

**Due to the running clock, 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 officials 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. All goal calls are final.**

### **Play of Games**

- 2-20 Running halves
- 3 minute half time
- 1 thirty second time out per half per team - time does not stop. No time outs allowed during last three minutes of half.
- Yellow card times will be kept on the field by the game scorer
  
- No overtime in Pool Play
- Championship games ending in ties, will go immediately to a sudden victory!  
1<sup>st</sup> team to score wins

### **Rule Specifications**

- Transitional checking at U14 and High School levels Modified Checking at 12U and NO checking 10U
- YOUTH SPECIFIC U12 & U10 Youth rules.
  
- Games will be full-field EXCEPT U10
  
- U10 will be 7v7 with no goalie (8 v 8 with). Goals will be flipped over. If teams have goalies they we remain normal. *The default will be no goalies...if one team has a goalie and the other does not, the game will be played w/o a goalie.*
  
- 3 PLAYERS from each team allowed between the restraining lines for the draw
- 2 yellow cards for 1 player – player out remainder of THAT game but may play the next game
- Releasable penalty: A player receiving a yellow card will be suspended from play for 2 minutes. She must serve her time kneeling in the substitution box. **Cards are NON- Releasable**
- A player or coach receiving 2 yellow cards in a single game is out for the remainder of that game. The player/coach who received 2 yellow cards will be allowed to participate in the next scheduled game.
- Red card for 1 player – player out remainder of THAT game, Head Official and field official and Tournament Director will determine if the player will be allowed to play any remaining games.
  
- If a team accumulates 4 or more cards in a game they **WILL** play a player down the remainder of the game.
- If horn sounds at the end of time and a free position is being awarded in the critical scoring area – the game will continue until the scoring play is over.
- A player/coach who is ejected for a violent conduct or serious foul play, RED CARD, will not be allowed to play in the next game and may be subject to tournament suspension. Any player or coach who assaults another will be expelled from the tournament and law enforcement may be used. Ejections are determined by the referees; expulsions by the tournament director.
  - 1 pass rule is in effect for U10

## Lax Bash Tournaments - Rules of Play - BOYS

All rules will be in accordance with NFHS standards for High School level games and USA Lacrosse for Youth Level games unless otherwise noted.

### Game Time

- 1) 2 twenty-minute (20 min) running halves with a two-minute (2 min) halftime. Games will begin promptly. A common horn will be used to start and end games.
- 2) Penalty times will be assessed by the referees. The penalty clock will begin once play is resumed as signaled by an official whistle. All penalties will be regular time in accordance with NFHS (High School Level) and USA Lacrosse (Youth level).
- 3) **Time outs** - Each team will receive one 30 second timeout in the first half only. No timeouts will be allowed in the second half.
- 4) **Counts** - Advancement rules will be in place for U12 and above. **20 seconds to clear midline.**
- 5) Overtime:
  - There will be no overtime during Round Robin Play.
  - Tie Breakers are as follows, Head-to-Head, Goal Differential, Goals Scored, Goals Allowed. Goal differential will be capped at 8.
  - During Tournament (elimination) games, in case of a tie game, there will be a four-minute (4 min), sudden victory overtime. If the game is still tied after four minutes, Brave Heart will be used to determine the game winner. (See BraveHeart rules). **There is NO Braveheart in semifinals and finals**, we will continue with 4 min. OT until we have a winner.

### **Brave Heart Rules**

1. Each team selects 3 field players and a goalie.
2. Face off begins play.
3. There is no Off-sides. All players including the goalie may cross Mid-field.
4. Each team must have a goalie on the field at all times during Brave Heart.

### **Coaches, Players, and Fans**

- Any coach, player, or fan ejected from the game will be prohibited from participating in their team's next game.
- There are no body checks for U10.
- U12, U14, will have limited body checks.
- U8-U14 if the score differential reaches more than eight goals, the trailing team will have the option of declining the face off and taking possession.

### **ROSTERS AND WAIVERS**

- 1) No player may compete or be on the roster of more than one team during the tournament. Any team with a player in violation of this rule will forfeit all games in which the player is known to have competed and forfeit the opportunity to advance to the playoff round.
- 2) All teams must submit a full and accurate roster prior to play. Players must fill out waivers prior to play.

### **SCORE REPORTING**

1. Score keeper will record the score on provided scorecards for each game. At the end of each game the referee will sign the scorecard. A Lax Bash Tournament representative will then pick up the scorecard and return it to the administration tent.
2. All scores will be recorded on the Lax Bash app. Coaches should check the scorecard on the field if they wish to validate the score. Once the scorecard reaches the administration tent the score is considered final.

### **TOURNAMENT ADMINISTRATION**

1. Only the team spokesman and the referee on the field will discuss any questions or disputes. Disputes will not be heard after the game. The spirit of the game is the key to resolving disputes.
2. Tournament Administration reserves the right to make any changes necessary for the betterment of the event.