

## 2023 LEHIGH LAXFEST TOURNAMENT 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.
- Referees are in charge of each individual field during gameplay, and may use their discretion to make appropriate calls. They have final say.
- **Parents are expected to respect the official’s calls on the field and are NOT to be engaged by any parent. Tournament HQ may expel a parent from the event based on this. Please honor the game!**

### GAME PLAY:

- Games consist of two 19-minute halves, and a 2-minute halftime, unless otherwise indicated.
- Coaches may take 1 time out, 60 seconds in length, in the FIRST HALF ONLY. Clock runs on a timeout. No timeouts will be granted in the 2<sup>nd</sup> half.
- Games will start and end via a central horn from Tournament HQ. Referees maintain the time in each half and halftime on each individual field.
- Tie games will end in a tie. There are no overtime periods. An exception is a playoff or championship game, which will be 10v10 sudden victory. In this case, regulation play will end on a horn. And OT will restart as a new “quarter” as quickly as both teams can line up. NO timeouts are allowed in the OT period.

### YOUTH SPECIFIC RULES

- US Lacrosse rules. 2028 and 2029 employ all counts plus over/back. No counts for 2030 and below (exception 4-second goalie count IS 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.
- 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 tea has a lead of 6 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
  - o If games were in the 1<sup>st</sup> half when play halted, the restart will begin with the start of the 2<sup>nd</sup> half.
  - o If games were in the 2<sup>nd</sup> half when play halted, the restart will begin with the time remaining when play halted.
  - o This criteria is a guideline and may be altered by HQ depending on the length of the weather delay.

### TIE-BREAKER CRITERIA:

1. Head-To-Head (if applicable)
2. Goals AGAINST (don’t get scored on)
3. Goal differential
4. Strength of schedule (records of teams played in this tournament prior to tie-breaking scenario)

We use goals against as our first “non head-to-head” tiebreaker do disincentivize “running up the score” in a blowout game.