

## SOUTHERN LAX EVENTS - FATHER'S DAY FRENZY RULES

Pool Play and Championship Bracket (single Elimination)

Tie Breaker: Head to Head, then Goal Differential, then Goals Against, last flip coin

After Pool Play, teams will be seeded for Bracket Play, single elimination. Seeding is determined by Pool Finish/Places. Any tie situations will be worked out using tie-breaker rules.

### **12 v 12 Rules:**

- 11 field players 1 goalie
- 20 Minute running clock halves
- 5 minute half-time
- 5 minutes between games
- NO TIMEOUTS – Refs will call water break at half point of each half.
- Time kept via Central Horn. A GAME/HALF MAY NOT END ON A DEFENSIVE PENALTY. In the event of a defensive penalty within the CSA resulting in an expired clock, play will resume on the official's whistle. Trail Official will count :03 Seconds of play from point of Free Position at the whistle. During the :03 seconds, regular game rules exist, including the potential for another defensive foul, pass, a shot or a goal.
- Official score kept at the scorer's table – AND FINAL NO DEBATING
- USL HIGH SCHOOL RULES & USL YOUTH RULES
- Middle School divisions full checking with tournament play
- Youth divisions will play 7 v 7 with modified checking and 3 second rule as defined by US Lacrosse for good defense. One pass rule is **NOT** in effect. We suggest a maximum roster size of 12. See Below for Youth Rules
- Alternate possession – the team listed first on the schedule receives the first alternate possessions. After initial possession is awarded, the possession will then alternate

### **7 v 7 Youth Rules:**

- 7 field players 1 goalie
- 20 Minute running clock halves
- 5 minute half-time
- 5 minutes between games
- NO TIMEOUTS – Refs will call water break at half point of each half.
- Official score kept at the scorer's table – AND FINAL NO DEBATING
- All field players play entire field – No restraining line (Strategy can be used)

- Games start with draw at midfield **(1) player each team – all others must be inside the 12 meter arc.** 2<sup>nd</sup> half starts with losing team taking possession at midfield and players may be anywhere on field.
- Goalie clears after all saves and goals made.
- **FREE MOVEMENT RULES**
- Goalies may play on multiple teams in the same division.

## **Rosters**

- All players must be rostered through our registration system and have an active USA Lacrosse membership. Players are to play for the team that they are rostered with and not allowed to play for multiple teams, even if within the same club.
- If a coach protest that their opponent has illegal players, the club director will be called to meet with both coaches. If it is determined that a player has been utilized that is not on the official roster, the protest will be upheld, and the game will be a forfeit (1-0 score).
- The player that played illegally is subject to being ejected for the remainder of the tournament.

## **Weather**

- Inclement weather delays: We will play rain or shine unless you are notified otherwise. In case of thunder/lightning, all games will be suspended, and fields will be cleared by sounding an air horn (three long blasts). Schedule may be modified if necessary due to inclement weather, darkness, or poor field conditions. Teams are responsible for reporting for all make-up games as deemed by the event director. Failure to make-up previously scheduled games is grounds for forfeiture. Cancellation of the games is at the discretion of site managers, tournament directors and officials. Keeping everyone safe is our first concern.

## **Coaching / Disputes and/or Protest**

All coaches have complete responsibility for the conduct of their players, substitutes and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is encouraged, providing:

- Each coach or substitute remains on their own half of the field between the substitution area and the restraining line.
- No coach, substitute or spectator makes derogatory remarks or gestures to the umpires, other coaches, players, substitutes, or spectators.

- No coach, substitute, or spectator uses profanity, participates in or incites any manner or disruptive behavior.
- Officials have the right to stop a game at any time and to eject a coach based on their behavior, and the behavior of fans or players.
- All ejections will be at the discretion of the tournament directors and their decision will be final.

Club team directors or head coaches may report disputes to the event directors. All disputes will be settled by the Event Director(s) or his/her designee. Game appeals may only be submitted on the misapplication of rules. Judgment calls, including goal timing, is not a misapplication of the rules and therefore may not be challenged. The Event Director's ruling will be final.