



2018 Rules & Regulations

ROSTER NOTES:

- A Parent/Guardian of each player must sign the player waiver form prior to participation.
- Coaches must check-in at the registration tent (in between Fields 7 & 8) Saturday morning, prior to their first game.
- NO Player may compete or be rostered on more than one club or team during the tournament. Any team with a player in violation of this rule will forfeit all games which the player has participated in and will not be permitted to play in the playoff rounds.
- No High School Graduates are eligible to participate in the Summer Rise.

RULES OF PLAY:

- 2018 US Lacrosse/NFHS Rules will be used for 2019 – 2023 divisions.
- US Lacrosse [Girls Youth Rules](#) will be used for the youth divisions (2024 – 2025). We will play with modified checking and the 3-second rule for good positioning applies. No goalie deputy may be used and no one-pass rule.
- Please note: on an 8-meter shot, if the game or halftime whistle sounds before an 8-meter can be taken the shot can be played out; once it changes possession or the ball goes out of bounds the play and game or half are done.

GAME FORMAT:

- All Games will start promptly at the assigned times
- Two 22-minute running halves; running clock with a direction change at halftime
- Halftime will be two (2) minutes
- The first alternate possession will always go to the team in the light-colored uniform.
- One (1): 30-second Timeout per game; Clock does not stop therefore timeouts cannot be called in the last two (2) minutes of the game.
- Continuous Clock, which will be kept by the field coordinator/referees
- Referee can stop the game for any reason that he/she feels fit. Examples include serious injury, game equipment issues, weather, etc.
- The official score will be kept by both the table staff and the game officials. The staff and referee will confer throughout the game and stoppages to ensure the correct score. Coaches from both teams are responsible for verifying and signing the score at the end of each game.
- All Substitutions are made according to US Lacrosse regulations.
- Red Card eliminates a player from the rest of the game AND THE NEXT GAME. Team also plays down for remainder of the game (Excludes 2025 division).
- Two (2) Yellow Cards are the equivalent to a Soft Red Card and that player is eliminated from the remainder of the game. This does not include the following game, but is at the discretion of the tournament director.
- BALLS - All teams are responsible for balls on their offensive end line. Each coach will be provided six (6) balls for the tournament when they check in and then are expected to ensure they use their balls on their offensive end line during games. Our fences and nets will be set up to stop as many balls as possible, but please keep track of your six balls.
- MERCY RULE - Applies to the 2025 division when there is a four (4) goal deficit in pool play not in playoffs. Teams down by four (4) or more goals will get a free position on the center line after each goal (no mercy rule in playoffs).
- The appropriate equipment and mouth guards must be worn at all times.
- Officials and Tournament Directors have final say on interpretations and rulings.

TIE GAMES:

- There is no Overtime in Pool Play. Tie Games will end in a tie and each team will receive 1 point.
- In playoff play, there will be a four (4) minute sudden death overtime period followed by a Brave Heart competition until a goal is scored. BRAVEHEART RULES: 1 center and 1 goalie from each team will be used. Play will start with a center DRAW, and will play out until either player scores. The first to score is the team that wins. A substitution can only occur in the event of injury. If a player needs to leave the field due to injury, the opposing player will be offered the opportunity to sub as well.
- No Time-outs in Playoff Overtime.

Playoff Seeding Criteria in Pods/Group

Overall record based on points; teams receive 3 points for win, 1 point for a tie, 0 for a loss.

1. Head-to-Head Results (only if there is a two-way tie; not applicable for three-way or more ties)
2. Goal Differential (Total Goals scored minus goals allowed). Goal Differential is capped at +/- 7.
3. Least Number of Goals Allowed
4. Number of goals scored
5. Number of Shutouts

*For the Levels where some teams will receive a first-round bye; byes will be awarded to teams qualifying for the playoffs based on the following criteria:

- Most Points Earned in Group Play
- Goal Differential
- Least Number of Goals Allowed
- Most Goals Scored
- Most Shutouts
- Random Draw or Coin Flip

SPORTSMANSHIP/CONDUCT:

- Only Head Coaches are permitted to address the officials; and do so in a respectful manner.
- Head Coaches are responsible for any of their clubs unruly players, asst. coaches, and fans.
- The Summer Rise has a one-strike policy for coaches and players. That being said, the Summer Rise Staff have the right to remove any coach, player, or fan from the tournament at their discretion. In the event of a warning, coaches and players will be notified and any further incidents will result in that coach or player's removal from the Summer Rise Tournament.
- Poor Sportsmanship, taunting, trash talking, fighting, or other unsportsmanlike behavior will not be tolerated by coaches, players, and fans.
- Referees will notify the Field Coordinator of any warning given to a Coach or Player. Accordingly, the Tournament Directors will be made aware of all incidents throughout the Tournament.
- Coaches who are removed from the Tournament will be reevaluated at the conclusion of the event, at which point their teams acceptance into future Victory Event Series events will be addressed.
- Please speak to a Tournament Director about any problems that may arise during the weekend.
- Respect your team, your opponents and the game.
- Set a good example for your players.
- Most importantly enjoy the Summer Rise and Have Fun!