



Raleigh LaxFest Rules & Policies (GIRLS)

I. Tournament Registration

- Team Registration and payment takes place online via the Raleigh LaxFest website.
- Rosters and waivers will be captured online and are due on or around November 7th
- Coaches\Teams must also check-in at the event's Central Tent before their first game.

II. Player Participation Waiver & Proof of Age:

- All players and coaches MUST hold active US Lacrosse Memberships (ENFORCED)
- All participants must submit an online waiver to compete in Raleigh LaxFest.
- Age & Profile Information must match Team Rosters submitted by each coach prior to tournament play (ENFORCED)
- 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. Tournament Rules

All divisions will use 2020 US Lacrosse "Official Rules for girls' and women's lacrosse" with modifications based on "US Lacrosse Youth Rules and Best Practices: and US Lacrosse Tournament Standards. Additional modifications follow:

- **Free Movement & Self Start allowed**
 - Self-starting when self-start is not an option is a false start and a change of possession.
- **Stick Checking**
 - Girls Youth Divisions – 2028/10U – NO CHECKING
 - If player with the ball holds the ball for more than 3 seconds a turnover will occur if:
 - closely guarded/marked & the defender has both hands on her stick
 - the defense is in position to legally check were checking allowed
 - Girls MS Division – 2025/2026 – TRANSITIONAL CHECKING
 - An attempt to dislodge the ball from an opponent's crosse in which the checking movement is down and away from the body and outside a 12-inch sphere surrounding the head is allowable.
 - The checking motion may not reach across an opponent's body. Any check into the sphere constitutes an illegal check.
 - Check to the head and neck and a Slash are mandatory cards.
 - Girls HS Division – 2021-2024 – TRADITIONAL CHECKING
 - The checking motion may not reach across an opponent's body.
 - Check to the head and neck and/or a slash are mandatory cards.
- **Game/Half may not end on a Defensive Penalty**
 - In the event of a defensive penalty with an expired clock, play will resume on the official's whistle. Trail Official will count: 03 Seconds of play from point of Free Position at the whistle. During the :03 seconds, regular game rules exist, including the potential for another defensive foul, pass, a shot or a goal. All goal calls are final.
- **Poor Behavior**
 - 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.

IV. Game Format

- Games will be 22 minute running time halves with a 5-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.
- All games will start promptly at the assigned times.
- **Teams will have 0 timeouts.**
- Continuous clocks will be kept by centrally, by Tournament Representatives.
- Time Serving Penalties are kept by the on-field officials.
- The official score will be kept by Tournament Staff. The staff and referee may confer throughout the game and stoppages to ensure the correct score. The coach will sign the official score card at the end of each game. 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 signed off on by both teams and submitted to the score table no further score adjustments will be made.
- All Substitutions are on the fly.
- A forfeit will be posted as 1-0 victory for the non-forfeiting team
- During pool play, games may end in a tie. During playoffs, a 4-minute, sudden-victory OT will be played. If, at the end of the OT period, the game is still tied the game will be decided with a Braveheart. Each team will have 1 field player and a goalie.
- All appropriate equipment and mouth guards must be worn at all times.
- Officials and the Tournament Director have final say on all interpretations and rulings.

IV. Weather

- In the event of weather conditions or any other circumstances that prevent the continuation of tournament game play or shorten the available time frame 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

V. Playoffs \ Seeding Criteria:

Seeding is determined by pool play results. Tie-breakers are determined by the following:

1. Overall Record
2. Head-to-Head Result
3. Goals against
4. Goals differential (up to 7 goals maximum per game).
5. Goals Scored
6. Coin Toss.

VI. 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.
- Any coach, player, parent or fan receiving an ejection penalty (RED CARD) 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.

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 October 1, 2020***

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***