

2021 Lehigh Laxfest Tournament Rules

GENERAL RULES:

- Mouthguards, must be worn at all times
- Players may only compete for one team during the event
- All penalties are 1 minute, as games are in “running-time”. Officials can extend penalties beyond 1 minute if warranted.
- Penalties begin on the referee’s re-start.
- Any fighting or flagrant disrespect towards an official will result in expulsion for the remainder of the tournament. No exceptions, no refunds.
- Teams must be available for all games. Please remember that many teams travel great distances for this event expecting to play a minimum of 4 games, and we rely on your professionalism to hold that commitment.
- Referees are in charge of each individual field during gameplay, and may use their discretion to make appropriate calls. They have final say.

GAME PLAY:

- Games consist of two 19-minute halves, and a 2 minute halftime, unless otherwise indicated.
- There are no time outs.
- Game times are kept at tournament HQ using an airhorn system.
 - o One long airhorn blasts is used to start and stop each half
 - o Two short airhorn blasts signals 2-minutes remaining (used in 2nd half only).
- Tie games will end in a tie. There are no overtime periods.

YOUTH SPECIFIC RULES

- Modified US Lacrosse rules. No clearing counts, no over-and-back.
- No one-handed checks. No body checking.
- A mercy rule is in effect if one team has a lead of 8 or more goals. In this situation, the team trailing has the choice of starting with a free clear, or a faceoff.
- Rules of play default to US Lacrosse in the case of any question not specified here

HIGH SCHOOL SPECIFIC RULES

- NFHS clearing rules are in effect.
- A mercy rule is in effect if one team has a lead of 8 or more goals. In this situation, the team trailing has the choice of starting with a free clear, or a faceoff.

INCLEMENT WEATHER RULES

- There are no rain dates for this event. Assume that games will be played on their scheduled dates.
- If inclement weather causes a game stoppage (i.e. lightning), the following rules apply:
 - o Play will stop until the head official deems conditions are safe to resume play
 - If play stops in the first half of a game, the game resumes with the beginning of the 2nd half.
 - If play stops in the 2nd half of a game, the game ends immediately. The team in the lead gets the win. If tied, a braveheart takes place when play resumes.
 - o If the delay is substantial, Tournament HQ may decide to shorten some games until the event is back ontime.