NC LaxFest Rules & Policies (GIRLS)

I. Tournament Registration

- Team Registration and payment takes place online via the NC LaxFest website.
- Rosters (due October 1) and waivers (due October 7) will be captured online.
- Coaches\Teams must also check-in at the event's Central Tent before their first game.

II. Player Participation Waiver & Proof of Age:

- All players and coaches MUST hold active USA Lacrosse Memberships
- All participants must submit an online waiver to compete in NC LaxFest.
- Age & Profile Information must match Team Rosters submitted by each coach prior to tournament play
- Players may only participate on one team and in one division, unless approved by the tournament directors.
- Teams found participating with illegal players (by age or incorrect rosters) will forfeit any games played and may be asked to leave the event, without refund.

III. Sportsmanship \ Conduct:

- Only coaches are permitted to address the officials and must do so in a fair and respectful manner.
- Respect your opponents and **"Honor the Game"** on all levels.
- Poor sportsmanship, taunting, trash talking, fighting, or other unsportsmanlike behavior will not be tolerated by coaches, players, parents and/or fans of any organization.
- Any coach, player, parent or fan receiving an ejection penalty (RED CARD) will be removed (from the team / field / immediate playing area) for the remainder of the game and the player will miss the next game. Parents/fans receiving an ejection penalty may be asked to leave for the remainder of the tournament at the discretion of the Directors.

IV. Tournament Rules

All divisions will use 2026 USA Lacrosse "Official Rules for girls' and women's lacrosse" with modifications based on "USA Lacrosse Youth Rules and Best Practices" and USA Lacrosse Tournament Standards. Additional modifications follow:

Home/Visiting Team and Alternate Possession

- Team with the white or lighter-colored jerseys is the home team. If there is disagreement, the team listed first in the scorebook is the home team.
- Home team has the first AP.

Goalie Equipment:

- 2031-2036 - Shin Guards are Required, 2027-2030 - Shin Guards are Optional

Jewelry

- USA Lacrosse rules regarding no jewelry are very specific. Please respect these rules. A player on the field wearing jewelry will be asked to leave the field to remove it.

Free Movement & Self Start allowed

- Self-starting in the Critical Scoring Area when self-start is not an option is a false start and a change of possession.

Stick Checking

Girls 7v7 Divisions – 2034-2036 – NO CHECKING

If player with the ball holds the ball for more than 3 seconds a turnover will occur if:

- closely guarded/marked & the defender has both hands on her stick
- the defense is in position to legally check were checking allowed

- There is no one pass rule for this division.
- Offsides: Teams must keep two field players behind the midfield line.
- Draws will occur after every goal. Teams will place 3 players inside their 8M arc on the offensive and defensive side of the field, and a player from each team will be assigned to the draw at the midfield.

Girls 2031-2033 Divisions & 2034 12v12 Division – TRANSITIONAL CHECKING

- An attempt to dislodge the ball from an opponent's crosse in which the checking movement is down and away from the body and outside a 12-inch sphere surrounding the head is allowable.
- The checking motion may not reach across an opponent's body. Any check into the sphere constitutes an illegal check.
- Check to the head and neck and a Slash are mandatory cards.

Girls HS Divisions – 2027-2030 – TRADITIONAL CHECKING

- The checking motion may not reach across an opponent's body.
- Check to the head and neck and/or a slash are mandatory cards.

Mercy Rule

- There will be NO goal mercy rule at ANY division.

Game/Half may not end on a Defensive Penalty

- In the event of a defensive penalty in the CSA with an expired clock, play will resume on the official's 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. If another defensive foul in the CSA occurs before the :03 elapses, there will be another free position and another :03 seconds of play. In the event of offsetting fouls in the CSA during the :03 seconds the game or half will be over. All goal calls are final.

Poor Behavior

- Excessive physical play, fighting, foul language, excessive "trash talk," and disrespect toward players, referees, coaches, or parents by any players, coaches, or parents will not be tolerated.
- Tournament directors will handle situations on a case by case basis in consultation with referees and reserve the right to remove any player, coach, or fan from the event without refund.

V. Game Format

● Games will be 21 minute running time halves with a 3 minute halftime depending on final schedule. Games will start on time with a universal horn and will not stop under any circumstance except an injury timeout lasting more than 5 minutes. It will then be referee discretion to add up to 4 minutes of additional playing time to the end of the game. During the playoffs, the decision about the amount of additional playing time will be made in consultation with the Tournament Directors.
● All games will start promptly at the assigned times.
● ***Teams will have 0 timeouts***.
● Continuous clocks will be kept by centrally, by Tournament Representatives.
● Time Serving Penalties are kept by the table personnel, who will advise players when they are released.
● The official score will be kept by Tournament Staff. The staff and referee may confer throughout the game and stoppages to ensure the correct score. The coach will sign the official score card at the end of each game. Any score discrepancies should be addressed at that time with a tournament field manager, game officials, and head coach from both teams. Once the score has been signed off on by both teams and submitted to the score table no further score adjustments will be made.
● All Substitutions are on the fly.
● A forfeit will be posted as 1-0 victory for the non-forfeiting team
● During pool play, games may end in a tie. During playoffs, a 4-minute, sudden-victory OT will be played. If, at the end of the OT period, the game is still tied the game will be decided with a Braveheart. Each team will have 1 field player and a goalie.
● All appropriate equipment and mouth guards must be worn at all times.
● Officials and the Tournament Director have final say on all interpretations and rulings.

VI. Weather

- In the event of weather conditions or any other circumstances that prevent the continuation of tournament game play or shorten the available time frame to play, the tournament directors will post either a modified schedule of game times or post a cancellation of the remainder of the event.
- Tournament directors will use playoff bracket tie-breaker rules when applicable to determine champions in each age division if enough games have been played to reach a playoff

VII. Playoffs \ Seeding Criteria:

Seeding is determined by pool play results. Tie-breakers are determined by the following Tourney Machine Settings:

1. Overall Record
2. Head-to-Head Result
3. Goals Allowed (least)
4. Goals Differential (up to 7 goals maximum per game).
5. Coin Toss.

Please note, in divisions with multiple pools the pool winners will receive a top 1-4 seed, with seeding based on the above criteria.

Medical \ Illness Eligibility Policy:

Carolina Event Management contracts only with CERTIFIED & LICENSED Athletic Trainers.
Any injury or incident that occurs at an NC LaxFest facility or during an NC LaxFest game or warmup for an NC LaxFest game that requires evaluation by our Athletic Trainers may result in the determination that a player or coach is not fit for continued participation in the event. All Athletic Trainer Decisions are Final!

Payments / Refund / Cancellation Policy:

Failure to meet payment deadlines constitute non-acceptance of event registration agreement.
This may result in forfeiture of tournament spot and deposit fee.

- ***Deposit Due: Upon Registration***
- ***Full Payments Due: By October 1, 2025***

Team Requested Refunds Prior to Event Date:

- ***75% refund outside 61 days of event***
- ***50% refund within 31-60 days of event***
- ***No refunds within 30 days of event.***

Refunds Due to Event Cancellation:

- ***Properly registered teams will receive as refund less a $200 processing fee if event is fully canceled due to weather or pandemic (COVID-19).***
- ***No Refunds will be given to any team that completes at least 2 scheduled games***

TOURNEY MACHINE TIE BREAKERS EXPLAINED:

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NOTE: Tie breakers within TourneyMachine never go back to the top of the tie breaker list. For example, if three teams are tied with **Head to Head** as the first tie breaker, and all three teams have a 1-1 record against each other, the **Head to Head** rule doesn't break any ties. The system will then go to the next tie breaker. If the next tie breaker is **Goal Diff** and Team 1 has a differential of 3, Team 2 has a differential of 2 and Team 3 a differential of 1, then Team 3 will be last, Team 2 second and Team 1 first, even if Team 2 beat Team 1 **Head to Head** because it was bypassed in the first step and does not go back to the top, even after Team 3 is eliminated by the differential rule.

- **Record** - This is in part based on winning percentage (see below), but also favors the team with the greatest number of Wins, or the least number of Losses. For example, if Team A is 2-4-0, Team B is 1-3-2 and Team C is 0-2-4, they have the same winning percentage, but the Record would favor Team A, then Team B, then Team C due to the Wins.

- **Head to Head** - This breaks ties based on the **Record** tie breaker (or **Points**, if points are used) against the tied teams. For example, 3 teams have the same overall record at 4-2 and all 3 of the teams played each other an equal number of times. If one team's record against the other two was 2-0 and another team's was 1-1 and the last was 0-2, this tie breaker would rank them accordingly. If all three teams had identical 1-1 records, this tie breaker would not be used.

  It should be noted that this tie breaker is completely ignored if all of the teams tied do not play each other an equal number of times. For example if there are 3 teams tied and one team played the other two, but the other two did not play each other, this tie breaker will be ignored (regardless of the outcome of the two games played by the first team).

- **Head to Head Two Teams Only** - This is the same as the **Head to Head** tie breaker, except this one will only be used if only two teams are tied. If there are three or more teams tied (even if they all played each other), this tie breaker will be ignored.

- **Goals Allowed** - The total of a team's opponent's score. The smallest total wins the tie breaker.

- **Goal Diff** - The differential tie breaker determines the total difference between a team's score versus their opponents'. The largest differential wins the tie breaker.

- **Head to Head Goal Diff** - This breaks ties based on the differential against the teams tied with. For example, if 3 teams have tied, this tie breaker calculates the differential for each team, but only using games where the teams have played each other.

  It should be noted that this tie breaker is completely ignored if all of the teams tied do not play each other an equal number of times. For example if there are 3 teams tied and one team played the other two, but the other two did not play each other, this tie breaker will be ignored (regardless of the outcome of the two games played by the first team).