

**Mandatory Team Registration** – All coaches must check in at Tournament Registration area 1 hour prior to their first game on Saturday. Coaches should bring a hard copy of their final roster if there are any changes from the previously submitted version. Upon check in, we will let you know which players have not filled out waivers and have a hard copy ready for them to complete and return prior to your first game. There is a Southern Edge waiver as well as a Lakepoint Sports waiver.

### **Tournament Information:**

**Format:** 7 v 7 format (6 field players and 1 goalie). No restraining line; field players may travel from end line to end line but the goalie cannot pass midfield at any time. Substitution is on the fly during play. Please make sure all players are subbing in and out through the sub box. The bench the team takes prior to the game is the side of the field their goalie will begin the game in. The teams will shoot on the opposite goal for the second half.

**\*\*Please note a few scenarios that have occurred in the past:**

1) No team can play with 7 field players and no goalie. The only exception to this rule is when a goalie gets hurt and there is not another goalie suited up. The team with the injured goalie can play with 7 field players for a maximum of 2 minutes, or until another goalie is suited up. The 7th player can act as a deputy and enter the crease only when the opposing team has scored in permitted to pass midfield. If 2 minutes expire before another goalie takes the cage, the 7th field player must be removed and the team must play with 6 field players and no goalie until the back-up goalie is ready.

2) Foul After the Shot- Any foul committed after the goal will be penalized. All defensive fouls that are not in the act of shooting (done after the shot) will result in a free position at the midline to restart play. Ex. After the shot the defender pushes opponent into crease, the fouled team will get possession at the midline.

**Draws:** A draw will only be used to begin the game and to begin the second half. Otherwise, after each goal, the play will continue on by the goalie who was just scored on, clearing the ball out to her teammates.

**Length of Game:** Games will be scheduled in 30 minute increments, consisting of two twelve (12) minute running halves, a two (2) minute half time and four (4) minutes between games. All games and halves will start and stop on a central horn. There will be a double horn 1 minute to get onto field. **Teams that are not on the field and ready to go by the starting horn will be issued a green card for delay of game the the opposing team will get possession of the ball.**

**Timeouts:** There are **NO time outs** permitted at any time.

**Overtime:** **There will be no overtime in Pool Play games.** After pool play games are complete and Championship Format begins, any game in which the score is tied at the end of regulation time shall be decided by a Braveheart. Coaches must choose 1 field player and 1 goalie, full field play. There is no team break before the Braveheart. As always, goalies cannot go beyond the midline.

**Tournament Scoring:** For pool play games, teams will receive 10 points for a victory, 4 points for a tie, 0 points for a loss, and 1 point for each goal scored up to 5 (max of 5 points). The total possible points per game is 15. Total points will determine tournament seeding for bracket play. Seeding tie breakers will be determined by: 1) head to head record; 2) goals against; 3) goal differential; and 4) coin toss. The table person at the field will have official scorecard on which both coaches must sign after the game. Once the scorecard is signed and delivered, the score is considered final. If a coach from a team gets a yellow or red card there is a deduction of 5 points from the team's overall score.

**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.

**Disputes:** Decisions on the field will be the final ruling. No disputes will be heard after the game. All disputes will be settled by the Tournament Directors or his/her designee.

**Tournament Updates:** For up to date tournament scores and seedings, download the Tourney Machine App on your mobile device. It will show updates immediately after each game as well as brackets.

Tournament Contacts:

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## Rules of Play:

This Tournament will use US Lacrosse Rules – Official Rules for Girls' and Women's Lacrosse – with the following modifications:

- Roster Rules:
  - \*No player may compete, or be rostered on more than one team during the tournament. Exceptions may be made for goalies but must be pre-approved by tournament staff.
  - \*All players must be current US Lacrosse members and provide membership numbers on the waiver;
- \*Divisions are based on grade (grad year). Mini Stix (2-5 grade); Middle School (6-8 grade); High School (9-12 grade). Players are permitted to play up into an older age division but not play down.
- Suggested team roster is 10-12 players, maximum per team is 15 players.

### Fouls:

\*Games and halves may not end on a defensive penalty set-up inside the CSA (major only). Officials are to set up foul and add 2 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\2 second add on, regular game rules exist, including the potential for another defensive foul, passes, a shot, or a goal.

\*Alternating possession for offsetting fouls will go first to the home team, which is considered the team with the lighter color jersey. This is decided by the discretion of the official.

### **Carding:**

\*Yellow carded players must leave the field for **1 minute** of elapsed time and no substitute may take her place. The penalty is non-releasable. A player who receives a second yellow card will be suspended for the rest of the game, and no substitute is allowed until 1 minute of playing time has elapsed. If a player is given a red card by an official for a flagrant violation of the rules, she is ejected from the game and no substitute may take her place for the duration of the game. If a player or coach is guilty of flagrant violation of the rules and receives a red card that person is ejected from the game and at the discretion of the Tournament Directors, may be expelled from the tournament. Any player (or coach) who is ejected from the game with a red card is ejected from that game as well as prohibited from playing in the team's next game in the tournament. **Any team whose coaching staff receives a yellow or red card will have a 5 point deduction from their tournament score for standings.**

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### **Age Division Rules: (All Divisions will follow U.S. Lacrosse Rules):**

**HS (Grades 9<sup>th</sup>- 12<sup>th</sup>)** All rules enforced per US Lacrosse Rule book except what is listed above

**MS (Grades 6<sup>th</sup>- 8<sup>th</sup>)** All rules enforced per US Lacrosse Rule book except what is listed above and below:

❖ Modified Checking applies: 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; ❖ **NO MERCY RULE**

**Mini Stix (Grades 2<sup>nd</sup>- 5<sup>th</sup>)** – All rules enforced per US Lacrosse Rule book except what is listed above and below:

- ❖ No checking at all
- ❖ 3 second good defense rule applies and will be kept by the official
- ❖ Coaching area: Coaches must stay on their team bench side
- ❖ NO Pass Rule - We are NOT mandating a minimum pass rule because of the short field;

so coaches should encourage girls ❖ not to run straight to goal.

❖ **NO MERCY RULE**

### **Rules Summary**

- 7v7 Format (6 Field Players and 1 goalie)
- 12 minute running clock halves with a 2 minute half time

- Central Horn (double horn 1 min before game and 2<sup>nd</sup> half – delay of game for teams not on field and ready for play at single horn start)
- No time outs permitted at any time
- No Mercy Rule for any divisions
- Scoring: Win = 10 points; Tie = 4 points; Loss = 0 points; Plus 1 point for each goal scored up to 5 (max of 5)
- Yellow Card = 1 minute non-releasable penalty
- Two Yellows = ejection from remainder of current game
- Red Card = ejection from current game and following game\* (possibly more w/ TD discretion)
- Coach receiving card for unsportsmanlike behavior results in a 5 point team deduction of points
- US Lacrosse Rules with above modifications