

Medicine Hat SunDevils - 2025 LAX To The MAX Tournament Rules

1. This is a **ZERO TOLERANCE** tournament. Abuse of any kind will not be tolerated. Teams, coaches, players, families, or spectators can be ejected from the tournament if they are found to have violated the ALA Code of Conduct. We take player, coach, official, volunteer, facility staff, and spectators safety very seriously. Please ensure all siblings are being watched at all times, no child can be left without parent supervision. The facility or tournament committee reserves the right to ask unattended children and their family to leave the building.
2. The intent of this tournament is to provide a fun atmosphere for development of players, coaches and officials. Overage players are not permitted unless they have been granted an exception from ALA Executive (written proof sent to the Tournament Coordinator is required). **If a team has an overage player without an approved exemption the team will be fined \$750.00 and the player will be removed from the tournament, the team may also face expulsion from the tournament.** If your team has an oversized roster the oversized roster exemption must be sent to the Tournament Coordinator. The tournament committee reserves the right to move a team up a level if they feel they will be better suited in a higher division. LAX To The MAX is a B Parity tournament, no A teams are permitted.
3. ALL teams are to provide their own first aid to players (ice, bandages, tensor, etc) the tournament cannot guarantee the facility will have ice/first aid on hand.
4. Home team to provide four game balls. Each team is required to provide their own warm-up balls.
5. Any changes to the team roster must be provided to the Tournament Coordinator 72 hours PRIOR to start the tournament. No changes will be allowed later than 72 hrs before the tournament starts. Teams may only play the players on the roster submitted to the Tournament Coordinator. Any players not on the roster will be ejected from the tournament.
6. As per ALA Regulation 5A.04, Affiliated Players must be drawn from the same club and in a lower division or lower tiered team in the applicable division competing. If a team has an AP that player's first commitment is to their team. Any teams (both AP and the team they played on) found in violation to this rule will have points removed from their game(s). AP players will also face possible ejection from the tournament. Out of province teams are NOT permitted to play on ALA teams (no affiliating onto out of province teams). Out of province teams are required to have a valid travel permit and submit it to the Tournament Coordinator no later than 1 week prior to the start of the first tournament game.
7. If teams have similar jersey colors the HOME team will be asked to change. If the HOME team only has 1 set of jerseys and VISITOR has 2, the VISITOR team will change jerseys.
8. Game sheets will be available at the Tournament Office 15-30 minutes prior to the games. The white copy must be returned to the office after the game. Scores will NOT be entered for either team until the white copy is returned. The Home team will be responsible for picking up the game sheet from the office. The Visitor team is to return the game sheet immediately after the game.
9. The Tournament will provide all ALRA officials for games.

10. The "HOME" team will provide three Minor Officials - 1 for timekeeper, 1 shot clock and 1 for penalty box. The "AWAY" team will provide two - 1 for game sheet, 1 for penalty box.
11. All decisions of the ALRA Official will be final on the floor. Any protest shall be submitted in writing by email and accompanied by a \$300.00 fee payable to the Medicine Hat Lacrosse Club, by e-transfer to mhlc.treasurer@gmail.com. The decision of the LAX To The MAX Discipline and Appeals Committee will be final.

The appeal must be made in writing to mhlc.vicepresident@gmail.com and must be received no later than 30 minutes after the conclusion of the game. If game conclusion time is missing from the game sheet the scheduled game time conclusion shall be used. If the appeal is won, the fee will be refunded. If any game or portion thereof is to be replayed, the refund will be given after that conclusion.
12. All match, game or gross misconducts will be referred to the LAX To The MAX Discipline and Appeals Committee. The decision of the committee will be final. Any resulting suspension(s) must be served in the subsequent game(s). Any team failing to do so will forfeit all points earned when playing with a suspended player. All suspensions will follow ALA Regulations.
13. A player receiving a fighting major will be subject to disciplinary action by the LAX To The MAX Discipline and Appeals Committee and may result in expulsion from the remainder of the Tournament.
14. Abuse towards officials will NOT be permitted and may result in players, parents, coaches, or spectators being asked to leave the tournament and teams may forfeit all points won in that game. If teams are asked to leave, they forfeit all points for that game.
15. Teams will NOT be allowed into dressing rooms until 30 mins prior to their game NO EXCEPTIONS. Dressing rooms are expected to be left in a clean and acceptable manner after each game. Each team Head Coach will be deemed a dressing room supervisor, as any damage to the dressing room will be the responsibility of the team. The facility reserves the right to fine a team for any damages done to the facility by that team. Bags must be removed from the dressing room between games.
16. Each team is responsible for the conduct of its players, coaches, and fans. Teams will be held responsible for any damages to the facility, dressing rooms, and/or playing surfaces. Teams may be ejected with no refund from the Tournament at the discretion of the LAX To The MAX Discipline and Appeals Committee.
17. HAVE FUN! This is the most important rule of all. We are dedicated to promoting the growth of lacrosse, and for young players at these developmental stages, it all begins with having fun!

GAME STRUCTURE

- Each game is worth a total of 5 points:
 - Final Score: Win = 2 points, Tie = 1 point, Loss = 0 points
 - Each Period Score: Win = 1 point, Tie = ½ point, Loss = 0 points
- "Delay of game" may be assessed to the team that is not ready to play and 1 point will be deducted from the game point total. If both teams are not ready then both will be deducted 1 point.
- **Overtime will take place in Medal games only.** In Overtime, there will be 5-five-minute sudden death run time periods with 1 minute breaks between periods. The first team to score will win. Teams will not switch ends from the end of regulation into overtime or between overtime periods.

DIVISION	ALLOTTED GAME TIME	WARM UP	PERIOD 1	PERIOD 2	PERIOD 2	PERIOD BREAK	CLOCK RULES
U9	1 HOUR	5 MINS	15 MINS	15 MINS	15 MINS	3 MINS	RUN TIME*
U11	1 HOUR	5 MINS	15 MINS	15 MINS	15 MINS	3 MINS	RUN TIME*
U13	1 HOUR	5 MINS	15 MINS	15 MINS	15 MINS	3 MINS	RUN TIME*
U15	1 ½ HOURS	5 MINS	20 MINS	20 MINS	20 MINS	3 MINS	STOP TIME**
U17	1 ½ HOURS	5 MINS	20 MINS	20 MINS	20 MINS	3 MINS	STOP TIME**
*IN U9, U11, AND U13 EACH GAME OR PERIOD WILL BE PLAYED AS RUN-TIME. RUN TIME IS DEFINED AS STRAIGHT PLAY EXCEPT FOR TIME OUTS OR GOALIE WATER BREAKS							
**IN U15 AND U17 ONLY THE 3RD PERIOD WILL BE PLAYED AS STOP-TIME. STOP-TIME IS DEFINED AS THE CLOCK ONLY STOPPING FOR GOALS, PENALTIES, OR TIME OUTS EXCEPT FOR THE 6 GOAL DIFFERENTIAL RULE AS PER 9.05.							
THE CLOCK WILL STOP FOR OFFICIALS DISCRETIONARY STOPPAGES (I.E.GOALIE WATER BREAK)							
FALL BACK RULE APPLIES TO U9.							
MUSIC PLAYED DURING GAMES MUST BE RADIO APPROPRIATE.							

- There is **NO DROP CLOCK** in the tournament.

- Mercy Rule:

If a goal differential of 6 or more goals is present at any time during the game, at the next whistle to start play, the clock will run at straight time. If the goal differential is brought within 4 goals, the clock shall return to stop time at that time.

- Tie Breaker:

In the event of a tie in point standings in a competition, final standings shall be determined as follows: If two teams are tied, if the teams played each other, then the team with the higher number of points in the game or games between the two teams' advances. If a tie still exists, the goal average formula listed below will be used.

If three or more teams are tied, and if one team has defeated the other teams with which it is tied after round robin play, that team shall advance. Otherwise GOAL AVERAGE FORMULA: Only the goals scored in games between the tied teams are used the goal average formula for tie breaking. Team with the highest ratio advances.

Otherwise, GOALS AVERAGE FORMULA: Using goals for and against in all games played by the tied teams. $\text{GOALS FOR} \div (\text{GOALS FOR} + \text{GOALS AGAINST})$. The formula is applied once to rank all tied teams.

If a tie still exists, the team with the least penalty minutes based on all games played will advance.