

Lax Bash Rules of Play

All rules will be in accordance with NFHS standards unless otherwise noted.

- 1) Playing time will consist of 2 twenty minute running halves with a five minute halftime. Games will begin promptly. A common horn will be used to start and end round robin games. During the semi-finals and finals games will start on the hour unless preceding game finishes late due to overtime.
- 2) Please leave the field as soon as possible once your game has ended in order to allow the next pair of teams time to take the field and start on time. Please keep the sidelines and bench area clean and free of empty bottles, trash, or cups.
- 3) Each team will receive one **30 second timeout each game**. No timeouts will be allowed in the final three minutes of a half. After 30 seconds, the teams will be whistled back onto the field. If a team does not return in a prompt manner they will either lose possession of the ball or be assessed a delay of game penalty.
- 4) Penalty times will be assessed by the referees. The penalty clock will begin once play is resumed as signaled by an official whistle. Running clock - all penalties will be time and a half and run with running clock. i.e 30 sec penalties will be :45, 1:00 min penalties will be 1:30 etc.
- 5) Substitution is on the fly.
- 6) There will be no stick checks unless requested by the opposing coach. If the stick is found to be legal, the challenging team will be charged a timeout. If no timeouts remain, a delay of game technical foul will be assessed. If the stick is not legal, the appropriate penalty will be assessed.
- 7) Advancement rules will be in place for U12, U14
- 8) There will be no overtimes during Saturday's Round Robin Play. The tie will be reported and win/loss record followed goals allowed and then goal differential will be used to determine the seeding for teams in each division. Goal differential will be capped at 8 by adjusting goals scored if needed.
- 9) During Sunday's Tournament (elimination) games, in case of a tie game, there will be a four minute, sudden death overtime. If the game is still tied after four minutes, a BraveHeart will be used to determine the game winner. (See BraveHeart rules). There is NO Braveheart in semifinals and finals, we will continue with 4 min. OT until we have a winner.
- 10) No noise makers will be allowed at any field (horns, whistles, sirens, cowbells, etc.). Offenders will be asked to leave the field.
- 11) Any player, fan or coach ejected from the game will be prohibited from competing in his/her team's next game.
- 12) Decisions on the field will be the final ruling. No disputes will be heard after the game.
- 13) Tournament Administration reserves the right to make any changes necessary for the betterment of the event.
- 14) Teams in the tournament after round robin play Saturday will move into the tournament elimination bracket. The team and team's seeding will be determined by win/loss record followed by goals allowed and then goal differential goal differential in each division. The goal differential will be capped at 8 when scores are recorded.
- 15) There are no body checks for U10. U12, U14, will have limited body check, NO Take out check
- 16) U8, U10, if the score differential reaches more than six goals, the losing team will have the option of declining the face off and taking possession. The same rule will apply for the older groups when if the score differential is eight.

BraveHeart Rules

- 1) Each team selects one 3 field player and goalie.
- 2) Face off begins, possession takes place resulting in a 3 v 3 situation.
- 3) If opposing goalie saves the shot, goalie can now become engaged in field play along- side his teammate.
- 4) If a shot is missed, goalie takes possession of the ball and play resumes.

ROSTER RULES

- 1) No player may compete, or be on the roster of more than one team during the tournament.
Any team with a player in violation of this rule will forfeit all games in which the player is known to have competed and forfeit the opportunity to advance to the playoff round.
- 2) All teams must submit a full and accurate roster prior to play.
- 3) Only players on the roster who have completed and submitted a signed waiver/release may participate in the event.

SCORE REPORTING

- 1) One score keeper will record the score on provided scorecards for each game. At the end of each game the referee will sign the scorecard. A Lax Bash Tournament representative will then pick up the scorecard and return it to the administration tent.
- 2) All scores will be recorded on the main scoreboard located near the administration tent. Coaches should check the scorecard on the field if they wish to validate the score. Once the scorecard reaches the administration tent the score is considered final.

TOURNAMENT ADMINISTRATION

- 1) Only the team spokesman and the referee on the field will discuss any questions or disputes. Disputes will not be heard after the game. The spirit of the game is the key to resolving disputes.
- 2) Lax Bash Tournament Administration reserves the right to disqualify any team for infractions of the following policies:
 - **Use of Illegal Players:** The players listed on the roster at the time the roster is submitted are the only players eligible to play.
 - **False Information:** Information provided to Lax Bash on your documents is the basis for good faith administration. Any false information is grounds for disqualification.
 - **Unnecessary vulgarity or abrasive conduct:** Good sportsmanship is expected. Spirit of the game is expected as well. Lax Bash reserves the right to immediately terminate a game and/or escort a player, team, coach or spectator from the premises.

WEATHER POLICY

- 1) In the event of adverse weather or unplayable field conditions, the Lax Bash tournament directors reserve the right to:
 - Reduce game times in order to catch up with schedule.
 - Finish game before inclement weather arrives or to preserve field conditions.
 - Reschedule games, if possible.
 - Convert the tournament to enable the majority of the teams to have the opportunity to play as many games as possible.

Thunder/Lightning Policy

- 1) If thunder or lightning is observed at any location play will be suspended immediately and players and fans will be asked to leave the field. Play will be allowed to resume 30 minutes after the last sighting of lightning is observed.
- 2) If a game is in progress, the period will end immediately. When play resumes it will be the start of the second half.
- 3) If a game is in the second half, the game will be considered final and the score at that point will be recorded.
- 4) Every attempt will be made to begin subsequent games on time.
- 5) If the start of the second half of the suspended game delays the onset of the subsequent game the following actions will occur:
 - The game suspended will play one 20 minute running time second half.
 - Subsequent games will begin immediately after preceding games (warm up on the sidelines prior to the game.) These games will consist of one 35 minute running time period until games are back on schedule. Teams will have one 30 second timeout each game, not to be used in the last two minutes.
 - Once games are back on schedule they will consist of two 25 minute running time periods. We will make every attempt to play every game but we will not jeopardize the safety of any player, parent, coach, or fan.