

Format:

• 7v7 (2A, 3M, 2D, 1G)

Duration:

• Pool play: 26 minutes running clock games. All games are running clock and will start and end on time under all circumstances. Exceptions will be made that involve serious medical attention.

Pool Play:

- There is no OT in pool play games. Teams are awarded 5 points for W, 2 points for T, 0 points for L.
- In playoff games, a 3v3 plus a goalie braveheart will begin if game ends in a tie. There will be no substitutions or timeouts during braveheart, except in case of injury, then the team may substitute the injured player. One player must stay back (typically goalie) at all times.
- Max Score differential per game is set at 10 goals on Tourney Machine. Game will still continue to be played and scoreboard will reflect actual score.

Tie Breakers in Pool Play:

- 1.Points
- 2. Head to Head
- 3. Goals Allowed
- 4. Goal Differential
- 5. Goals Scored
 - Head to Head in detail: This breaks ties based on the record (or points, if points are used) against the teams tied with. For example, if 3 teams have the same overall record of 4-2 and all 3 of the teams played each other an equal number of times given one teams record against the other two was 2-0 and another was 1-1 and the other was 0-2, the tie breaker would order them as stated. If all three teams had identical 1-1 records, this tie breaker would not be used and goals allowed would then be applied.



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Tie Breakers Among Division (applicable when bracket is advanced among entire division)

- 1.Points
- 2. Pool Place
- 3. Goals Allowed
- 4. Goal Differential
- 5. Goals Scored

Timeouts:

• One 45 second timeout per game. No timeouts during the last two minutes of games. If timeout is underway during two minute warning, the timeout is over and play resumes. Penalty times stop during timeouts.

Penalty Time:

- Technical: Time and a half
- Personal: Time and a half
- Time starts when player takes knee in box and ref resumes play. Faceoffs:
- To start game, then team starts with possession after each goal scored. Long Poles:
 - U12 and above: 3 allowed.

Advancing:

• 3 players must stay back at all times.

Over and Back:

• Not enforced

One Handed Checks:

• 14U and below: No one handed stick checks or body checks.



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Out of Bounds:

• We will use the normal 7v7 lines for boundaries.

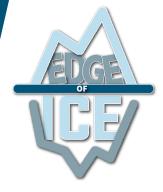
Cleats:

• Cleats are allowed.

Weather Policy

- US Lax Events has the right to shorten games, finalize games due to future weather, reschedule games, and finish games before inclement weather arrives.
- Every attempt will be made to update cancellations on the Tourney Machine website.
- However, weather conditions can change rapidly and all teams should be prepared to play as soon as weather clears and fields are playable.
- If thunder or lightning is observed at any location, a triple horn will sound from Complex HQ and play will be suspended immediately.
- Players and fans will be required to leave the field. Play will be allowed to resume 30 minutes after the last sound of thunder or sight of lightning is observed, 3 short horns will sound to resume play.
- Once the first whistle has begun there will be no refunds for lost games that result from the weather. Once the first game of the tournament has begun (first whistle rule) no refunds of any kind will be issued.





Refund Policy

- If tournament is cancelled two (2) weeks or longer prior to the scheduled start of the tournament. Full refund less \$25 administration fee will be given.
- If tournament is cancelled between one (1) week and the scheduled start of the tournament. Refund will be 75% of tournament fees paid.
- If team drops out two weeks or more before the event starts, a full refund minus \$50 processing fee will be processed.
- If team drops out inside of two weeks of the start of event, no refund will be processed.

Conduct Policy

- Only head coaches can address officials.
- Head coaches are responsible for their players, parents, and fans.
- US Lax Events has the right to remove any coach, player, or fan from the tournament.
- Derogatory language, poor sportsmanship, taunting, fighting, or unsportsmanlike behavior will not be tolerated.
- Please instruct your parents not to come to the event HQ. Only coaches and directors should approach the HQ tent for problems.

