

Tournament Rules

Rules Summary:

*Full Field (except Mini Stix is 7 v 7)

*22 min running clock halves with 5 minute half time (if heat is excessive we will go to mandatory water breaks half way through each half, called by the official)

*Central Horn

*Each team permitted one 60 second timeout per game (clock continues to run)

*Win = 10 points; Tie = 4 points; Loss = 0 points; Plus 1 point for each goal scored up to 5 (max of 5 points)

*No overtime in pool play games

*Yellow card = 2 minutes (carded player must come off for all divisions with no substitution - including U11 division)

*When overtime applies, it is a 2 minute sudden victory period; first to score wins. If still tie after 2 minutes, goes to a Braveheart (1 field player & 1 goalie)

Tournament Format & Procedures:

Format: Full field format for all age divisions except Mini Stix which is 7 v 7. After round robin play, teams will be re-seeded for championship format. There is a 4 game minimum for all teams.

Length of Game: Games will start on the hour and consist of two twenty two (22) minute running clock halves. All games and halves will start and stop on a central horn. Half time will consist of five (5) minutes. Game clock will **not** stop for injuries. If the heat index is too high, the officials will call a mandatory water break half way through each half. Team should be on the field and ready to go before start of each half. Any team delay will result in the opponent starting with possession.

Timeouts: Each team is permitted one 60 second timeout per game, kept by the official. The clock will **NOT** stop during timeouts. No timeouts will be granted in the **last three minutes** of either half or during any potential day 2 (Sunday) overtime games.

Overtime: There will be no overtime in pool play games. Once all pool play is concluded and re-seeding occurs, any game in which the score is tied at the end of regulation time shall be followed by one two (2) minute sudden-victory overtime period, in which the first team to score wins. If neither team scores in this 2 minute period, the game will be decided by a Braveheart. Coaches must choose 1 field player and 1 goalie, full field play. Goalies cannot pass the midfield line on attack for the Braveheart.

Tournament Scoring: For pool play games, teams will receive 10 points for a victory, 4 points for a tie, and 0 points for a loss; in addition, 1 point for each goal scored up to 5 goals (max of 5 points). Total possible points per game is 15. Total points will determine tournament seeding for Sunday play. Seeding tie breakers will be determined by: 1) head to head record; 2) goals against; 3) goal differential; and 4) coin toss. **IF A COACH GETS CARDED (yellow or red), THEIR TEAM WILL HAVE A DEDUCTION OF 5 POINTS FROM THEIR TOTAL SCORE.** This is to promote good sportsmanship and remind coaches that it is our responsibility to set a proper example to our players.

Equipment: All coaches must certify that their team's equipment meets the most recent ASTM Specifications and NOCSAE standards for lacrosse, and that all other US Lacrosse rules are followed regarding mandatory equipment.

Inclement Weather: Schedule may be modified if necessary due to inclement weather. Games are official after one half is completed. Game lengths may be modified if make-up games are deemed necessary.

Suspended or Terminated Games: If in the opinion of the official, the game must be suspended for any reason, the game may be resumed but is subject to being ended no less than five minutes prior to the scheduled start of the next game.

Ejections: If a player is ejected from a game by one of the officials, that player will also be prohibited from participating in the team's next game as well.

Coaching: The head coach shall be in control of and be responsible for the actions of any and all persons connected with his or her team (players, other coaches, fans, parents). Violation of these policies will mandate immediate review by the Tournament Directors and could lead to coaches being removed from coaching their team. There will be a penalty of 5 points deducted from any team's score who has a coach that gets carded for unsportsmanlike behavior.

Disputes: All disputes will be settled by the Tournament Directors or his/her designee and the decision will be final.

Tournament Updates: After pool play games, teams will be re-seeded and the championship format will be posted on site at the Registration area, as well as online at www.southernedgetournaments.com.

Live Score Updates: Be sure to get your Live Score Updates with Tourney Machine.

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Girls Rules of Play:

Southern Edge Tournaments uses US Lacrosse Official Rules for Girls' and Women's Lacrosse – with the following modifications:

Fouls: *Games and halves may not end on a defensive penalty set-up inside the CSA (major fouls only). Officials are to set up foul and add 3 seconds to the clock. As scoring is used as a tie-breaker, even if the game has been decided (more than one goal difference) the free position should still be set up. During the 3 second add on, regular game rules exist, including the potential for another defensive foul, passes, a shot, or a goal.

Carding: *Yellow carded players must leave the field for 2 minutes of elapsed time and no substitute may take her place (including U11 division). A player who receives a second yellow card will be suspended for the remainder of that game but CAN participate in the next game in the tournament. A player or coach who has been ejected (received a red card) will not be able to participate in the next scheduled game. If a player or coach is given a red card by an official for a flagrant violation of the rules, they may be subject to not participating in the remainder of the tournament.

Alternating Possession: Team with light colored uniform will get first alternating possession for each game.

Age Division Rules:

HS Division*: All rules enforced per US Lacrosse Rule book except what is listed above.

MS Division: All rules enforced per US Lacrosse Rule book except what is listed above and:

***Modified Checking** applies to all divisions of Middle School; this is defined as checking the stick only if the entire stick is below shoulder level and the check must be downward direction away from body.

***3 second good defense** rule applies and will be kept by the official. This call is when the player with the ball holds onto the ball for more than 3 seconds when: a) closely guarded or marked; b) the defense has both hands on her stick; and c) the defense is in a position to legally check if checking were allowed.

***The 4 goal deficit "mercy rule"** (losing team gets possession of ball at draw) – Southern Edge is **NOT** following this rule, so team that is deficient does not get the option for possession at the draw.

***Coaching Area** – Coaches must stay on their team bench side (cannot travel the full boundary line).

Mini Stix Division:

***7 v 7 format** (6 field players and 1 goalie). No restraining line, players can travel from end line to end line. Subbing is on the fly. Make sure to sub in and out of substitution box.

***No checking permitted**

***Draws** – a draw will only be used to begin the game and to begin the 2nd half. Otherwise, after each goal, the player will continue on by the goalie which was just scored on, clearing the ball to her teammates.

***Length of game** – Game will follow the central horn of two 22 minute running clock halves, with a 5 minute half time. *There will be a mandated water break called by the officials during each half so the girls can get an additional rest.*

***Coaching area** – Coaches must stay on their bench side (cannot travel the full boundary line).

***3 second good defense rule** – does apply

***4 point Mercy Rule** – does **NOT** apply in Southern Edge events

***Yellow cards** – Player carded must leave field for 2 minutes without a substitution taking her place

***Pass Rule** – There is no minimum pass requirement before shooting for U11; other than goalie clear