

2021 NIGHT FALL LACROSSE SHOWCASE

RULES SUMMARY:

- *HS & MS = *Full Field* - 25 min running clock **GAMES** (no half time)
- ***Youth Division** = 8 v 8 (7 field players plus a goalie)
- ***Central Horn (double horn 1 min prior to game start)** for teams to take field; single horn to begin game
- ***Continuous Play** - All divisions will have a draw to start the game only, after that it is a goalie clear for duration of game
- ***Timeouts** - Each team permitted **one 30 second** timeout per game; (No timeouts permitted in **last 5 minutes**)
- ***Point System:** (Max 15 points per game): Win = 10 pts; Tie = 4 pts; Loss = 0 pts; 1 point for each goal scored up to 5 (maximum of 5 points). Loss of 5 points for team if coach gets carded

FORMAT & PROCEDURES:

Format: Full field 12 v. 12 format for MS and HS divisions; Youth Division is 8 v 8 (7 field players and a goalie).

Draws: All divisions will use a draw ONLY for the start of the game. Otherwise, after each goal, play will continue by the goalie clearing the ball to her teammates.

Length of Game: Games will consist of one twenty-five (25) minute running clock period. All games will start and end on a central horn. There are NO half times in these games. There will be a double horn one (1) minute prior to the start of each game.

Timeouts: Each team is permitted **one 30 second timeout per game**, kept by the official. The clock will **NOT** stop during timeouts. No timeouts will be granted in the **last five (5) minutes** of any game or **during any overtime periods**.

Overtime: There will be no overtime during pool play games. Once all pool play is concluded, any game in which the score is tied at the end of regulation time shall be decided by a Braveheart. Coaches must choose **3 field players and 1 goalie for full field play**. Goalies cannot pass the midfield line on attack for the Braveheart. The first team to score wins.

Tournament Scoring: For pool play games, teams will receive 10 points for a victory, 4 points for a tie, 0 points for a loss, and 1 point for each goal scored up to 5 (max of 5 points). The total possible points per game is 15. Total points will determine tournament seeding for bracket play. Seeding tie breakers will be determined by: 1) head to head record; 2) goals against; 3) goal differential; and 4) coin toss. **IF A COACH GETS CARDED (yellow or red), THEIR TEAM WILL HAVE A DEDUCTION OF 5 POINTS FROM THEIR TOTAL SCORE.**

Inclement Weather: Schedule may be modified if necessary due to inclement weather. Games are considered official if 15 minutes of 25 minute period is played. Game lengths may be modified if make-up games are deemed necessary.

Ejections: If a player is ejected from a game, that player will also be prohibited from participating in the team's next game as well.

Coaching: The head coach shall be in control of and be responsible for the actions of any and all persons connected with his or her team (players, other coaches, fans, parents).

Disputes: All disputes will be settled by the Tournament Director/s and the decision will be final.

Live Score Updates: Be sure to get your Live Score Updates on Tourney Machine

RULES OF PLAY:

Southern Edge Tournaments uses USA Lacrosse Official Rules for Lacrosse – with the following modifications:

Fouls: **Games and halves may not end on a defensive penalty set-up inside the CSA* (major fouls only). Officials are to set up foul and add **3 seconds** to the clock. As scoring is used as a tie-breaker, even if the game has been decided, the free position should still be set up. During the 3 second add on, regular game rules exist, including the potential for another defensive foul, passes, a shot, or a goal.

Carding: *Yellow carded players must leave the field for 2 minutes of elapsed time and no substitute may take her place. A player who receives a 2nd yellow card will be suspended for the remainder of that game but CAN participate in the next game. A player or coach who has been ejected (received a red card) will not be able to participate in the next game. If a player or coach is given a red card for a flagrant violation of the rules, they may be subject to not participating in the remainder of the tournament.

Alternating Possession: Team with light colored uniform will get first alternating possession for each game.

AGE DIVISION RULES:

HIGH SCHOOL:

All rules enforced per USA Lacrosse Rule book for 2021 except what is listed above.

MIDDLE SCHOOL:

All rules enforced per USA Lacrosse Rule book for 2021 except what is listed above.

***transitional checking** - meaning the checking motion must be down and away from body and outside a 12-inch sphere surrounding the head.

YOUTH (12U):

All rules enforced per USA Lacrosse Rule book except what is listed above and below. Youth division will be using **modified checking**, defined a checking the stick only if the entire stick is below the shoulder level and the check must be a downward direction away from the body.

***8 v 8 format WITHOUT offsides** (7 field players & and goalie). In 2022 rules, the offsides line is removed so all 7 field players can travel the entire length of the field. We will be using this rule for Night Fall. All other 2021 rules apply.

***3 second good defense** rule applies and will be kept by the official. This call is when the player with the ball holds onto the ball for more than 3 seconds when: a) closely guarded or marked; b) the defense has both hands on her stick; and c) the defense is in a position to legally check if checking were allowed.

***NO Pass Requirement** – There is NO minimum pass rule before shooting

***The 4 goal deficit “mercy rule”** (losing team gets possession of ball at draw) – Southern Edge is **NOT** following this rule, so team that is deficient does not get the option for possession at the draw.

***Coaching Area** – Coaches must stay on their team bench side (cannot travel the full boundary line).

***Yellow cards** – Player carded must leave field for 2 minutes without a substitution taking her place.