



Girls Lacrosse Event Rules (12.10.24) AB

1. General Information

- 1.1. **Check-In:** Coaches or Club Directors do not have to check in day of the event unless there are waiver issues to attend to which will be communicated in advance.
- 1.2. **Scheduling & Organization:** The tournament will stay on schedule. There will be a continuous central clock, which will be managed by the tournament director and communicated to the field coordinators and referees.
- 1.3. **Rulings:** The tournament directors have the final say on rules interpretations.
- 1.4. **Score Disputes:** If a coach has concerns about the final score of a game, the coach should immediately bring the concern to the attention of the field coordinator and game referees prior to that score being reported to the tournament directors. Once reported, scores may not be challenged. Tournament Directors will only communicate with head coaches.

2. Game Play

2.1. Rules

- 2.1.1. **All high school and rising high school divisions will permit defenders in their defensive end to run through any portion of the goal circle while defending the ball.** Only the defensive player who is directly marking the ball carrier or making a play on the ball within a stick's length may remain in the goal circle while defending. Defenders within the goal circle may play the ball regardless of whether both of their feet are within the goal circle.
- 2.1.2. Outside of the above exception (NCAA rulebook), US Lacrosse Women's Rules will be used for the High School Divisions. US Lacrosse U13 rules will be used for the Middle School divisions. Youth rules will be employed for 4th and 3rd grade divisions.
 - 2.1.2.1. **Special note for the 8th or rising 8th grade Division: This age group may do full-checking if both teams agree prior to playing; If both teams are playing with full-checking then all USL High School rules apply; If one team wants to play with modified checking, and one does not wish to play with full checking, then the modified checking rule will stand, and all USL U13 rules will stand.**
- 2.1.3. Games consist of either two 20 or two 22-minute running halves (depending on the event); teams will change direction after the half. Halftime will be two minutes.
- 2.1.4. 8-meter shot: If the game horn sounds before an 8 meter can be taken, the shot will be taken but play will end upon a Goalie save or a missed 8 meter. There will be no opportunity for a change in possession or rebound by either team.
- 2.2. **Timeouts:** No pool-play or quarter/semi-final time outs are permitted unless otherwise noted.
- 2.3. **Injury:** Delay of the game due to injury may result in shortened game times. All games must end prior to the next scheduled game on that field. Field coordinators should summon the trainer to the field in case of injury or emergency.
- 2.4. **Substitutions:** Substitutions will be according to US Lacrosse rules.
- 2.5. **Player's equipment:** It will be at the officials' discretion to determine the safety and suitability of player equipment including the wearing of an orthopedic cast or hard brace. A colored mouth guard and the appropriate eye protection are mandatory for all players.
 - 2.5.1. **EXCEPTION:** Eye Black and mouth guards with designs are permitted (as long as they are not deemed racially, culturally, religiously, politically, sexually or gender identity offensive or insensitive by tournament director).

- 2.5.2. **Stick Checks:** No stick checks will be done prior to the start of any games. Also, no coach or player can request a stick check during the game, at halftime or after a game is completed.
- 2.6. **Inclement weather:** Weather is monitored at NXTsports through Schneider Electric's WeatherSentry Online and the current venue's weather system. NXTsports' Director of Participant Health and Safety has the authority to postpone or cancel games. The schedule may be modified if necessary due to inclement weather or poor field conditions.
 - 2.6.1. **LIGHTNING SAFETY:** Three long blasts of an air horn indicate LIGHTNING and all fields must be cleared IMMEDIATELY. Players and fans must go to the tournaments designated safe shelter. Safe shelter is considered any fully enclosed building that involves plumbing and/or electrical wires that act to electrically ground the structure-places where people live or work. If such a shelter cannot be found, take shelter in any vehicle with a hard metal roof and closed windows. No outdoor activities are to be resumed until 30 minutes after the last sign of lightning/thunder or the all-clear email has been received. For every strike observed, the 30-minute timer is reset.
 - 2.6.2. **HOT WEATHER SAFETY:** The Director of Participant Health and Safety and the Tournament Director will monitor the Wet Bulb Globe Temperature. When indicated by the Wet Bulb Globe Temperature, tournament game times will be modified to comply with current recommendations.
 - 2.6.3. **COLD WEATHER SAFETY:** In circumstances involving precipitation, the Director of Participant Health and Safety will make decisions about participation restriction individually based on current best practices.

3. Roster Regulations & Guidelines

- 3.1. All players and parents/guardians must complete the online player waiver prior to participation.
- 3.2. Limited age exceptions can be made at the discretion of tournament directors for self-described developing youth programs.
- 3.3. No high school graduates are eligible to participate in the event unless the tournament director gives written permission.

4. Scoring & Standings

- 4.1. **Tie Games:** There is no overtime in pool play. Tie games will end in a tie and each team will receive 1 point.
- 4.2. **Forfeits:** Teams failing to report to assigned games at scheduled times will forfeit the game. The score will be recorded as a 5-2 win for the present team, which is the average points scored per team per game, so as to not interfere with playoff seeding.
- 4.3. **Tournament Scoring**
 - 4.3.1. Teams will be ranked/seeded according to their overall record based on points; teams receive 3 points for win, 1 point for a tie, 0 points for a loss.
 - 4.3.2. If two or more teams are tied on points after pool play, the following tiebreakers will be used in stated order:
 - 4.3.2.1. Head-to-Head
 - 4.3.2.2. Goal differential (max 7 per game +/-)
 - 4.3.2.3. Goals against
 - 4.3.2.4. Coin flip
 - 4.3.3. 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 2 teams.

4.4. Official Scores: The official score will be kept by the field coordinator and one of the referees.

The coordinator and referee will confer throughout the game and at stoppages to ensure the correct score. At the end of game, the referee is responsible for certifying the official game score with both coaches and the field coordinator. All scores are reported to the tournament director and may not be challenged later during the tournament.

4.5. Mercy Rule (Youth Only- Does not apply at HS or 8th grade levels)

4.5.1. Applies when there is a **seven**-goal deficit.

4.5.2. Teams down by 7 or more goals will get a choice to have a free position at center after each goal. If both coaches agree to waive the mercy rule, play will start with a draw as per USL rules.

4.6. Playoff Format: All playoff games will be 20 min in length with no half time, unless it is a quarterfinal that is a part of the team's game guarantee, in which case it will be regulation length.

4.7. Playoff Overtime

4.7.1. In the event of a tie in a playoff or Championship game, overtime will consist of unlimited 3-minute periods of sudden-victory over time until a goal is scored.

4.7.2. Each team receives one 30-second time out during the overtime period (Championship game only) during which the clock will stop. All USL time out rules apply.

4.8. Weather-Related Game Stoppage: If games are stopped due to weather or any other unforeseen emergency by the tournament director, the rescheduling of games and duration of those games will be left up to the discretion of the tournament director.

5. Sportsmanship & Coaching

5.1. All Coaches have total responsibility for the conduct of their players, substitutes, fans, and spectators at all times. Coaching from the sideline (giving direction to one's own team on points of strategy and position) is permitted, provided:

5.1.1. The tone of the voice is instructive and not derogatory.

5.1.2. Each coach or substitute remains on their own half of the field between the substitution area and the end line and behind the sideline.

5.2. No coach, player, or spectator makes derogatory remarks or gestures to the umpires, other coaches, players, or spectators.

5.3. No coach, player, or spectator uses profanity or incites, in any manner, disruptive behavior.

5.4. Tournament directors and staff consider the safety of each player as our first priority, and we expect coaches and players to understand and abide by this philosophy as well. The coaches and officials are expected to protect and promote the safety and well-being of all players.

5.5. There is a no tolerance policy for any discrimination based on race, gender, religion or sexual orientation/identity by player, coaches, or fans. If a player, coach, or fan is proven to be in violation of this, the result will be immediate ejection from the tournament. Offending persons will need to leave the venue, and no refunds will be offered.

5.6. **Yellow and Red Cards:** A player, coach or spectator receiving two yellow cards in a single game will be held out of the remainder of that game. A player, coach or spectator who has been ejected or issued a red card will not be allowed to participate in the next scheduled game. A player, coach or spectator ejected for violent conduct or derogatory comments (Red Card) may not participate in the rest of the tournament. Any player, coach, or spectator who assaults another will be expelled from the tournament. Ejections are determined by the referees; expulsions by the tournament directors.