

UNC Carolina Lacrosse Classic

Rules & Policies



Sportsmanship \ Conduct:

- Only coaches are permitted to address the officials and must do so in a fair and respectful manner.
- 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 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.

All Divisions

- Games will be 23 minute running time halves with a 4-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.
- **Teams will have 0 timeouts.**
- Standard ball advancement rules will be applied to all divisions.
- Games can end in a tie during pool play. During playoff bracket play teams will play 5 minute sudden-victory overtime periods until a goal is scored.
- At the conclusion of the game a coach from each team must sign off on the scoresheet confirming the score of the 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.
- Players are to play on one team in one division, unless receiving prior approval from Directors. All teams must submit roster and waiver information prior to the start of their first game. Teams using players from other teams within the same age bracket will be disqualified without refund.
- **FACE OFFS:** Players must use Standing Neutral Grip (no knee-down, no motorcycle grip).
- **CHECKING.** All legal stick & body checks are permitted. All stick checks must be executed with proper intent of contact with the ball carriers stick and or gloves.
- **NO TAKE-OUT CHECKS ARE PERMITTED BY ANY PLAYER AT ANY LEVEL.** A take-out check is defined as: Anybody checks considered more aggressive or more physical than necessary to stop the advancement of the player carrying the ball or to keep or move a player away from a loose ball. This includes but is not limited to: (i) any check in which a player makes contact with sufficient force and intent to knock down the opposing player; (ii) any check in which a player makes contact with sufficient force and intent to injure the opposing player; and (iii) any check made in a reckless or intimidating manner. Anybody check on a player in a defenseless position. This includes but is not limited to: (i) body checking a player from his "blind side"; (ii) body checking a player who has his head down in an attempt to play a loose ball; and (iii) body checking a player whose head is turned away to receive a pass, even if that player turns toward the contact immediately before the body check.
- 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.

- In the event of weather conditions or any other circumstances that prevent the continuation of tournament game play or shorten the available timeframe 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. All effort will be made to remain on schedule or to offer abbreviated games. If playoff games are reached, no refund policy will apply. If a playoff is not reached, the posted tournament refund policy will apply and the tournament directors will be in touch directly with team representatives.

2030 Division – Specific Modifications:

- Modified Stick length allowed (54" maximum) at 2030 division.
- Players in this age group should be playing the ball, not the man. Boxing out is permitted.
- No coaches are permitted on the field except when called on by the referee to address an injury; coaches must remain in the coaches area at all times.
- Penalties will be assessed as a one-whistle fast break. The midfielder with the ball will get a 5 yard head start from the midline, and all remaining midfielders must be behind the midfield line until play resumes. The offending player must be substituted off of the field and cannot immediately return. The referee is permitted to send an offending player off the field if he returns immediately. Substitutions do not apply to the goalies unless the referee deems the actions as unsportsmanlike.
- In the event that a goal is scored during a flag down situation, a fast break will still be given if the resulting penalty is a personal foul. If the goal wipes off the penalty (eg. An off-sides) a face-off will ensue.
- In the event of multiple personal fouls a team will be rewarded multiple fast breaks. The first fast break will end once the ball hits the ground or ten seconds has passed. The teams will then reset for a second fast break. Multiple procedural fouls, such as two players off-sides, will result in a single fast break. In the event that the fouls are personal, and procedural (slash and an offsides) the first fast-break will be the personal foul. If a goal is scored it will wipe off the second foul and a face-off will ensue. If there isn't a goal, a second fast-break will be awarded.

2029\2028\2027 Divisions – Specific Modifications:

- Long sticks are permitted in these divisions.
- Penalties will be time serving and equivalent length. The penalty time will start when the referee resumes play providing that the penalized player takes a knee in the box area. (Example: a 1-minute penalty will conclude when 1 minute of game play has elapsed and a goal has not been scored). If the penalty expires while the ball is out of bounds the player must wait for the next whistle to enter field of play, if during a face-off the player must wait for possession.
- In the event of a goalie penalty in a situation where a team does not have a back-up goalie ready to play, an on-field attackmen will be selected by the officials to serve the penalty. However if the officials determine the goalie's actions as unsportsmanlike, a substitution request can then be made at the officials discretion.

HS (2026/2025/2024/2023) Divisions – Specific Modifications:

- All 2022 NFHS Rules will be followed.
- Penalties will be time serving and equivalent length. The penalty will start when the referee resumes play providing that the penalized player takes a knee in the box are. (Example: a 1-minute penalty will conclude when 1 minute of game play has elapsed and a goal has not been scored). If the penalty expires while the ball is out of bounds the player must wait for the next whistle to enter play, if the penalty expires prior or during a face-off the player must wait for possession to enter field of play.

Player Participation Waiver:

- All players and coaches MUST hold active US Lacrosse Memberships.
- All participants must submit an online waiver to compete in the event.
- Profile Information must match Team Rosters submitted by each coach prior to tournament play.
- A player may only participate on 1 team, unless prior approval by Directors (example: a 2029 goalie playing in both the 2029 and 2028 divisions)

Playoffs \ Seeding Criteria:

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

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.

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 favours 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 favour 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)

- **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.

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 May 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 a 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*