

SOUTHERN EDGE LACROSSE

2023 Witches Brew Tournament Rules

Rules Summary

- 7v7 Format (6 Field Players and 1 goalie)
- 25 minute running clock game
- Central Horn
- No time outs in the last 5 minutes
- No Mercy Rule for any divisions
- Scoring: Win = 10 points; Tie = 4 points; Loss = 0 points; Plus 1 point for each goal scored up to 5 (max of 5)
- Yellow Card = 1 minute non-releasable penalty
- Two Yellows = ejection from remainder of current game
- Red Card = ejection from current game and following game* (possibly more w/ TD discretion)
- Coach receiving card for unsportsmanlike behavior results in a 5 point team deduction of points
- US Lacrosse Rules with listed modifications

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Tournament Information:

Format: 7 v 7 format (6 field players and 1 goalie). No restraining line at any division; field players may travel from end line to end line but the goalie cannot pass midfield at any time. **Please note a few scenarios that have occurred in the past:

2) Foul After the Shot- Any foul committed after the goal will be penalized. All defensive fouls that are not in the act of shooting (done after the shot) will result in a free position at the midline to restart play. Ex. After the shot the defender pushes the opponent into crease, the fouled team will get possession at the midline.

Draws: A draw will only be used to begin the game. Otherwise, after each goal, the play will continue by the goalie who was just scored on, clearing the ball out to her teammates.

Length of Game: Games will be scheduled in 30 minute increments, consisting of one 25 minute game period. All games will start and stop on a central horn. There will be a double horn 1 minute to get onto the field and a single horn to begin the game.

Timeouts: Each team will get one 30 second timeout per game. There are **NO timeouts** in the last 5 minutes of the game.

Overtime: There will be no overtime in Pool Play games. After pool play games are complete and Championship Format begins, any game in which the score is tied at the end of regulation time shall be decided by a Braveheart. Coaches must choose 3 field players and 1 goalie. There is no team break before Braveheart. As always, goalies cannot go beyond the midline.

Tournament Scoring: For pool play games, teams will receive 10 points for a victory, 4 points for a tie, 0 points for a loss, and 1 point for each goal scored up to 5 (max of 5 points). The total possible points per game is 15. Total points will determine tournament seeding for bracket play. Seeding tie breakers will be determined by: 1) head to head record; 2) goals against; 3) goal differential; and 4) coin toss.. Once the scorecard is signed and delivered, the score is considered final. If a coach from a team gets a yellow or red card there is a deduction of 5 points from the team's overall score.

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.

Disputes: Decisions on the field will be the final ruling. No disputes will be heard after the game. All disputes will be settled by the Tournament Directors or his/her designee.

Tournament Updates: For up to date tournament scores and seedings, download the Tourney Machine App on your mobile device. It will show updates immediately after each game as well as brackets.

Rules of Play:

Southern Edge Lacrosse Tournaments utilize the 2023/24 US Lacrosse Official Rules for Girls' and Women's Lacrosse – with the following modifications:

Roster Rules

- No player may compete, or be rostered on more than one team during the tournament. Exceptions may be made for goalies but must be pre-approved by tournament staff.
- All players must be current US Lacrosse members and provide membership numbers on the waiver;
- Divisions are based on grade (grad year).
- Suggested team roster is 10-12 players.

Fouls

- Games and halves may not end on a defensive penalty set-up inside the CSA (major only). Officials are to set up foul and add 2 seconds to the clock. As scoring is used as a tie-breaker, even if the game has been decided (more than one goal difference) the free position should still be set up. During the 3\2 second add on, regular game rules exist, including the potential for another defensive foul, passes, a shot, or a goal.
- Alternating possession for offsetting fouls will go first to the home team, which is considered the team with the lighter color jersey. This is decided by the discretion of the official.

Carding

- Yellow carded players must leave the field for **1 minute** of elapsed time and no substitute may take her place. The penalty is non-releasable. A player who receives a second yellow card will be suspended for the rest of the game, and no substitute is allowed until 1 minute of playing time has elapsed. If a player is given a red card by an official for a flagrant violation of the rules, she is ejected from the game and no substitute may take her place for the duration of the game.
- If a player or coach is guilty of flagrant violation of the rules and receives a red card that person is ejected from the game and at the discretion of the Tournament Directors, may be expelled from the tournament.
- Any player (or coach) who is ejected from the game with a red card is ejected from that game as well as prohibited from playing in the team's next game in the tournament.
- **Any team whose coaching staff receives a yellow or red card will have a 5 point deduction from their tournament score for standings.**

Age Division Rules:

All Divisions will follow the U.S. Lacrosse Rules

HS (Grades 9th- 12th) All rules enforced per US Lacrosse Rule book except what is listed above

MS (Grades 6th- 8th) All rules enforced per US Lacrosse Rule book except what is listed above and below:

Youth (Grades 4th - 5th)

Modified Checking. No Pass Rule. 3 Seconds good defense applies. No Mercy Rule. Must play with Goalies

