



GIRLS VIKING GOAT RULES 2024

Roster Notes

- All players must complete waiver to participate in the tournament.
- Players are not allowed to double roster unless communicated with tournament director and approved before the tournament starts. Teams found in violation of this rule will be disqualified and deemed a loss. In the event the team in violation loses, the final score will remain. In the event the team in violation wins, score will reflect a 1-0 loss for team in violation.
- In case of forfeit, score will reflect a 1-0 loss for forfeiting team.
 - No 9th graders are allowed to play. Only current 8th graders. **No exceptions.**
 - 10U: 9/1/2013-8/31/2015
 - 12U: 9/1/2011-8/31/2013
 - 14U: 6/1/2009-8/31/2011

Game Rules

Duration:

- Two, 20 minute halves, 3 minute halftime. All games are running clock and will start and end on central horn under all circumstances. Exceptions will be made that involve serious medical attention.

Central Horn:

- A central horn sound will start the game, signal the start of halftime, signal the start of second half, and a double-horn will signal the two minute warning in the second half, and a long single horn will end the game.

Format:

- Girls:
 - 10U: 8v8 (7 Field + Goalie)
 - 12U: 12v12
 - 14U: 12v12



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Overtime:

- There is no OT in pool play games. Teams are awarded 5 points for W, 2 points for T, 0 points for L. In girls playoff games, there will be a 4 minute overtime sudden victory. A coin flip will be done in order to choose sides. If no goals are scored during OT, a 3v3 plus goalie brave heart will begin. One player (typically goalie) must stay back on defense for brave heart.
- Penalties will be assessed as would usually during overtime, including time served penalties will be served. Penalties carry over into overtime.
- No substitutions or timeouts allowed in brave heart overtime except in case of injury for team that is injured.

Timeouts:

- One 45 second timeout per game. No timeouts last two minutes of games. If timeout is underway during two minute warning, the timeout is over and play resumes. No timeouts during OT or brave heart.

Penalty Time:

- All girls penalties are two minutes.
- Penalty time is kept by score keeper. Penalty time stops during timeouts. Penalty time does not start until player takes knee in box and referee resumes play.
- If a player receives two yellow cards or a red card, they will be ejected for the remainder of the game. They will be allowed to play the next game.

Goal Differential

- Max score differential per game is capped at 10.



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Tie Breakers in Pool Play:

- Points
- Head to Head
- Goals Allowed
- Goal Differential
- Goals scored

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

- Points
- Head to Head
- Goals Allowed
- Goal Differential
- Goals Scored
- Pool Place

Draws:

- To start game, halftime, OT, and after every goal. If a team is down by more than ten goals, that team starts with possession after each goal scored until differential is less than ten.

Goalie Crease Time:

- Girls
 - 10 seconds
 - Goalie is not allowed to step back into goal circle when she has possession of the ball.



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Girls Checking

- 10U: No checking
- 12U: Modified checking allowed
- 14U: Checking allowed. Any check into the sphere constitutes an illegal check. Check to the head and neck and a slash are mandatory cards.

Passing Rules

- Girls 10U&12U
 - Minimum Pass Rules (does not apply at 14U) - Any attempted or completed pass must follow a true lacrosse move to be counted. Tipping the ball directly from one player's stick to another's is not a true lacrosse move and will not be counted. Examples of true lacrosse moves: overhand, sidearm, pop passes. When a pass must be made "inside the offensive zone" both the passer and the receiver must be inside the offensive zone. The offensive zone is determined by the restraining line for 12U and by the half field line/cones for 10U. - Once a team becomes "hot" (they have met the minimum pass rule), they remain hot until the ball leaves their offensive zone.



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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.
- 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.
- 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 before the event starts, a full refund minus \$50 processing fee will be processed. Start time for each event is 7AM.
- If team drops out inside of two weeks of 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, 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.