

# **FULL 2019 VAIL LAX JAM TOURNAMENT RULES**

## **VENUE RULES**

- No dogs are allowed on the turf in Edwards, not at all in Eagle. There is a path from the animal shelter that runs through the parking lot and along the road they could use in Eagle.
- No eating food is allowed on the turf (both locations). It (like dog bodily functions) is very difficult to clean up.
- Tents, etc. cannot be staked into the turf at either venue. Weights for them need to be <50lbs (typical Kwik Goal bag weight) so they don't leave an impression in the turf. It's CO in the spring. Expect brisk wind at some point.
- There is no parking on Miller Ranch Rd in Edwards--the residents there will call police. Funhatters.
- See trash? Pick it up! Thanks for that!

## **TOURNAMENT RULES OVERVIEW**

- 20 minute run time halves
- 1 time-out per game, clock doesn't stop
- No TO in last 2 minutes, No OT in pool play
- OT in bracket play determined by braveheart
- US Lacrosse Rules, NFHS rules, unless otherwise noted.
- Tournament Director reserves the right of final say on all matters. Double rostering with players from other clubs is not permitted.

## **2019 Rule Changes**

- During flag down slow whistle, play now continues until;
- Goal scored. Ball goes out of bound., Offense commits a foul. Second defensive foul. Defense gains possession. Injury. End of period.

## **Game Time:**

- Games start every 50-minutes and include 2 (two) 20 (twenty minute) running halves and a 3-minute half time. The time will be kept by an on field official or at the table.
- Teams not ready to face off at game time and at the start of the second half will be assessed a 60-second delay of game penalty.
- Game Clock will run unless an injury or official's time out is called. Penalty

clocks will stop during timeouts, injuries and official's time outs.

- It is an unsportsmanlike conduct for a man-down team, to in any way delay the start of play after the ball goes out of bounds.

#### **Time Outs:**

- One 1-minute time out is allowed to each team per game. No timeouts under two minutes remaining. Official timeouts will stop the clock.
- Games may end in a tie for pool play.
- Championship games will end in braveheart.

#### **Penalties:**

- Technical foul is 30 seconds; personal foul is 60 seconds. Unsportsmanlike conduct carries a mandatory 1-3 minute non-releasable penalty. If a player or coach has more than one of these in a game, it's a mandatory ejection. Penalty will start when referee blows whistle to restart play.
- Fouling Out: Any player who accumulates 4 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game. A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out (US Lax 5-11).
- Ejections - in the event a player or coach is ejected from a game, the referee's, head referee and tournament director will meet to discuss future game penalty, if any.

#### **Point System:**

- All teams will play in a pool format. Each division may be structured differently based on the amount of teams registered. Each team shall be awarded points on the following basis: Win =2 points; Tie = 1 points; Loss = 0 points.
- Tie breakers (pool play) will be based on the following criteria (in order) head to head, goal differential, goals allowed.
- Toe breakers within division will be goal differential and then goals allowed
- Bracket play tiebreaker is braveheart

FULL 7v7 rules below graph

	<b>U15</b>	<b>U13</b>	<b>U12</b>	<b>U11</b>	<b>U10</b>
<b>Advancing ball ("counts")</b> <b>Goalie 4, Midfield 20, box 10</b>	YES	YES	NO	NO	NO
<b>Over/back</b>	YES	YES	NO	NO	NO
<b>Stick length.</b>	FULL	FULL	FULL	FULL	37"-42"
<b>Final 2 minutes.</b> <b>Team in lead by 4 goals or less. "Get it in Keep t in"</b>	YES	YES	NO	NO	NO
<b>Stalling</b>	YES	YES	YES	YES	YES
<b>Faceoff</b> <b>*Team behind by 6 may elect possession after goal.</b>	Yes	Yes*	Yes*	Yes*	Yes*
<b>Body Checking</b> <b>*Take out checks considered unnecessary roughness</b>	YES*	YES*	YES*	NO	NO
<b>One handed checks shall be considered a "slash"</b> <b>*(referee Judgement based on intent)</b>	YES*	YES*	YES*	YES*	YES*

## U9 ( 7v7)

No Body Checking of any kind is permitted. Legal pushes (RULE 6 SECTION 9, Pushing) and holds (RULE 6 SECTION 3, Holding, ARTICLE 3 a & d) are allowed, substitute 3-yards for NFHS 5 yards.

In all loose ball situations players should "play the ball," but incidental contact, "boxing out", or screening techniques during such play shall not be considered a violation of this rule.

If loose ball is not moving, stuck, or the players are having difficulty picking the ball up, referee may restart play following the alternate possession rule.

Stick Length: 37" – 42" (US Lax Rule 1-6).

One coach per team may be allowed on the field during play to provide instruction during the game

Substitutions: Players are substituted every 3-4 minutes with "time breaks" announced by the time keeper in order to foster equal playing time for all players; substitutions should be made during loose ball or out-of-bounds situations, i.e., not during possessions.

Final Two Minutes of Game: Final Two Minute stalling rule shall NOT be enforced (US Lax Rule 3-3).

Stalling: All NFHS Stalling rules are in effect, including NFHS Rule 6-10.

If a game official detects an effort to stall the official will give a verbal command to "get it in/keep it in" followed by a visual 10-second hand count. If the team so warned does not attempt to advance the ball to the goal area within the 10-second count, a turnover will occur with restart at the point of the stalling infraction (or laterally outside the goal area). A defensive player must attempt to play the ball.

ONE-PASS RULE: (Unless both coaches mutually agree to waive this before the start of the game or second half). After a clear change of possession, that involves transition from defensive side of field to offense, a team must complete a pass in their offensive zone prior to shooting. Only the receiver needs to be in the offensive zone. Dropped passes count. Pass not required on dead ball restarts.

Advancing the Ball: 20 second/10 second rules do NOT apply (US Lax Rule 4-14 / 15).

Get It In/Keep It In: RULE 4 SECTION 31 does NOT apply.

Slashing: NO One-handed checks are allowed. Any one-handed check will be considered a slash.

- Time Serving Penalties: offending player must leave the field and remain out of the game for the length of his penalty time but his team may replace him with a substitute on the field. No man up situation should occur. Ball is awarded per NFHS rules (US LAX RULE 7 – 1/2/3). The offending player must serve the full time of the penalty in the box and will release to his team area. Timekeepers are reminded to track personal fouls and total penalty minutes.

- Fouling Out: Any player who accumulates 4 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game. For U9, a disqualified player must leave the field but his team may replace him with a substitute; no man up situation should occur (US LAX 5-11).

Goal size: (Local tournaments use discretion). Must be reduced to 5' by 6'. Full size 6' by 6' goal frames should be used, with a one-foot tall strip of plywood or similar material used to block off the top 1' of the goal for the full width of the goal.

Player positioning: Each team shall consist of two attack players, two midfielders, two defense players, and one goalie. Offsides shall be enforced if more than four players occupy the offensive side of the field or more than five players occupy the defensive side of the field.

Faceoffs: Will occur at the beginning of quarters only. One midfielder will face off, the second midfielder shall be positioned to his left at the furthest edge of the field. The attack and defensive players shall be positioned behind Goal Line Extended. They are released upon the

official's whistle.

Restarts after a goal: After a goal, possession is awarded to the non-scoring team at midfield. Standard restart procedure including 5' distance from all opposing players should apply.

Ball: Regular NOCSAE approved lacrosse balls shall be used.

Goalie equipment per rules, chest protector, throat, cup.

Penalty enforcement The offending player shall be substituted out of the game but his team shall not play man-down.

Over and back rule does not apply to 7v7 levels.