

Any rules not mentioned below will follow USA Lacrosse specified guidelines for each age group.

- 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.
- Double rostering will only be approved in cases of a player playing UP with an older team or playing up into a more competitive division. No players will be allowed to play down in a lower age or a less competitive division to fill roster spots.
- Max of 4 double rostered players per team unless granted prior approval.
- SHOT BLOCKERS:
 - Must be standardized 3x3 square
 - If a team cannot provide this approved shot blocker, the team can turn the goal cage over into a triangle but no other shot blocker is permitted
 - Picture for reference:



Game Rules

- 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.
- K-2: Game time will be kept on the field by an official.
- 3/4, 5/6, & 7/8th: 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.

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K-2 Rules

- 4v4 no goalie required (can field if you want to)
- 12-minute halves with a 3 minute half time
- Game & half starts with a draw
- Ball goes to defender to side of goal after a goal
- No restraining lines
- No cards
- Any # of players can go for ground ball
- One pass attempt required prior to goal
- Good 3 second defense applies
- Intentionally rolling the ball under a shot blocker is NOT allowed
- Score will not be kept for the games

3/4th Grade Rules

- 7v7 field players + goalie or approved shot blocker
- Two 20-minute halves and 5 minute half
- Field to include Goal Circle, 8 meter and midfield line
- Cards, but team does not play short
- Draw after every goal
- Teams must hold 2 players behind midfield line
- Any number of players are allowed on a ground ball
- One Pass attempt rule in effect
- 1v1 defense in the midfield, slides and double allowed in close but shooting space and 3 seconds inside the 8 still apply
- Good 3 second defense applies and is a focus
- Intentionally rolling the ball under a shot blocker is NOT allowed
- Score will not be kept for the games

5/6 & 7/8th Grade Rules:

- Follow all USA Lacrosse Rules aside from the below
- Two 20-minute halves and 5 minute half
- Due to the running clock, we will play out any penalty shots being set up when time expires in all quarters. All goal calls are final.





Pool Play for 5/6 and 7/8th teams:

- 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, there will be a 4 minute overtime sudden victory.
- Penalties will be assessed as would usually during overtime, including time served penalties will be served.
- No substitutions or timeouts allowed in OT 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.

Penalties for 5/6 and 7/8th Grade:

- All 2 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.
- Penalties will roll over into the next half and OT if necessary.

Goal Differential

• Draws: After every goal unless a team is down by ten or more goals, that team starts with possession after each goal scored until differential is less than ten.





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



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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.

