



BIG 6 CHALLENGE RULES 2026

Roster Notes

- All players must complete waiver to participate in the tournament.
- Teams found in violation of not having rostered player will be disqualified from their games 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. No players are allowed to double roster unless previously communicated and approved by the tournament director.
- Double rostering will only be approved in cases of a player playing UP with an older team. No players will be allowed to play down to fill roster spots.
- Max of 4 double rostered players per team unless granted prior approval

Game Rules

Format:

- 10U: 7v7(2A,2M,2D,1G)
- 12U and above: 10v10

Duration:

- Two 22 minute running clock halves with a 3 minute halftime.

Timing:

- Time will kept at the tables via scoreboard/ stopwatch via the scorekeepers.

Tied Games:

- No OT in pool play.
- Playoffs: 4 minute OT sudden victory for tied games. If no goals are scored then teams will go into a 3v3 plus goalie braveheart. There will be no substitutions or timeouts in braveheart, except in case of injury, team may substitute, including opposing team. One player must stay back (typically goalie) at all times. Penalties carry over into braveheart .
- Max score differential per game is set at 10 goals (games will continue regardless of the goal differential).



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Tie Breakers in Pool Play:

1. Record
2. Head to Head
3. Goals Allowed
4. Goal Differential
5. Goals Scored

a. 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 at 4-2 and all 3 of the teams played each other an equal number of times and one team's record against the other two was 2-0, another was 1-1, and the other was 0-2. The tie breaker would order them accordingly. If all three teams had identical 1-1 records, this tie breaker would not be used and goals allowed would be applied.

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

1. Record
2. Head to Head
3. Goals Allowed
4. Goal Differential
5. Goals Scored
6. Pool Place

Timeouts:

- One 45 second timeout per game per team - time does not stop. No timeouts last two minutes of games. If timeout is underway during two minute warning, the timeout is over and play resumes. Penalty time stops during timeouts.

Penalty Time (All Levels):

- Technical: Time and a half
- Personal: Time and a half
- Time starts when player takes knee in box and ref resumes play.



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Goal Differential

- Faceoffs: After every goal. If a team is down by more than 7 goals, that team can elect to start with possession after each goal scored until differential is less than 7.
 - 10U: FO on knee is allowed. 1 pass attempt is required after FO possession.
 - 12U and above: Standing neutral grip

Faceoffs:

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

Long Poles:

- 10U: 47" - 54" - Three allowed
- 12U and above: 52" - 72" - Four allowed.

Goalie Crease Time:

- 10U: No counts
- 12U and above: NFHS

Advancing:

- 10U: No counts
- 12U and above: NFHS

Over and Back:

- 10U: Not enforced
- 12U and above: Enforced

One Handed Checks:

- 12U and below: No one handed stick checks or body checks.



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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. 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 field and go into their cars. 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.

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.



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Refund Policy:

- All Programs must pay a deposit, per team, to enter the tournament. All team deposits are non-refundable
- Team deposits are non-refundable. cancellation of an entered team more than 30 days of the event will result in forfeiture of that deposit and credit of remaining balance
- Cancelling an entered team within 30 days will result in forfeiture of full amount
- US Lax Events tournaments and showcases have fixed expenses relating to each event, including but not limited to field costs, equipment costs, and personnel. Accordingly, teams will not receive a full credit of the entry fee if the tournament is canceled. In the event a US Lax Events tournament or showcase is cancelled prior to the start of the event, a 100% credit of registration fees minus the nonrefundable team deposit, will be issued towards a future US Lax Events tournament.

All rules are at the event directors' discretion.