

LAXPAC TOURNAMENT RULES 2006

- 1. TEAM ROSTER and SUBSTITUTIONS:** All teams will use only those players whose names appear on the team roster. **Final rosters** (to include each player's first and last name, jersey number, field lacrosse position, school, and grade level) must be submitted to the tournament director prior to each team's first game. If a team needs to substitute a non-roster player (i.e.-due to an injury to the goalie), the tournament director must approve this and all changes. **NO EXCEPTIONS.** If a team uses a non-roster player without such approval, it will forfeit that game.
- 2. BOARDING:** Referee will give 1-3 minutes for boarding. Flagrant or repeated boarding could result in a player's being ejected from the game or tournament.
- 3. FIGHTING:** Players involved in fighting could be expelled from the tournament. The game officials and tournament director will determine a final decision.
- 4. PHYSICAL CONTACT:** A player is allowed to "square up" on his opponent but cannot knock a player to the ground, which could result in a personal foul of 1-3 minutes. Flagrant contact could result in more severe discipline.
- 5. ONE-HANDED CHECKS:** These checks must be under control and will be tightly scrutinized by the referees.
- 6. PLAYERS ON THE FIELD:** 6 including the goalie; players run both ends of the field; offensive team must keep at least 1 player (usually the goalie) in its defensive half.
- 7. THE FIELD:** Surface is padded carpet; goals are 6' X 6' and crease is @16' in diameter. Field #1 is 175' by 85' and field #2 is 185' by 85.'
- 8. LENGTH OF GAME:**
 - a. 35 minutes with up to a 5-minute halftime; teams switch ends at halftime
 - b. *Saturday and Sunday only:* no overtime; a tie remains a tie
 - c. *Monday only:* 3-minute sudden death overtime periods until one team scores.
- 9. TIMEOUTS:** Each team is allowed one 30-second timeout during the game except during the last two minutes of a period. The clock will continue to run. Each team is allowed one 30-second timeout in each overtime period but only during the first minute of overtime. The clock will continue to run during the timeout.
- 10. LAST 2 MINUTES OF GAME:** If the point spread is 3 or fewer goals, the clock will stop only when the referee blows his whistle except after a goal is scored. For example, after a referee blows his whistle for a penalty, the clock will stop.
- 11. 4-GOAL RULE: *Read this carefully!*** If a team scores and is still down by 4 or more goals, the down team gets the ball at midfield. If a team is scored upon and is still down by 4 or more goals, the down team has to clear the ball starting with the goalie from his crease. ***During the playoffs on Monday, there will not be a 4-goal rule.***
- 12. CLEARING THE BALL:** A team has 10 seconds to clear the ball past midfield. If 10 seconds elapses, the ball goes to the other team. This rule applies even when the clearing team is down a man.
- 13. BACKCOURT:** The offensive team must keep the ball in its offensive half of the field. If the ball goes beyond midfield, the other team gets the ball at midfield. **EXCEPTIONS** – Backcourt does not apply on a shot or if the defensive team last touches the ball before it goes beyond midfield.
- 14. FACE-OFFS:** occur at the beginning of each period and when the referee deems it necessary to do so.
- 15. BALL GOES OUT OF PLAY:** Same as outdoor rules.
- 16. GOALIE CANNOT SHOOT ON OPPONENT'S GOAL.**
- 17. SUBSTITUTIONS:**
 - a. Timeouts
 - b. Dead ball situation
 - c. On-the-fly: A player coming onto the field must wait behind the door in his team area until his teammate is physically in the RED BOX in front of his team area (NOT HIS OPPONENT'S RED BOX). Players will not be allowed to sit on or jump over the wall.
- 18. STANDINGS AND SEEDINGS** will be determined by the following in this order:
 - a. Division record
 - b. Head-to-head within division
 - c. Greatest positive difference between overall points scored and allowed.
 - d. To be determined