

# NC LaxFest Rules & Policies (GIRLS)



## I. Tournament Registration

- Team Registration and payment takes place online via the NC LaxFest website.
- Rosters (due October 8<sup>th</sup>) and waivers (due October 17<sup>th</sup>) 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 US Lacrosse Memberships (ENFORCED)
- 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 (ENFORCED)
- Players may only participate on one team and in one division.
- 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 2022 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:

- **Free Movement & Self Start allowed**
  - Self-starting when self-start is not an option is a false start and a change of possession.
- **Stick Checking**
  - Girls 8v8 Divisions – 2030/2031 – 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
  - Girls 2027-2029 Divisions – 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 – 2022-2026 – 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.

- **Game/Half may not end on a Defensive Penalty**
  - In the event of a defensive penalty 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. 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 25 minute running time halves with a 5-minute halftime. Games will start on time with a universal horn and will not stop under any circumstance except an extended injury timeout. It will then be referee discretion to add up to 4 minutes to the end of the game time but no more than that.
- 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 on-field officials.
- 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:

\*\*See Appendix for Additional Details

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

## **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 15, 2022*

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 cancelled 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.
- **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).

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