

NXT Beach Tournament Rules

****All Players must complete the online player waiver prior to participation and wear a mouthguard.****

Divisions- 3rd/4th Grade, 5th/6th Grade, 7th/8th Grade, JV, Varsity, Coed Open (19+ & must have at least two women on the field at all times) There will be A & B brackets at the youth ages.

Safety- In the event of inclement weather or extreme temperature our Director of Health and Participant Safety may recommend modifications to game time for safety reasons.

Game Play- Games are played 5v5. No permanent goalie. All players must use attack/middie sticks. Girls are allowed to play with a boys pocket. Games are either played first to ten goals wins, or the winner is the team leading after 18 minutes play. Team switch sides and have a 1 minute half time when the first team reaches a score of 5.

Game Length- Maximum game length is 18 minutes or a score of 10. Games that end in a tie are settled with a shootout.

Shootout- Each team selects three players that head to midcourt. Teams alternate taking breakaways on the opposing goalies. Player shooting is not allowed to come to a complete stop. Shootout will go beyond the original three shooters until the tie is broken.

Official game ball- We will play with a modified soft ball

No padding or equipment required- Players may play in bare feet or socks, there are no pads.

Penalties- There are no time serving penalties. Fouls are called by the team fouled similar to pick up basketball. The player who was called for a foul gives there opponent a 3 yard lead. The player who committed the foul starts behind opponent with the ball creating a small advantage. Play resumes with a self start.

Stick Length- Anyone is allowed to use a boys stick or a fiddle stick. No defenseman or goalie sticks allowed.

Goals- Games are played on miniature 3x3 lacrosse goals

Subbing- All subbing is on the fly. When one player steps off then one is allowed to step on.

Checking- Absolutely no body checks. Limited stick checks on ground balls or when your stick is below your waist. You are allowed to apply equal pressure with your hands to your opponent. No thrusting. Please keep your stick in control. Multiple warnings can lead to a player being removed from a game.

No Faceoffs/Draws- After a goal is scored the team that was defending may pull the ball out of the goal and immediately restart play.

Counts- No Counts & no stalling

Timeouts- One 30 second timeout per team per game. The game clock does not stop during a timeout. The team that is leading may not call a timeout in the second half. Each team receives one (1

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minute) T/O plus the clock will stop in the championship.

Initial possession- Initial possession is decided by a flip of the stick. The team that flips the stick allows the opposing team to call up or down while stick is in the air. The first possession of the second half is awarded to the team that is trailing. If it is tied possession goes to the team that did not have possession to start the first half. Play starts from the defensive crease.

Tie Game- There is no overtime except in the championship game. All other ties will be settled by selecting three players for a shootout.

Overtime- In the event of a tie in the championship game, overtime will consist of a game to a score of 3.

Official Score- The score will be kept by the teams and should be echoed after every goal is scored. Post game the field coordinator will certify the official score with both coaches or team representatives.. Once scores are certified & reported they may not be challenged. If a dispute arises please call a tournament director to the field.

Playoff Seeds- Teams will be seeded according to their overall record based on points; teams receive 3 points for win. If two or more teams are tied on points after pool play, the following tie-breakers will be used: 1) Head to Head, 2) Goal differential (max 7 per game +/-), 3) goals against, 4) coin flip. In the event of a 3 team tie, the tiebreaker process starts at step 2. Once a team is selected as winning the 3 team tiebreaker, the tie breaking process restarts at step 1 with the remaining two tied teams

Roster regulations- No player can compete on more than one team within the same age.

Sportsmanship- If a player leaves the sideline to get involved in an on the field altercation, or a player on the field runs from the opposite end crossing the midfield, that player is automatically ejected from the game. The player may also be removed from the tournament. The offending team may have to forfeit the game at the discretion of tournament director. In the event that both teams have players exhibiting this behavior the game may be called and both teams will have the game recorded as a loss. The offending team or teams also may render themselves ineligible for the playoffs. The coaches and officials are expected to protect and promote the safety and well-being of all players. All games start with a flip of the stick and finish with a hand shake.

No tolerance policy- alcohol, drugs, discrimination or inappropriate language based on race, gender, religion, or sexual orientation by players, coaches, or fans is prohibited. If a player, coach, or fan are proven to be in violation of this, the result will be an immediate ejection from the tournament venue.

Tournament Officials- Tournament officials have full and final discretion to enforce the rules, and can stop any game for any reason that he/she feels fit.

Issues or concerns- Tournament Directors will only communicate with team coaches or designated representative on all matters.