

2023 Lax On The Lake Tournament & Conduct Rules (BOYS)



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Tournament Format

1. Teams are guaranteed at least 4 games, including 3 pool games.
 - a. If a bracket does not have enough teams for all teams to have 3 pool games, one or more teams may have 2 pool games.
2. Teams will be seeded for bracket play based on their results in pool play based on the following criteria:
 - a. Record
 - b. Head-To-Head
 - c. Total Goals Differential
 - d. Goals Scored
3. Max goal differential per game is capped at 6. If a team wins over 6 goals then the goal differential will remain 6
4. In the event of a 3-way tie or more, in which the tied teams did not play each other, Criteria 2. Head-to-Head, does not apply. Therefore, after 1. Record, the next criteria used will be 3. Total Goals Allowed and so forth, down the list.

5. If any games are forfeited, the Total Goals Allowed will be calculated by averaging the Goals Allowed in the actual games played and adding that to the Total Goals Allowed for each forfeited game, for the team that won by forfeit.
6. Games will be tracked using TeamSnap Tournaments.
7. Rosters have been provided to tournament coordinators. Any team knowingly or unknowingly playing a non-rostered player will face the following penalties:
 - a. 1st offense: player ejected from the tournament and games that player participated in will result in a forfeit.
 - b. 2nd offense: team is disqualified.

General Rules

1. **All games are governed by USA Lacrosse rules for the current year, unless otherwise noted below.** *Coaches are responsible for understanding these rules, and any rule changes from the previous year: <https://www.usalacrosse.com/sites/default/files/documents/Games/2023-usal-boys-youth-guidebook.pdf>*
2. **Game Length:** Two 20-minute running clock halves with 5-minutes between halves.
3. **Central Horn:** All games are started and ended together by central horn.
4. **Timeouts:** Teams get one, 1-minute timeout per game. NO timeouts given in the last 3 minutes of the 2nd half. Game clock does not stop, but penalty time does stop.
5. **Substitutions:** All substitutions will be on the fly to keep play moving.
6. **Ties Breakers:** 3-minute sudden death will begin 1 minute after the final whistle. First score wins. If the 3-minute overtime period ends in a tie...
 - a. **Pool play:** the official score is a tie.
 - b. **Playoff/bracket play:** Another extra period will be used. Extra periods will continue until a winner is determined.
7. **Mercy Rule (Pool-play only):** If one team is up by 7 or more goals, the other team has possession of the ball in lieu of faceoff.
8. **Penalties:** Unless specified below in Division-Specific Rules, penalties will be normal time, but all are non-releasable. Penalty time will not start until player takes a knee in the penalty box and the referee has whistled for play to resume. Penalty time will stop on all timeouts. Penalties are not released

until the next faceoff is complete. For example, after a goal is scored but before the next faceoff a penalty expires. The penalty does not release until the official calls possession after the faceoff.

9. **Coaches:** Maximum of 4 coaches allowed on the sideline.
10. **Jersey Color:** Home team wears white/light color. Away team wears dark.
11. **Scorekeepers:** Each team must have at least ONE scorekeeper representative per game, but no more than two.
12. **Reporting Scores:** Scorecards must be signed by each coach and the referee at the completion of a game.
13. **Late Starting Games:** Games delayed in starting will NOT make up time by continuing play after the scheduled end of a half or game. Game time will not be extended nor running time stopped for injuries or time outs.
14. **Weather:** The tournament will be played rain, snow or shine. In case of lightning, fields will be cleared until 10 minutes after the lightning/storm passes and then the game will resume via the central horn. The game must be complete by the start of the next scheduled game time. The score will be final at play stoppage by central horn regardless of game duration. Any game not played due to weather will be recorded as a 0-0 tie.
15. **Relief Players:** If a team has fewer than 3 substitute players available on the bench at the beginning of a game, the coach may request relief players from another team from the same league. The relief player must meet ONE of the following criteria: the player's original team is in the same age group and the SAME POOL as the team to which he/she is providing relief; OR, the player is "playing up" from a lower age bracket, regardless of pool. A relief player may only be used when a rostered player requires rest. Relief players must be identified when the coaches and referees meet prior to the start of the game and reported to the game table. To prevent stacking, the opposing team has the right to object to the selection of a relief player and request that a different player be used.

Specific Rules for Divisions & Coaches

Note: To the extent these rules are already covered in the current USAL rules, they are included here for emphasis.

1/2 Boys Division

1. **Format:** 4v4 played on small fields with small nets. No goalies.
2. **No faceoffs.** A coin toss will be used to determine initial possession. Opposing team takes possession at start of second half, or after a score.

3. **USA Lacrosse rules apply** regarding **raking, limited stick checks** (see points of emphasis below), and **no body checks**.
4. **"Hot pass" rule will be in effect.** This means a pass ATTEMPT is required after face off and anytime the ball passes midline.

3/4 Boys Division

1. **Format: 7v7.**
2. **No long poles allowed in 3/4 division.**
3. **Offsides will be enforced** (2 players back)
4. **USA Lacrosse "small ball" rules apply, particularly regarding raking, limited stick checks and no body checks.** See Points of Emphasis below.
5. **Scrum rule in effect:** After the third player joins a scrum, the ref will start a 4 count and award the ball by alternate possession.
6. **"Hot pass" rule will be in effect.** This means a pass ATTEMPT is required after face off and anytime the ball passes midline.
7. **3/4 Time Serving Penalties:** The player will serve the penalty in the penalty box for **90 seconds**. Penalty time starts when play resumes. The offending player's team will play "man down". The opponent will start with a fast break set up at center X.

5/6 Boys Division

1. **US Lacrosse youth rules apply, particularly regarding limited stick checks and no body checks.** See Points of Emphasis below.
2. **No advancement rules will apply**
3. **4 long-poles max (47"-54").** Due to playing the 10v10 format.

7/8 Boys Division

1. **7/8 will play with the 20/10 failure to advance rules.**
2. **"Get it in, keep it in" rule will be enforced for the last 2 minutes of the game.** The winning team must keep the ball in the box. Enforced in the 7/8 division only.

Coach Penalties

1. **Time-Serving Penalties for Coaches:** For any time-serving conduct fouls on a coach, the coach who is penalized will be required to take a knee in the box and not communicate with the team for the duration of the penalty.

USA Lacrosse Points of Emphasis

1. **Violent Collisions are prohibited.**
2. **One-handed stick checks are *not allowed*.** These are illegal in ALL divisions.
3. **Slashing - All Divisions:** Contact of any degree made to an opponent's head while actively making a stick check is a slashing penalty.
4. **Slashing - 5/6 and below:** Stick checks must be made with two hands on the crosse and to the crosse of an opponent or his gloved hand on his crosse. An opponent must be in possession of the ball or within 3 yards of a loose ball. ***Only checks with the crosse listed below are legal:***
 - a. Lift the bottom hand or the head of the stick, whichever is below the chest area.
 - b. Poke the bottom hand or the head of the stick, whichever is below the chest area.
 - c. Downward check initiated from below both players' shoulders.

Player Conduct & Ejections

1. Players called for Unsportsmanlike fouls and Unnecessary Roughness fouls will sit out the remainder of the half. Officials will be told to make such an appropriate call in cases of:
 - a. High Hits
 - b. Hits to or using a helmet
 - c. Slash with intention to hurt a player
 - d. Body Check "legal" or otherwise with the intention to hurt or injure the opponent in the discretion of the official
2. Officials can and will eject a player for more than one of these fouls and/or based on the severity of a single infraction.

3. In the case of a game ejection, the player will not be allowed to play the next game either. Repeat offenders may be ejected from the tournament, at the discretion of the Ref-In-Charge and/or Tournament Director.

Coach and Spectator Conduct

1. Coaches and Spectators will put the emotional and physical well-being of youth participants ahead of a personal desire to win.
2. Coaches will follow all safety protocols of the league.
3. Coaches and Spectators will respect the decisions of officials. Under no circumstances will Coaches or Spectators engage in an argument with a referee or official. Any discussions or conversations with officials or referees will be in a respectful tone.
4. Coaches and Spectators will treat opposing coaches, athletes, and spectators with respect at all times.
5. Coaches will report any violations of the code of conduct by parents, athletes, or other coaches to the league Board of Directors.
6. Coaches and Spectators will not engage in any violence or verbal threats or use any profanity.
7. Coaches and Spectators will model good sportsmanship for all youth participants.
8. **Coaches are directly responsible for the behavior of their spectators.**
9. **Any team whose coach, players, or spectators engage in unsportsmanlike conduct may be asked to exit the tournament and forfeit any in-play games.**

***** For situations not addressed by USA Lacrosse or the above rules, the Ref-In-Charge or Tournament Director will have the final say. *****