

# WPYLA TOURNAMENT RULES 2025

## **12U and 14U Game Rules**

US Lacrosse standards and rules will be followed in this tournament, if not modified within. The following rules have been designed to ensure fair play for all participants. Each coach and player are expected to understand these rules. Any questions concerning these rules should be directed to WPYLA

**TEAM ROSTERS** All participating players must be on the official team roster. Absolutely NO roster sharing or team hopping allowed. Any team with a player in violation of this rule will be subject to an official team roster check that may lead to a forfeit in all games in which the player is known to have competed and a forfeited opportunity to advance to the playoff round. Once you have submitted your team roster, rosters are locked, absolutely no additions or changes to the roster will be allowed unless approved by WPYLA. WPYLA reserves the right to roster check teams at any time throughout the event.

***ROSTER CHECKS ARE HIGHLY RECOMMENDED PRIOR TO EVERY GAME.***

### **10v10 Format**

- We will follow all WPYLA and US Lacrosse rules with the only exceptions listed below.
- Each bracket will play to a championship
- All players must be on a submitted roster with matching names and jersey numbers, no exceptions. If there is an issue with jersey numbers on rosters, please call a WPYLA using the table walkie talkie.
- Each player may only be rostered on one team. Violation of this policy will result in your team being removed from the tournament.

### **Game Format**

- 20-minute running clock halves with and a 5-minute halftime
- Penalties are also running clock (technical fouls = 45 seconds & personal fouls = 1:30 seconds)
  - i. Technical fouls are releasable, personals are locked in
  - ii. Penalties start on the whistle
- Substitutions are made on the fly
- Teams are allowed 1 timeout per half and no timeouts in the last 2:00 minutes of the game.
  - i. If a timeout is called, the time on the penalty will stop but game time continues.
  - ii. Timeouts are 45 seconds long
- Clock will not stop for injuries unless otherwise directed by the head referee.

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## Overtime

- If the game is tied at the end of regulation, it will go to a modified brave heart
  - i. Each team will send three (3) players, one of whom HAS to be a goalie.
  - ii. One player from each team must always remain on the defensive half of the field.
  - iii. Play will begin with a faceoff with the other field player on the wing and play will continue until a goal is scored.
  - iv. If a player commits a penalty, the opposing team receives the ball, and play is restarted with the player that committed a penalty 5 yards behind the ball.

## Championship Game ONLY

- v. First overtime, Standard OT Rules, 4 minute period, 1st person who scores wins
  - vi. Second overtime is the same as the first OT.
  - vii. Third overtime goes to a 3 v 3 braveheart (Same as Bracket Play)
- WPYLA Representatives will be coming around in a cart to ensure games are starting. We reserve the right to shorten games if games start late. We are on a tight schedule so games need to start and stop on time.

## **10U Competitive and Developmental Game Rules**

### Game Format

- Games will be played 7v7 (2 attack, 2 mid, 2 defense, 1 goalie)
- We will follow all WPYLA rules.
- 25-minute running clock game (No halftime)
- One timeout per game (30 second timeout) and no timeouts in the last 2:00 minutes of the game. (Game Clock will run)
- No checking allowed
- Penalties will result in a substitution
- Substitutions are on the fly.
- No long poles will be allowed
- Regulation Size Goal (6'x6')
- No counts enforced
- Faceoffs will occur after every goal. If a team is up by 7 or more, the losing team has the option to take the ball at midfield.

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- **Competitive Bracket Only (Pool Play Tiebreaker)**
  - i. Points will be awarded as: 3 points win, 1 point tie and 0 points loss.
  - ii. Top team of each pool will advance to the bracket round of tournament
  - iii. Tiebreaker for Seeding is as follows (In order):
    - 1. Points
    - 2. Goals Allowed
    - 3. Goal Differential
    - 4. Goals For
    - 5. Winning Percentage
    - 6. Coin Toss
- **Bracket Play Games ONLY**
  - iv. Overtime will only occur in the bracket round of the competitive division.
  - v. Bracket Round OT, will be sudden death, first team to score.
  - vi. OT will start immediately after the end of regulation.

**Note: NO OVERTIME IN POOL PLAY OR THE DEVELOPMENTAL DIVISION**

## **All Divisions**

### **Team Responsibilities**

- A volunteer from EACH TEAM will manage the game table. This is mandatory.
  - i. Home Team Representative - Keeps the game time. (This is a running clock so this should be very easy). Also, in charge of scorers sheet (Track goals and penalties)
  - ii. Away Team Representative - Keeps penalty time and works the scoreboard. Ensure Roster checks are completed prior to the game if needed.
- Table personnel must present the scorecard to each coach to sign for verification.
  - i. Leave the completed scoresheet in the table binder
  - ii. Take a picture and text the picture and score immediately to HQ to report the game score at the end of each game.
  - iii. If there would be a need to communicate with HQ please use the table walkie talkie at that time.
    - 1. Ref Official
    - 2. First Aid
    - 3. Security
- Scoring Disputes are to be settled by the head official.

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## **Zero Tolerance / Behavior Expectations -Teams are expected to share these expectations with Coaches, Parents and Players**

- Unsportsmanlike Conduct will not be tolerated. Inappropriate behavior such as profanity and/or taunting players, coaches, or officials will NOT be tolerated
- Players and/or coaches that are ejected from a game will be suspended for the next two games. They will not be permitted at the game field.
  - i. Tournament officials reserve the right to increase any suspension.
- Overly physical play will not be tolerated, and if it persists, it could lead to the coach's ejection.
- There are not to be more than 5 WPYLA verified coaches permitted on the team bench during any tournament game.
  - i. Any team caught with more than 5 coaches will be penalized with a continuous man down penalty until brought back down to 5 coaches.
- NO spectators are to be permitted on the bench side of the sidelines.
- **Fans/Spectators that are disruptive or abusive toward opposing teams or officials must be dealt with by the team coach or team representative. A penalty will be assessed to the team for this behavior. If the behavior persists, the fan will be asked to leave the premises.**

## **Lightning Policy**

- In the event of lightning, all participants, fans, and coaches will be asked to leave the fields. Play will resume 30 minutes after the last lightning bolt/thunder has been observed.
- All tournament activities will resume play upon the Tournament Director's approval. WPYLA will do all it can to keep the tournament games as scheduled. If safety becomes a concern, for weather or any other reason, WPYLA will make the necessary changes to ensure the situation is handled properly. This includes, but is not limited to:
  - i. All scheduled games will ultimately be moved back to the total time of delay.
  - ii. Finish games before inclement weather arrives.
  - iii. Shortened games due to time constraints.
  - iv. Creating a winner via alternative methods.
  - v. Rescheduling games (if possible).

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- vi. Canceling the tournament.
- vii. If lightning strikes a game in progress, the period will end immediately. The suspended game will resume play immediately when the fields are deemed safe. The teams will play ONE shortened running time game. Scores from suspended games will be combined with scores of this shortened game, and the team with the most goals wins.
- viii. If lightning and thunder strike during the second half of a game in progress, the score of that game at the time of the occurrence will be considered the final score. The team leading in scoring at that point will be deemed winner and points will be recorded accordingly.
- ix. Converting the Tournament into a "Festival Format." A Festival Format does not have playoffs or championships. Teams will be given the opportunity to play as many lacrosse games as possible in the amount of time left.

NO player should leave the premises during a stoppage. Any teams unable to field a team upon the specified restart will be awarded a forfeit.

**\*Note: teams should only leave the facility if conditions become dangerous.**

\* If under any circumstances there will be no refunds issued.

In case of inclement weather during the tournament, teams & spectators will be notified with a long, continuous horn. The horn signals that all participants & spectators need to leave the field immediately & go directly to their vehicles. Once dangerous weather has passed, and 30 minutes of clear weather is reached, three short horns will sound to resume game play.

WPYLA reserves the right to make any necessary changes for the betterment of the event.

## **Park Rules**

- No dogs or animals on playing fields – PLEASE PICK UP AFTER YOUR ANIMAL
- Team's tents must remain in the designated areas
- No grilling permitted in the park
- Alcohol is prohibited on park grounds
- TEAMS ARE EXPECTED TO PICK UP ALL TRASH IN THEIR TENT AREA AND DISPOSE OF IT IN THE DUMPSTERS LOCATED ON THE GROUNDS BY FIELD 1 & 4.