



Sports Force Parks Lacrosse Tournament Rules

All games shall be played according to the rules and regulations established by U.S. Lacrosse for youth age groups and NHHS for high school divisions.

****Sports Force Parks reserves the right to adjust these rules prior to the start of a tournament.**
The Tournament Director will only address questions and concerns from a Manager or Coach.
Updated January 17th, 2018**

TEAM AND PLAYER ELIGIBILITY

- A player's age as of September 1st determines the age group in which the player is eligible to play. Players can always play up an age group, but players cannot play down an age group.
- The team must hold proof of birth for all players registered throughout the duration of the tournament.
- No player shall be allowed to register with more than one team or switch to another team during the tournament.
- Each player must provide a medical release and liability waiver signed by parent or guardian. You must use our form provided on the tournament website.

PLAYER AGE ELIGIBILITY

Age Group	Date of Birth
U9	Born 9/1/2007 through 8/31/2009
U11	Born 9/1/2005 through 8/31/2007
U13	Born 9/1/2003 through 8/31/2005
U15	Born 9/1/2001 through 8/31/2003
HS	Born 9/1/1997 through 8/31/2001

TOURNAMENT GAME FORMAT AND MATCH SCHEDULES

- All teams are guaranteed the minimum number of games as detailed in the event details on the website.
- Game schedules will be released 3-5 days prior to the tournament start date.
- Age brackets and team placement are prepared by the Sports Force Parks Tournament Director.

ONLINE TEAM CHECK-IN:

All teams are REQUIRED to complete the online check-in via our website **30 days** prior to the tournament start date. Teams must provide:

- Roster
- Parental Waiver, Release of Liability and Indemnification Agreement
- Certificate of Insurance

TOURNAMENT CHECK-IN

Coaches are required to check in 1-hour prior to the start of their first game to receive their welcome package and Cedar Point tickets.



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GAME CHECK-IN:

Before the start of the game, game roster must be submitted to the referee or tournament official who will check the roster.

GAME RULES:

- 24 minute running halves, with a 5-minute halftime
- U11+ Boys will play 10v10; U13+ Girls will play 12v12
- 1 Timeout per game; 1 minute duration; Game clock will stop
- Clock is start/stop under 2 minutes if the score differential is three goals or less.
- Referees will keep Game time. Penalty time will be kept in the box.
 - o Penalty time is start/stop
- In the event of a tie, during the pool play will end in a tie. During elimination rounds, a 5-minute sudden victory overtime period will be played. There will be a 1-minute break before the overtime period begins.
- There are no mandatory stick checks. Protest and appeal fees apply and are detailed later in these tournament rules.
- Decisions on the field are the final ruling. No disputes will be heard after the game.
- Any player, fan or coach ejected from a game will be prohibited from participating or watching in his/her team's next game. If a player, fan or coach is ejected a second time, he/she will be disqualified from the tournament.
- There is a ZERO TOLERANCE policy for fighting and it will result in an automatic ejection.

UNIFORMS:

- The first team listed on the schedule is designated the HOME TEAM.
- In the case of uniform conflict, the Home Team will be responsible for changing to a different color. Each team must bring two jerseys of contrasting colors.
- No two uniforms on the same team may have the same number.
- Uniform number must match numbers indicated on the tournament roster.
- Players are to wear shin guards with socks pulled up over them.
- Players' shirts are to be tucked into shorts.
- Sweat pants or warm ups may be worn under soccer shorts during game play.
- If a player has a cast, the cast must be covered in a protective wrap for play and approved by the referee of that game.
- There will be no jersey sharing permitted.

SUBSTITUTIONS:

Substitutions will be on the fly only, except in the case of a time serving penalty. In that case, the teams will have a quick horn to get EMO or EMD on the field.

SPECTATORS & COACHES / MANAGERS:

Spectators are ONLY allowed on one side of the field. During play, both team benches will be on the same side of the field, split at the halfway line, with spectators on the other side. Only three coaches, designated on the team's roster, are allowed with the team during games. Coaches must stay in the marked areas. Spectators are not allowed behind the goals.



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CONDUCT:

Players, coaches, and spectators are expected to conduct themselves in the spirit of the law, as well as the letter of the law. A referee or tournament official can remove any coach or fan that is disturbing a game being played. If coaches or fans refuse to leave, the game will be forfeited. If a player or coach is ejected from a game during the tournament, that person must sit out for their next scheduled game. A player or coach may agree to appear before the Tournament Director to be reinstated. A second offense may result in ineligibility to finish the tournament.

FORFEITS:

Failure to complete a game, or in the event a team leaving the field during play, will result in a forfeit. Failure of a team to show up by game time will result in a forfeit. No team that has forfeited a game will be declared a group winner.

The team winning by forfeit will be awarded 4 goals. The forfeiting team's score will be zero. This score will be the official score in case goal differential is necessary. Tournament officials reserve the right to decide all matters concerning a forfeit.

BLOOD RULE:

Any player who is bleeding and/or has blood on any part of the uniform will be sent off the field by the referee. A substitution can be made. The player sent off may return once the bleeding is stopped and/or bandaged. The affected uniform must be changed or cleaned before player re-enters the game.

TOURNAMENT STANDINGS:

Division standings or play-off positions will be determined by most points: Three (3) for a win, one (1) for a tie, zero (0) for a loss.

Divisional Tie Breakers

1. Head to Head Winner
2. Head to Head Goal Differential
3. Overall Goal Differential
4. Fewest Goals Against
5. Coin toss (Away Team will call).

MERCY RULE

If a team goes up by 6 goals, a free clear is awarded to the team that is behind. If scoring continues, we respectfully ask that shots be taken with the non-dominate hand to support competitive balance.

REFEREES:

One referee at each game will hold the scorecard for the game. At the end of each game the referee will record the official score and sign the scorecard. A Sports Force Parks representative will collect the scorecard and certify the score and result.

Game cards must be marked with any disciplinary actions that took place during the game or any cancellation of play.

TOURNAMENT OFFICIALS:

Tournament officials will be used to help facilitate a timely schedule of games. Tournament officials will assist the referees with pre-game team check-ins and with reporting scores as needed.



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MATCH AND SCORE REPORTING:

All Referees will be handed an official game card before their scheduled match by the Referee Assignor or Tournament Officials.

All Referees will be responsible for final scores and ensuring that game situations are clearly marked on the cards.

Referee will give card to the Tournament Official to be recorded by the Tournament Director.

INCLEMENT WEATHER:

In the event that play cannot be started or is stopped for some reason, such as severe weather, teams will take cover, but will remain at the game site and proceed as follows:

1. If time allows, resume play and play to completion.
2. If the first half was completed, the match will be called complete and the score at the end of play will be final.
3. If the first half cannot be completed, the match will be a "4-4" tie and each team will be awarded one (1) point.

The Tournament Director will coordinate stoppage of play. The Tournament Director reserves the right to make whatever adjustments may be necessary in game length to proceed with the schedule following delay(s) due to inclement weather, including cancellation or shortening of games if necessary.

PROTEST AND APPEALS:

Every coach is responsible for providing and carrying documentation of birth for all players on their roster for the duration of the tournament. Acceptable forms of identification include:

- Birth Certificate
- Passport
- State ID
- Any other government issued document

Only coaches may lodge an age protest before or during a game. There is a protest fee of \$100 per protest. If your protest is upheld, your fee will be returned. Sports Force tournament officials may request age documentation at any time. If a coach cannot provide necessary documentation, the player(s) in question will be ruled ineligible.

Protests and other complaints concerning the outcome of a game made directly to tournament staff by parents could result into a forfeit of that game. All decisions from the referees are final. There will be no protest referring to a referee judgment call. Only challenges as to the legality or eligibility of players/teams and/or coaches are permitted as outlined above. No other appeals will be accepted or heard. The decision of the Tournament Director is final.