final.

**Tournament Updates:** Be sure to get your Live Score Updates with Tourney Machine, [tourneymachine.com](http://tourneymachine.com). Any group messages we need to get out will also be through this app and/or email.

## Girls Rules of Play:

Southern Edge Lacrosse Tournaments utilize the 2022 US Lacrosse Official Rules for Girls' and Women's Lacrosse – with the following modifications:

**Fouls:** \*Games and halves may not end on a defensive penalty set-up inside the CSA (major fouls only). Officials are to set up foul and **add 3 seconds** to the clock.

**Carding:** \*Yellow carded players must leave the field for 2 minutes of elapsed time and no substitute may take her place (including U11 division). A player who receives a second yellow card will be suspended for the remainder of that game but CAN participate in the next game in the tournament. A player or coach who has been ejected (received a red card) will not be able to participate in the next scheduled game. If a player or coach is given a red card by an official for a flagrant violation of the rules, they may be subject to not participating in the remainder of the tournament.

**Alternating Possession:** Team with light colored uniform will get first alternating possession for each game.

## Age Division Rules:

**HS Division:** All rules enforced per US Lacrosse Rule book except what is listed above.

**MS Division:** All rules enforced per US Lacrosse Rule book except what is listed above. All MS Divisions will be using **transitional checking** – meaning the checking motion and away from the body and outside the 12-inch sphere surrounding the head.

**Youth Division:** GOALIE REQUIRED. All rules enforced per US Lacrosse Rule book except what is listed above and below. Youth division will be using **modified checking**, defined a checking the stick only if the entire stick is below the shoulder level and the check must be a downward direction away from the body.

\***8 v 8 format with no offsides** (7 field players & and goalie).

\***3 second good defense** rule applies and will be kept by the official.

\***Draws** – a draw will be taken after each goal. There is NO minimum pass rule before shooting.

**\*The 4 goal deficit “mercy rule”** (losing team gets possession of ball at draw) – Southern Edge is **NOT** following this rule, so a team that is in deficient does not get the option for possession at the draw.

Yellow Card - Must be served and team plays man down

**Mini Stix Division: NO GOALIE.**

**\*5v5 format.** No Offsides. **\*No checking permitted**

**\*Draws** – a draw will only be used to begin the game and to begin the 2nd half. Otherwise, after each goal, game play will continue on from the opposing player clearing the ball from their crease.

**\*3 second good defense rule** – does apply

**\*4 point Mercy Rule** – does **NOT** apply in Southern Edge events

**\*Yellow cards** – Player carded must leave field for 2 minutes but a player can be subbed in place.

**\*Pass Rule** – There is 1 pass requirement before shooting on the offensive side of the field