

# Girls Tournament Rules

- 2 pts Win, 1pt for Tie, 0 for a loss
- All games will be played to a winner. Overtime will be in place for every game playing in a sudden victory format! See below for details.
- The official score is kept by the officials on the field. **Coaches must confirm the final score prior to signing the card.** Cards will be collected and will be entered into tourney machine by the tournament staff.
- Any fighting or disrespect towards an official will result in expulsion. The length will be determined by the director.
- Teams are required to play ALL scheduled games. If a team leaves early, they will not be invited back in future years.
- The official score is kept by the officials and/or tournament personnel on the field. **Coaches must confirm the final score prior to signing the card.** Cards will be collected and will be entered into Sports Engine (Tourney Machine) by the tournament staff.
- **PLAYOFF Tie Breaker (2 Teams): Points, Head-to-head (if teams played each other), Goals Against, Goal Differential, Coin Flip**
- **PLAYOFF Tie Breaker (3+ Teams): Points, Goals Against, Goal Differential, Coin Flip.**
- **Spectators must remain on the spectator sideline and as far off the field as possible. Spectators at no time should malign any player, coach or official. If such infraction occurs it may result in suspension of the game and/or removal from the facility.**
- **If a team has an extra game due to uneven brackets, the extra game will not count towards standings.**
- Injuries must be reported to the head trainer or tournament staff.

## GAME PLAY:

- **There will be four 10 minute running time quarters with 1 minute in between quarters and a 3 minute half time**
- Teams are allowed 1 time out in the first half ONLY. Time will continue to run, but NO timeout will be granted with under 2 minutes left to play in either quarter of the first half.
- Sub on fly at all levels
- One long air horn blast starts the game and one long blast ends the game. **At no point should a game start before the horn sounds.**
- No Mercy Rule for all Grade Levels.
- NO "keep it in" during last two minutes
- A team may be called for a stall at any time during the game at the discretion of the officials.
- Alternate possession –The team listed first on the schedule receives the first alternate possession
- Free Movement– following any whistle for a foul all players may continue to move freely on the field.
- Referees and/or tournament personnel will keep the time on penalties. All penalties are **running time**.
  - 1 Yellow card – the player must sit for 2 minutes, running clock, the official will keep time.
  - 2 Yellow cards – the player must sit the remainder of the game. And may return to the next game.
  - RED card (Player) – The player must sit the remainder of the game and the NEXT game.
  - RED card (Coach) – the coach must leave the game and remain away from the game until the completion of the game.

## GAME PLAY:

- **Self-start**– For all fouls outside the CSA (12m fan and below the goal line extended), players may self-start. Offending players will still move 4m behind (major foul) or 4m away (minor foul), all other players must move 4 m away from the ball carrier. As soon as the ball carrier self-starts, all players may engage in playing the ball carrier.
- If players encroach on a ball carrier before she self-starts or fail to move 4 meters away from the free position, a warning will be given. If this action is repeated by the same team. Delay of Game penalty will be assessed.
- Any player self-starting when a self-start is not allowed will be called for a false start.
- On all 8m free positions, defenders are entitled to the adjacent hash marks, all other players must exit the penalty zone, and may continue to move.
- Any foul occurring between the 8m and 12m administered on the 12m fan nearest the foul.
- 8-meter shots will be played out if the horn sounds for the end of the game or half. If the 8-meter is already in play when the game horn sounds, then the game is done at the time of the horn
- If a shot is in flight and was released from a stick prior to the horn and goes in the goal – goal is good (same ruling as USL).

<p><b>GAME PLAY:</b></p> <p><b>2025-2030</b></p> <ul style="list-style-type: none"> <li>● 12v12</li> <li>● Full Checking</li> <li>● USA Lacrosse Rules</li> </ul> <p><b>2031-2037</b></p> <ul style="list-style-type: none"> <li>● 12v12</li> <li>● Full Checking</li> <li>● USA Lacrosse Rules</li> <li>● 3- second rule for good defensive positioning</li> <li>● 3- pass rule will NOT be used</li> <li>● 4-goal rule will NOT be used</li> <li>● USA Lacrosse Rules</li> </ul>	<p><b>OVERTIME RULES</b></p> <ul style="list-style-type: none"> <li>● In the event of a tie, one 4-minute overtime will be played until sudden victory.</li> <li>● Play will begin immediately after regulation play. Officials will keep time.</li> <li>● Teams will face-off to start the 4-minute overtime.</li> <li>● If the score remains tied at the end of the 4-minute overtime, teams will both receive 1pt for the tie. Unless it is a play-off/championship game- play will continue until sudden victory.</li> <li>● There are no time outs in overtime</li> </ul>
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**RULES RELATED TO INCLEMENT WEATHER:**

- There are no “rain dates”. Assume that games will be played on their scheduled dates.
- If inclement weather causes a game stoppage (i.e. lightning) during the event, the following rules apply:
- Play will stop until the Tournament Director deems the weather suitable for resuming play.
- If the delay is substantial, Tournament HQ may decide to shorten all remaining games until the tournament is back on time.