

# 2025 CDA Lacrosse Classic

## Tournament & Conduct Rules (Girls)

### General Rules:

- **Game Length:** Play will consist of two 20-minute running clock halves with a 5-minute halftime
- **Central Horn:** A single centrally located horn at the tournament host booth will start and end each half. A two-minute warning blast will be provided at the end of the second half of each game. No timeouts will be allowed after this blast.
- **All games shall comply with current USA Lacrosse rules**, unless otherwise noted below. Coaches are responsible for understanding these rules and any rule changes from the previous year.
- **Score Table:** Each team is required to provide one volunteer to staff the score table, but may not have more than two volunteers at the score table.
- **Coaches:** Up to 4 coaches are allowed on the sideline.
- **Game/End-Line Balls:** Each team is responsible for providing their own end-line balls for each game they play. Home team is responsible for providing initial game ball.
- **Reporting Scores:** Scorecards must be signed by each coach and the referee at the completion of each game. Referees are responsible for bringing the completed scorecard to the tournament host following each game.
- **Late Starting Games:** Games delayed in starting will NOT make up time by continuing play after the horn. Game time will not be extended for injuries, timeouts or other delays.
- **Weather:** Games will be played in rain, snow or shine. In case of lightning, fields will be cleared for at least 10 minutes after the lightning has passed. Games will resume via central horn and end via central horn. Game times will be adjusted to ensure games are completed by the start of the next scheduled game. The score will be final at play stoppage regardless of game duration. Games not played due to weather will be recorded as a 0-0 tie.
- **Mercy Rule (Pool Games Only):** If one team is up by 5 or more goals, the other team will start with possession of the ball in lieu of a draw, unless losing team opts out of mercy rule.
- **Forfeit:** Any forfeit will count as a 1-0 win for the appropriate team.
- **Timeouts:** Each team is entitled to 1 timeout per game. Timeout will be 1 minute. No timeouts will be awarded during the last 2 minutes of the game. Penalty time will stop during timeouts. Game time will not stop. The central horn will give a 2-minute warning at the end of the second half.
- **Substitutions:** All substitutions will be on the fly to keep play moving

- **Cards (5/6 & 7/8 Divisions):**

- All cardable penalties are 2 minutes non-releasable, to account for running clock
- If a player receives 2 yellow cards in one game, the player is out for the remainder of the game but may play the next game
- Red card for 1 player – player out remainder of game. Officials and Tournament Director will determine if the player will be allowed to play remaining games.
- If a team accumulates 4+ cards in a game they have to play a player down for the remainder of the game
- If a card expires after a goal and before the subsequent draw, the player is released from the box ON POSSESSION, NOT on the start whistle

- **Play Out Free Position Shots:** If there is a foul in the 8M, where a free position shot is awarded and the final whistle of the half or game is blown, the free position shot will be awarded as one shot, no passes, no follow up shots.

- **Coach Penalties:** For time-serving conduct fouls on a coach, their team must remove one player from the field for the duration of the penalty. A coach who accumulates multiple penalties in a game or over the course of a tournament weekend may be removed. Removal is recommended by referees and determined by the Tournament Director.

- **Hot Pass:** applies to the 3/4 and 5/6 division. One attempted pass must occur following a draw or any time the ball passes the midline. Pass attempt must occur on the offensive side of the field prior to shooting the ball.

- **Small Teams – 7/8:** If a team does not have enough players to field a traditional (12 v 12) team, the game will be played as 7 v 7. There will be 6 players on the field plus a goalie: 2 attack, 2 midfielders and 2 defense. Games will be played on a full field, as scheduled. Rules will not change.

- **3/4 Division:**

- 7v7 (1 goalie and 6 field players) on a small-sided field.
- Draws to start halves and after goals, unless mercy rule applies.
- No checking and 3 seconds closely guarded applies
- Hot pass rule applies
- No man down defense on personal fouls. The offending player shall serve the penalty time and a substitute player replaces them.

- **5/6 Division:**

- Will be played as 8v8 (1 goalie & 7 field players) in accordance with USA Lacrosse rules for 2025 12u. Games will take place on a small-sided field.
- Draws to start halves and after goals
- Modified checking
- 3 seconds closely guarded applies

- Hot pass rule applies
- **7/8 Division:**
  - 12v12 on a full field
  - Draws to start halves and after goals
  - Transitional Checking
- **Pool Play** games shall be allowed to end in a tie. No tie-breakers on Saturday.
- **Bracket Play Tie Breakers:**
  - **5/6 & 7/8 Divisions:** a 3-minute Sudden Victory will be played (as described for pool play). The first team to score will win. If no team scores, a 3-minute Braveheart will be played. Braveheart will be 3 v 3 including goalie and no player substitutions. There will be no time outs and the first team to score will win. Braveheart will be repeated until a team scores.
  - **3/4 Division:** a 3-minute Sudden Victory will be played (as described for pool play). The first team to score will win. Hot pass rule will not apply to Sudden Victory. Sudden Victory will be repeated until a team scores.
- **Disputes:** All disputes from the field that can't be resolved by the officials about the tournament will be decided by the tournament director

**Conduct:** We expect all coaches, players and spectators to conduct themselves in a respectful manner. Use of expletives is prohibited. Each team is responsible for the behavior of its players, coaches and spectators. The team may be penalized for the behavior of its spectators, coaches and/or player. **Unruly, disrespectful or threatening behavior will not be tolerated and the offending coach, player or spectator will be asked to leave the tournament and will not be allowed to return.**

**Arguing with a referee is not allowed.** Any discussion or conversations with referees will be conducted respectfully. Referee may penalize a team for disrespectful behavior exhibited by a teams' player(s), coach(es) and/or spectator(s). If the disrespectful behavior continues, referee can eject the offender from the tournament.

**Short version: please treat everyone with respect and walk away if you must! Your team can be penalized for your disrespectful or unruly behavior.**

#### **Tournament Format:**

- Teams are guaranteed at least 4 games, including pool and bracket games. Single elimination bracket play will occur on Sunday. Brackets for each division will be available on Tourney Machine.
- Following completion of pool games, teams will be seeded for bracket play based on the following:
  - a. Record
  - b. Head to Head
  - c. Goal Diff
  - d. Goals Scored
  - e. Goals Allowed
- Maximum goal differential per game is capped at 6. If a team wins by more than 6 goals, the goal differential will be 6.

- Rosters have been provided to the tournament coordinators. Cross-rostering is not allowed unless previously approved by the tournament director for the purpose of providing an adequate number of relief players. Team may request approval of relief players if they have fewer than 3 substitute players available at the beginning of a game. Relief players must be identified when the coaches and the referees meet prior to the start of the game and reported to the score table. Relief players may only be played when originally rostered players are in need of relief. Teams violating these requirements shall face the following penalties:
  - a. 1<sup>st</sup> offense: player ejected from the tournament and games that player participated in will result in a forfeit
  - b. 2<sup>nd</sup> offense: team is disqualified