

Turkeyshoot Rules and Regulations

All rules consistent with US Lacrosse guidelines. Players must attempt one pass in offensive end of the field before shooting. Coaches please make sure your players are playing good lacrosse. Having one player repeatedly running Coast to Coast and shooting is not consistent with good lacrosse or the Luvlax philosophy so please bring that to the officials attention. **When a team goes ahead by 7 goals the opponent will have a free clear.**

1. Format is 8 v 8 (2 atk, 3 mids, 2 def, 1 goalie): Onside is in effect – 2 players on offense and 3 on defense at all times.
2. Roster size is a minimum of 10 and maximum of 15.
3. Games are 15 min halves. 3 min halftime. NO TIME OUTS
4. Players must play the ball at all times. Body checking an opponent to the ground will be assessed a one minute penalty for unnecessary roughness.
5. Each team must have an adult (21 years of age or older) who will be in charge of team discipline and act as the teams representative.
6. Penalty times are double the normal time (tech foul is 1 min and personal foul is 2 min) as they are running time.
7. A game ending in a tie is decided by a sudden death overtime, which begins immediately after regulation time with a faceoff. After 3 minutes the game will be decided with a Braveheart with 1 field player and a goalie per team.
8. Each period begins with a faceoff. Wing middies must be positioned to the left of their faceoff man, at the intersection of the sideline and the midline. Defensemen and attackmen must remain behind the goal line extended until the referees signal possession. The goalie must remain in the crease until possession is signaled.
9. After a goal is scored upon the goalie, he puts the ball in play from his crease. A referee must whistle to indicate play has recommenced. For K-2nd, 3rd/4thGr, 5/6 Gr and 7/8 Gr divisions if a team falls behind by 6 or more goals, they are awarded the ball at midfield after they have been scored upon.
10. All player substitutions are on the fly. Players must touch sticks at the intersection of the midline and the sideline before entering the field of play.
11. Team members must wear matching jerseys or tank tops with numbers (8" or larger)
12. No sticks longer than 42" are allowed in age groups younger than 7th & 8th Grade. For 7/8, JV and Varsity there is a maximum of three longsticks on the field at a time.
13. Stick regulations for JV and Varsity: BOX STICKS ARE ILLEGAL. All stick heads and handles must meet NCAA regulations (40-42 inches long or 52- 72 inches long; head must be 6.5 inches wide across the top, ball may not rest in pocket below the bottom edge of the head when the stick is held parallel to the ground, etc).
14. K-2nd, 3rd/4th and 5th/6th can use sticks 34 inches in length. Grades 7-12 must use a stick 40-42" long or 52" up to 72".
15. Any players or coaches involved in a fight will be expelled from the tournament. No second chances. The Turkeyshoot has a ZERO tolerance for fighting.
16. Flagrant fouls: 1st offense-expulsion from the game.; 2nd offense (occurring anytime during the tournament) will result in expulsion from the tournament. The certified referee will be the sole determinant as to whether a foul is flagrant or not.
17. In a flag down situation for a PERSONAL foul, if the offended team scores, they receive the ball at midfield and have a man-up situation for the duration of penalty.