

LAX MAX 2016

World's Best Lacrosse Tournament

I. In General

1. Lax Max is an open youth lacrosse event for travel, town, all-star and club level programs.
 - A. Teams are required to register within their current season's age division and competition level of play.
 - B. Teams can play up in age and competition levels.
 - C. Registration is by dual age; teams formed by graduation year must register within the dual age level offered of their oldest player.
 - D. The event attracts teams from a large geographic area with several different interpretations of competition levels. It will be the sole decision of the 'tournament committee' if any team has misrepresented their level of play.
 - E. Teams found misrepresenting their placement will be allowed to complete any remaining round robin guaranteed games (all results will be listed as a 3-0 victory for their opponent); but will be immediately removed from all awards competition.
3. The advertised early multiple team registration discounts will only be accepted up until the posted dates indicated.
4. All teams must have their completed roster waiver form submitted to the tournament a minimum of 10 days prior to the event.
 - A. Rosters are frozen as of the first game.
 - B. Teams that do not have a roster waiver on file prior to the competition will be subject to disqualification from awards competition if a protest is made during a game and noted by the head referee.
 - C. Roster waivers must be submitted on the approved tournament form. Teams that need to use multiple forms; must attach all forms to a typed, alphabetical list of players, and delivered to us by the 10 day deadline. Do not fax or e-mail these forms.
4. Once your registration and check have been received and processed, there will be no cash refunds given. A team may, by the decision of the tournament committee, receive a credit for games missed for use in future registration.
5. If the tournament is canceled in whole or shortened in part for any reason, including inclement weather or any other "Act of God," no cash refunds will be given. It will be the decision of the tournament committee, that once all expenses have been calculated, a pro-rated credit for games missed will be distributed to the teams.
6. The Tournament Committee, Pikesville Sports, MASCOM Sports, Sandlot Lacrosse, Carroll County Recreation and the City of Westminster Recreation and Parks will not be responsible for any expenses incurred by any team, club or organization if the tournament

is canceled in whole or in part. The Tournament Committee reserves the right to decide on all matters pertaining to the operation of the tournament and its judgment is final.

7. Teams are not registered and will not be scheduled until a completed Registration Form and all fees have been paid in full.
8. Once schedules have been posted, coaches are responsible for checking their respective schedules on a daily basis. The Tournament will not be held responsible for any forfeit.
9. T-shirts will be distributed beginning Saturday morning of the Tournament. It is the responsibility of each coach to pick up their t-shirts during the event. Shirts not picked up will be taken back to the manufacturer and held 30 days pending pickup. After 30 days, all remaining t-shirts will be donated to area charities.

II. Rules of Play

1. All teams are guaranteed three games. Total number of games will be determined by the size of the division and whether or not semi-final and final games are needed. Play-offs will be scheduled in divisions composed of 6 or more teams.
2. Club Level, Tournament and All-Star teams are not precluded from the competition.
3. This is a trophy tournament. Team and individual awards will be given to the first and second place teams in each division.
4. Final registration will determine tournament brackets.
5. The registration fee does not include referee fees. Referee fees are posted on the index page of this web site. Teams only pay for the games they play.
6. Registration is refundable (credit only) through March 31, 2016.
7. Age groupings will be divided into the multiple competition levels of AA, A, B and C whenever possible. When registering, a team may write in requests such as A/B and B/C in the check off age boxes in order to allow us the best opportunity to place you in the best competitive division..
8. All applications will be reviewed regarding their placement into the different competitive levels. There are several recreation sponsored programs which have the term "club" in their name; as well as several clubs which are now accepting less competitive teams into their organization. Teams that fall into this category must contact the tournament to receive permission to participate out of their platform. The tournament committee's placement decisions are final. Because a team has club in its name; it is not a reason to protest.
9. All players must be age appropriate. Age is determined by the player's age the August 31st preceding competition. Coaches must be prepared to present age verification at all times during the tournament.
Failure to produce age verification (within a time period specified by the tournament committee) will result in the game in which the challenge took place being declared a forfeit and any other games played until verification is produced will be recorded as

forfeits. If a team is challenged, and is found not to have a roster on file with the tournament committee, all games played up to the challenge will be declared forfeits.

11. Maximum roster size is 18 players for regulation teams and 14 players for 7-8 (Tyker) teams. Only the maximum amount indicated above will be given Tournament T-shirts (additional shirts will be on sale at the tournament).
Championship and finalist teams will also only receive the number of awards indicated above.
Teams that bring additional players over the Roster Maximum may purchase the additional t-shirts at the time of their allotment pickup, and additional awards at the conclusion of the event..
12. Any team that uses an illegal player at any time in the tournament will be suspended immediately. All games played will be recorded as 3-0 forfeits.
Any team that is suspended will be allowed to play any remaining round robin games. All additional games played will be counted as 3-0 forfeit losses. A suspended team will be disqualified from semis, finals and championship games and from all awards.
A player cannot play for two teams within the same age level.
13. Following MYLA rules, a player who has played for his/her high school and was not registered with your program for the past season is ineligible to participate in the 13/14 age category. A player in this category is eligible to participate in the 15/16 or 17/18 high school levels.
14. The Tournament will be played according to MYLA rules, except in the 15-16 and 17-18 age groups, which will follow high school regulations. (Complete MYLA Rules may be found at <http://www.mylalax.com>)

ADDITIONAL GAME TIME INFORMATION

1. Playing time will consist of 2 twenty minute running halves with a 5 minute half time. Games will begin promptly on the hour.
2. Timeouts will consist of one 45 second timeout per team per half. Playing time stops with each timeout. The clock will start after 45 seconds. Any team not prepared to play after 45 seconds will lose possession of the ball.
3. The four goal rule will be in effect for all boys' games and 7/8 girls games at all times - if a team is leading by 4 or more goals, the faceoff will be eliminated and the ball awarded to the trailing team at mid field. The only exception to this rule will be to begin the second half.
4. A six goal rule will be in effect for all girls 9/10, 11/12 and 13/14 games at all times - if a team is leading by 6 or more goals, the faceoff will be eliminated and the ball awarded to the trailing team at mid field. The only exception to this rule will be to begin the second half.
5. No High School players are allowed on any team U15 and younger. This includes participation on Fresh/Soph, JV and Varsity players. Any team competing with High School players will forfeit all games in the tournament and will not be able to advance to the playoff rounds.

6. There will be no stick checks unless requested by the opposing coach, and if the stick is found not to be illegal, the challenging team will be charged a time out. If no timeout remains, a delay of game technical foul will be assessed.
7. Sticks in the 7/8 Boys divisions are limited to 36-52 inches.
8. No Overtime in regular play. Sudden victory overtime will be used to decide all ties in playoff games.
9. Players may only compete for one team in the same age level during the tournament.
10. Any team that forfeits a game during the tournament will be ineligible to compete in any playoff games.
11. All forfeits will be considered a 3-1 victory for the team that is prepared to play.
12. Boys 7/8 level games will be 8 vs. 8 & 10 vs. 10
13. All other Boys games will be 10 vs. 10.
14. Girls 7/8 games will be 8 vs. 8.
15. All other Girls games will be 12 vs. 12.
16. **Any team playing with High School players, age ineligible players or players competing on more than one team in an age group will forfeit all games in which the player competed and will forfeit the opportunity to advance to the playoff rounds.**
17. Any player, coach or fan ejected from a game or field during the tournament for fighting or unsportsmanlike behavior will be prohibited from playing, coaching or watching any other games in the tournament.

IF THERE ARE ANY QUESTIONS REGARDING RULES, THE REFEREE'S DECISION ON THE FIELD WILL BE THE FINAL RULING.

SCHEDULING AND SCORING

Please check your schedules before leaving for the tournament. Schedules may change at any time.

1. All teams should be scheduled for at least three games.
2. Points will be awarded after each game, 3 points for a win, 1 point for a tie and 0 points for a loss.
3. In the event of inclement weather and cancellation of games. Each canceled game will be scored as a 3-1 WIN for BOTH teams.
4. Ties will be broken in the following manner:
 - A. Head to head play
 - B. Most wins

- C. Fewest goals allowed
 - D. Total point differential in first three games (not to exceed +3 or -3 in any game)
 - E. Coin toss (team coming second in alphabet will call the toss)
5. All ties in playoff games will be decided immediately by a sudden victory period.

All scores must be reported to the scorer's table at each venue. Any questions regarding the score should be addressed at this time. Once the score is turned in at the table and posted, the score is considered official and no changes will be made. It is the coach's responsibility to ensure that the correct score is recorded. Scores will be posted online at the end of each day.

TYKER GIRLS

Tykers - 2 passes anywhere on the field, no dumping (goalie pass counts)

7 field players and a goalie

No Checking

4 Goal Rule, if a team is behind by 4 goals, the draw is suspended.

A draw shall be done at the beginning of the half. The team that is behind has the option of doing a draw instead of a free position

BOYS TYKERS

Long Sticks are allowed, maximum 52 inches

Fast Break Rule: On any normal time serving penalty, the team which has been fouled will be awarded the ball and placed in position for a fast break. The player who has committed the foul must be substituted out. He is replaced by another so that both teams are always full strength and never play man down. The ball will be restarted on the offensive end, in front of the goal, a few yards outside the offensive box by a middie. All other middies are positioned on the defensive half of the field. On the sound of the whistle, all players are live. The offensive team will have a brief man-up opportunity.

Body Check Rule: At the Tyker level, the only player permitted to be body checked is the player in position of the ball. All other body checking will be illegal. This rule is not intended to prevent boys from having contact when that going after a loose ball or playing good defense. It is intended to penalize a player from body checking another player who is standing outside of a pile, even though the ball is loose and he is within 5 yards. No take out checks allowed.