

# 2026 LUMBERJAX SHOOTOUT

## General Tournament/Play Rules

1. All players and coaches must have valid US Lacrosse Membership to participate in the Lumberjax Shootout.
2. Age groups as specified by USA Lacrosse.
  - A. Boys' divisions are as follows 8U(7v7), 10U(7v7), 12U, & 14U
  - B. Girls' divisions are as follows 2/3/4 grade (green), 5/6 grade (yellow), & 7/8 grade (red)
3. All boys' rules will be established by US Lacrosse Youth Rules with the following YCLA modifications listed below.

4. All girls will follow NFHS rules with the following YAGLA modifications.

### A. RED (7th/8th) Division Rules:

- i. Regulation pocket, Regulation field, 12 v 12
- ii. Transitional checking above shoulder level is permitted.
  1. Mandated enforcement of a 12" sphere for checking
- iii. NO - 3-second rule for good defensive positioning.
- iv. Yellow/Red carded players are off the field for 2/4 minutes.
  1. No substitute
- v. All other rules per NFHS rules

### B. YELLOW (5th/6th) Division Rules:

- i. Regulation pocket, Regulation field, 12 v 12
- ii. Modified checking below shoulder level only
- iii. 3-second rule for good defensive positioning
  1. 1. Applicable to above shoulder cradling only
- iv. 1 Pass attempt **MANDATORY** off every draw/free possession/turnover
- v. Yellow/Red carded players are off the field for 2/4 minutes.
  1. No substitute
- vi. All other rules per NFHS rules

### C. GREEN (3rd/4th) Division Rules:

- i. Short field, 8 v 8 (2 Defenders Back)
- ii. No checking allowed.
- iii. Modified pocket allowed.
- iv. **NO Self Starts- Self Starts will NOT be penalized; Redo the set up**
- v. 3-second rule for good defensive positioning
  1. Applicable to above AND below shoulder cradling
- vi. 2 Pass attempt **MANDATORY** off every draw/free possession/turnover
- vii. Yellow/Red carded players are off the field for 2/4 minutes.
  1. Substitute **MANDATORY** for carded player
- viii. 1 Coach from each team allowed on the field but not obstructing play.
- ix. All other rules per NFHS rules

5. Tournament and All-Star teams are precluded from the competition. No players on a High School

roster will be allowed to play, even if they meet the age criteria. Players may not play down below their age level/division (per USA Lacrosse, YAGLA, & YCLA guidelines). All players/teams must provide proof of birthdate and/or current report card when asked to verify players age. Any team that uses an illegal player at any time in the tournament will forfeit their games. All games played will be recorded as 1-0 loss for the team that forfeits. All additional games played will be counted as 1-0 forfeit losses. A forfeiting team will be disqualified from all awards.

6. Each game will consist of

- A. (2) 20-minute running halves for all divisions.
- B. (1) 40 sec. time out per team, per half (clock remains running). No timeouts in the last 5 minutes of either half.
- C. 4-minute half time for drinks and to switch sides.
- D. Round Robin and bracket games excluding championship games ending in a tie, will immediately continue at the end of regulation time until the first team scores determining a winner. Championship games will have a 5-minute running time sudden victory OT. If still tied after OT, teams will go to a sudden victory Braveheart period.
- E. Braveheart Rules (2 v. 2) - Each team will consist of a field player and a goalie. Goalies must stay in the crease until possession is obtained by one of the teams. Once possession is had all players have free-range of the entire field for the remainder of the Braveheart unless a penalty occurs. There is no offside rule in Braveheart. Any penalties being served at the end of OT period will be released. The player(s) that were serving said penalties during the OT period will be precluded from participation in the Braveheart period. Teams will never **start** a Braveheart period shorthanded.
  - i. **BOYS:** Time serving technicals will result in the offending player subbing out and being replaced. Any personal fouls will result in the offending player being removed and his team will play shorthanded for the duration of the Braveheart. Restarts by rule.
  - ii. **GIRLS:** All penalties will result in a free possession at spot of the foul or by rule in the CSA. The offending player will be placed **10 yards** behind the ball carrier. If a team commits a cardable foul, that team will lose the player guilty of the foul for the duration of the Braveheart. The offending team will play shorthanded for the duration of the Braveheart.

7. Counts (boys only)

- A. 12U and 14U will play with 20/10 counts. 8U and 10U will not have counts. b. 12U and 14U will have to keep the ball in the box during the last 2 minutes of the game if the team is winning by 4 goals or less.

8. Spring Grove Lacrosse Club reserves the right to adjust the timing of the games.

9. This is a trophy tournament. Team awards will be given to top teams in each competition level. However, this tournament is about playing lacrosse, sportsmanship and having fun.

10. Code of Conduct

- A. Players, coaches, officials, parents, and spectators are to conduct themselves in a manner that is honorable and demonstrates respect to other players, coaches, officials, parents, and spectators. Conduct should be free of harassment and discrimination.

B. Any player, coach or fan not conducting themselves in a respectable manner may be given a warning by the official(s) or member of the Lumberjax Shootout committee. If the inappropriate behavior or language continues, the offensive individual(s) may be ejected from the game or field during the tournament and will be prohibited from playing, coaching, or watching any other games in the tournament and will be asked to leave the grounds.

C. **ALL spectators, players and coaches are expected to respect the tournament rules, facility rules, and applicable local, state, and federal laws. This includes the prohibition of alcohol from being present and/or consumed on school property. Any violators will be reported and the team or club will be expelled from the tournament immediately forfeiting all costs and fees.**

D. This is School Property

- i. **Dogs, cats, or any animals**, leashed or un-leashed are **PROHIBITED**. (Service dogs are exceptions). Owners of any animals found on Spring Grove Area School District Property will be told to remove them immediately **NO EXCEPTIONS**
- ii. **NO SMOKING** is permitted on Spring Grove Area School District Property
- iii. Player/team, coach, or spectator causing damage to SGASD property, facilities, or equipment will be responsible for restitution.
- iv. There is **NO GRILLING/OPEN FLAME** of any kind permitted on SGASD fields, parking lots or property.
- v. **Atv's and personal transport vehicles** are for official use only and are **PROHIBITED** on SGASD Property. (exception motorized wheelchair)
- vi. **Alcoholic beverages** are **PROHIBITED**. Please refer to 10C for complete details and consequences.

E. The Spring Grove Lacrosse Club reserves the right to ask any player, coach, official, or spectator who does not act in accordance with the above Code of Conduct to leave the grounds of the tournament.

11. Upon arrival each team must "check in" following the check-in instructions provided to the coach the week prior to the tournament.

12. Please have your team warmed up and ready to play at the appointed times so that we may move things along and keep to the time schedule.

13. Balls for the game and end lines will be provided at each field.

14. Please make sure your team's bench area is clean when you leave the field. A trash can, or blue recycling can will be placed at each field for garbage.

15. All Parents and Spectators are to sit on the opposite side from the teams.

16. Professional medical trainers will be providing services during the tournament. Instances beyond their level will be treated as an emergency.
17. Players and coaches must fill out waivers prior to any game play. The waiver will be available to be sent out by each team's admin/coach via TourneyMachine. All waivers must be completed and submitted when they check-in on the day of the tournament. Any team, player, or coach without a signed waiver is ineligible for tournament play.

### **Weather and Refund Policy**

We plan on holding the tournament rain or shine (except lightning). Since we are using school fields it is possible that we could be prohibited from playing. If that happens there will be a partial refund (minus our layout expenses).

1. No refunds will be issued for games canceled for reasons other than weather (forfeit, no shows, etc.)
2. No refunds will be issued for games shortened due to weather.
3. If one game is canceled due to weather, there will be no refund. If a second or third game is canceled due to weather, the team will receive a limited refund. Any refund checks would be made out to the registered club within 30 days from the canceled tournament.
4. No refunds will be issued for playoff or championship games canceled due to weather.
5. Spring Grove Lacrosse Club reserves the right to convert the tournament to a "Festival" format without championship games to enable the majority of the teams the opportunity to play as many games as possible.
6. No refund will be issued for any club that cancels their registration for any reason past April 30, 2026.
7. Any club canceling registration prior to April 30, 2026 is subject to a refund minus expenses the Spring Grove Lacrosse Club has incurred. No refund will be issued to any club who withdraws from the tournament, which causes the cancellation of a division.

### **Thunder & Lightning policy**

If thunder or lightning is observed at any location, play will be suspended immediately, and players and fans will be asked to leave the field. Play will be allowed to resume 30 minutes after the last sound of thunder or sighting of lightning is observed. If a game is in progress, the period will end immediately. If it is the first half, when play resumes it will be the start of the second half. Every attempt will be made to begin subsequent games on time.

### **Pool Play and Tiebreakers**

The tie breaker rules for brackets with pool play will be updated on the website. The tiebreakers for seeding pool play will be as follows:

1. Position in pool
2. Head-to-Head
3. Goals Allowed
4. Goals Scored
5. Coin Flip