

NC LaxFest Rules & Policies

(Boys)



I. Tournament Registration

- Team Registration and payment takes place online via the NC LaxFest website.
- Rosters (due November 5th) and waivers (due November 7th) will be captured online.

II. Player Participation Waiver & Proof of Age:

- All players and coaches MUST hold active US Lacrosse Memberships
- 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
- 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. Failure to comply could result in removal from event or game forfeiture at the discretion of LaxFest officials.
- 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.

IV. Tournament Rules – ALL DIVISIONS

(All divisions will use 2022 USA Lacrosse / NFHS rules with the following modifications):

- Games will be 24 minute running time halves with a 2-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 including youth divisions. For divisions playing on modified 7v7 fields they'll have 20 seconds to cross the midline, but will not have a 10 second box count.
- Games can end in a tie during pool play. During playoff or consolation bracket play teams will play 4 minute sudden-victory overtime periods until a goal is scored.

- At the conclusion of the game a coach from each team must verbally confirm the score of the game with the score table. 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 finalized in tourney machine teams will have one hour to report any score discrepancies to central table. After that time the score will remain finalized and not change.
- **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 AGE 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.

V. 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.

VI. 2030 and 2031/32 - 7v7 Divisions – Specific Modifications:

- 2031/32 NO long poles are allowed.
- 2030 Modified Stick length allowed (54" maximum). Only 2 long poles are allowed on the field at a time.
- 7v7 Games will be played in a 2-2-2 format. Each team will have 2 attack, 2 midfielders, and 2 defenders plus 1 goalie. You must keep two players on your offensive half and three players on your defensive half to be on sides.
- Penalties will result in a one whistle fast break. The player will start with the ball at the midline and remaining players will be 5 yards behind. A whistle will start the fast-break and play will resume from that point.
- There will be a face-off to start the game, half, and after a goal. Standard restraining line release rules will be used after a face-off for both the 7v7 and full field divisions. For the 7v7 division wing midfielders can pick either wing prior to the face-off.
- Players will have 20 seconds to advance the ball over the midline, but there is no 10 second count to touch the ball in the box. Once the ball goes over the midline standard over and back rules will be in effect.
- 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.

VIII. 2030-High School Divisions – Specific Modifications:

- All 2022 NFHS Rules will be followed along with the noted rules from Section IV.
- 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).
- 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.

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 November 1, 2021*

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 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.