



## 2017 RULES OF PLAY

2017 US Lacrosse Women's Rules will be used for all High School Divisions (2018s-2021s).

US Lacrosse U13 rules will be used for the Middle School divisions (2022s-2024s); we will play with modified checking and no deputy. Special note for the **2022s**: This age group may do full-checking if both teams agree prior to playing; If both teams are playing with full-checking then all USL High School rules apply; If one team wants to play with modified checking, and one does not wish to play with full checking, then the modified checking rule will stand, and all USL U13 rules will stand.

**\*Since this is a Championship Format tournament, we will be playing with an 8 goal differential opposed to 4 at the U13 levels. For all other U13 teams, if a team gets up by 8 goals, then possession will be taken at the center by the team with fewer goals if an eight or more goal differential exists unless waived by the coach of the trailing team.**

Please note: on an **8 meter shot**, if the game horn sounds, while play is stopped and players are setting up for an 8 meter shot, the shot can be played out; the athlete is allowed to take her shot. If the 8 meter was already in play, when the game horn sounds, then the game is done at the time of the horn; if ball crosses goal line after the game horn: NO GOAL (same ruling as USL).

**\*Red Cards: the penalty time for a red card will be 4 minutes for all levels. The player receiving the red card is out the remainder of the game in which it occurred as well as the next full game.**

**\*Two Yellow Cards. Any player receiving two yellow cards in any given game, will NOT be allowed to play the remainder of that game, but she will be allowed to play in the next game.**

**ALTERNATE POSSESSION: HOME** team will have initial alternate possession that occurs in the game. After the initial possession is awarded, the possession will then alternate. Home team is the first team listed on the team schedules.

**FORMAT:** This is a championship format for the 2021-2024s; Round-Robin for 2018-2020s. Official standings will be kept at tournament headquarters, as well as online, for the 2021-2024s. All Teams in all divisions receive at least 4 scheduled games. There are certain circumstances where you may receive a 5<sup>th</sup>. Teams receive 3-4 pool play and 1 or 2 playoff for the 2021-2024s and 4 round-robin games for the 2018-2020s. If you are advancing in the playoffs for the 2021s-2024s, you may receive more, please double check with headquarters.

**DURATION OF GAME:** All pool play games are 2 x 25 minute halves with a running clock. There are 3 minutes before the start of each game. There will be NO TEAM TIMEOUTS DURING ANY GAME. A central horn will be used to start and stop games. Teams are urged to be ready to play at the start of the horn. Referees have the authority to start or end a half early to keep the games on schedule. Note: in a championship or playoff game only, if the game ends on the administration of a major foul (yellow or red card), the official at their sole discretion may add time back onto the clock, which will be kept by that official on the field. Extra time can not exceed 30 seconds. The game that has time put back on the clock, will end when the official says it ends.

**RULE PROTESTS:** There will be no protests. The Referees decision on the field is final.

**SCORE KEEPING:** The score will be kept by the field marshal as well as ONE official on the fields. Prior to start of game the officials will agree to which one of the pairs or trio will be responsible for keeping score. At half the field marshal and score keeping official will confirm each other's score. The field marshall will report final game score to tournament headquarters.

**GAME SCORE DISCREPENCIES:** If a coach has a score discrepancy, they must alert the field marshal and an official on that game immediately. If the discrepancy can not be resolved, then the field marshal can call the Tournament Director or his/her designee to the field to make the final decision. Once a game card is signed and reported, it cannot be disputed or challenged. All disputes will be settled by the Tournament Director or his/her designee. The decision will be final.

**CODE OF CONDUCT in HONORING THE GAME:**

Please note, this was also accepted by all players during player registration, and will be enforced.

1. Players, coaches, officials, parents and spectators are to conduct themselves in a manner that "Honors the Game," demonstrates respect for others and is consistent with the operation of the Tournament for the benefit of everyone involved.
2. Sportsmanship and the concepts of fair and honorable play are essential to the overall success of the Tournament.
3. The emphasis on winning should never be placed above the value of good sportsmanship, the concepts of fair and honorable play, or the spirit of the game.
4. Poor sportsmanship, taunting, trash talking, fighting or other unbecoming behavior on the part of players, coaches, parents or spectators will not be tolerated.
5. Unsportsmanlike conduct will minimally result in a 2 minute penalty (yellow card), but officials are authorized to handle such conduct in their reasonable judgment based on the circumstances, including ending the game (which will be treated as a forfeit by each team regardless of "who did what"). Poor sportsmanship may also result in ejection from the game or the facility.
6. Only head coaches are permitted to address the officials; coaches are expected to do so in a courteous manner. Adults involved with the game are not permitted to openly or maliciously criticize, badger, harass, or threaten an official. Derogatory comments are unacceptable and subject to discipline, including ejection.
7. Alcohol is not permitted at the Tournament venue.
8. Officials are expected to conduct themselves as professionals and in a manner that demonstrates courtesy and fairness to all parties while exercising their authority on the field.
9. Eligibility requirements, such as age and previous level of participation, must be followed. They have been established to encourage and maximize participation, as well as promote safety. The Tournament relies on the good faith of coaches and players as well as their representations regarding age during the registration process.
10. The Tournament expects all coaches to understand the rules of the Tournament and communicate them to members of the team.
11. Head coaches may report any issues regarding officials and/or other teams to the Tournament headquarters. The Tournament will use its reasonable efforts to address any concerns with such officials, the field managers, the Assigning Official(s) and/or such coaches, as appropriate in their discretion.
12. Tournament directors reserve the right to adopt and implement such other rules or regulations as it determines are necessary or appropriate to further the goals and objectives of the Tournament.

**INCLEMENT WEATHER:** Teams should check our website for announcements before leaving for their games in case of any field changes due to weather conditions: [www.project120lax.com](http://www.project120lax.com). All announcements will be posted at the top of the screen. In addition, schedule alerts will be sent via Tourney Machine and their mobile app. It is highly advised that you sign up to receive

text message alerts from Tourney Machine. This can be done via the Tourney Machine Schedule website for Project 120. Please note the tournament reserves the right to modify any game time to keep on time or for safety reasons. If any game is impacted by weather, games will re-start in real time for whatever is scheduled when they resume. All efforts will be made to reschedule any game that is completely missed. This will be worked out with the club director and tournament director. If full games are canceled, please see our Policy and Procedures found on our official website. In case of LIGHTNING, 3 long blasts of an Air horn will sound. Clear all playing fields IMMEDIATELY. Players and fans must go into their cars. We must have **30 min.** of NO Lightning, before returning to fields.

**INJURY:** Delays of the game due to injury may result in shortened game times. All games must end 3 min prior to the next scheduled game on that field. There will be a Field Marshall on each field that can summon a trainer in case of an emergency.

**HOME TEAM:** The Home Team will be the team that appears first on the game schedule. In the event that both teams have the same color jerseys, **The Home Team will be required to switch to alternate jerseys/or wear pinnies.** If the Home Team cannot supply alternate jerseys, the Visitor Team will change. The Home Team should be on the Left Bench when facing the field. Teams are on the SAME SIDE. Spectators are opposite the bench areas. NO SPECTATORS will be allowed on the TEAM BENCH SIDE or BEHIND THE GOALS.

**OVERTIME:** In the event of overtime in the playoffs for 2021-2024s; we will play a 2 minute golden goal period. First goal wins. If after 2 minutes we are still in a tie, then a Braveheart will take place. See Braveheart Procedures. NO overtime in ANY 2018-2020 Division games.

**BRAVEHEART:** 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.

**FORFEITS:** Teams failing to report to assigned games will not be invited back next year.

**DISPUTES:** All disputes will be settled by the Tournament Director or his/her designee. The decision will be final.



## 2017 Project 120 Scoring Procedures

**DETERMINING WINNERS:** Teams will be awarded points on the following basis:

- 3 - points for a Win
- 0 - points for a Loss
- 1 - point for a Tie

In the event of a tie in points at the end of pool play, the winner will be determined as follows:

1. The winner in head to head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Total goals against
3. Goal differential (a max +-12)
4. Most shut outs.
5. Coin toss

NOTE: After each step, standings will be determined; if there is still a tie, then we will proceed to the next step, and **NO RULES WILL BE REVISITED**