

**International Youth
Lacrosse Tournament
United World Games 2026
Klagenfurt am Wörthersee/Austria
June 18-21, 2026**
www.unitedworldgames.com
Hotline: 0043/699 19010545



Under the patronage of



In cooperation with:



Österreichischer Lacrosseverband

Lacrosse Venues

Leopold Wagner Arena
Südring 215
9020 Klagenfurt

Lacrosse Regulations

The United World Games Lacrosse Tournament will be played in accordance with the World Lacrosse Sixes Official Playing Rules, adopting the newest changes introduced at August 2024, with the addition/exception of the following specifications and adaptations.

Most Important Rule - FAIR PLAY

It should be needless to say but we expect fair play from all teams. Please respect your opponents as well as your teammates, the umpires and fans.

1. Age Groups & Playing Time

Male & Female:

Category	Cutoff Date	Playing Time	Minimum number of players
U 21	Born 01.01.2005 or younger	4 x 8 minutes	6 players (5+1)

Exception permits:

Due to different cutoff dates of the various **national Lacrosse Federations**, exceptions may be issued in accordance with our statutory exception rule. As per this rule, a **maximum of 2 players per team** is allowed to **exceed** the **respective age limit** by up to but **no more than 6 months**. These players must be announced to the Organizing Committee and marked on the corresponding Squad List accordingly.

Additionally, **girls** are allowed to play in **boys categories**. These girls are allowed to **exceed the age limit by up to 1 year**, and younger players may play in higher age categories.

2. Squad List & ID Checks

Each participating team must submit its **squad-list** online via the UWG account at <https://my.unitedworldgames.com/> **by May 31st, 2026**, which then will be approved.

A team can only complete check-in and receive its relevant documents after the squad list has been successfully reviewed and approved.

If the squad list is not completed, an additional processing fee will be charged.

Coaches are required to carry the **UWG-approved squad list** and **player ID cards/passports** for all games. It is highly recommended to have a printed version of the squad list on hand to avoid any issues due to potential internet problems at the venues and to ensure access at all times.

During the tournament, coaches have the right to request a pre-game ID check of the opposing team and verify players. If this check is not requested before the match starts, the right to do so expires.

In addition, a maximum of two players from the opposing team may be checked during the time of the match. Player verification is carried out by the referees in coordination with the venue supervisors.

If a team:

1. uses players who do not meet the age requirements,
2. uses players who are not listed on the official squad list, or
3. uses a squad list that has not been approved by UWG,

the current match will be automatically recorded as a defeat for the respective team.

In the case of a repeated violation of the squad list regulations, the team will be disqualified from the tournament.

It is generally allowed for a player to participate in two different teams, as long as they are not competing in the same competition category. In such cases, the player must be listed on both squad list. (Example: A player competing in the U13 category may also be listed on a U15 team and play for both, as long as the match schedule allows it).

If a club enters multiple teams in the same category, players may not be moved between teams. Each player may only appear on the squad list of one team per competition.

3. Arrival at the Sports venue

All teams must arrive at their designated venue **no later than 15 minutes before** the start of the match and must check in with the **venue supervisor**.

If a team arrives, for example, only 10 minutes before the match or fails to check in properly, the game will be officially forfeited. However, the referee, together with the coaches of both teams, may decide whether the game will actually be forfeited or played as scheduled. If the team that arrived on time insists on the forfeit, it will be enforced accordingly.

The changing rooms will only be available approximately 10 minutes before the match, as they are reserved for the teams currently playing. Please note that changing rooms are shared with other teams. Teams are kindly asked to vacate the changing rooms promptly after the match to ensure a smooth transition for the following teams.

4. Squad Size & Substitution of Players

The players mentioned in the squad list can be substituted unlimitedly throughout a game. Every substitution has to be announced to the umpire. There is no restriction concerning the squad size.

5. Tournament Mode

Group phase with Round Robin followed by Play Offs.

The ranking in the group stage will be decided by points:

Win	3 Points
Draw	1 Point
Loss	0 Points

After the preliminary round, a table reflects the order of the teams. These are the criteria for determining the ranking in the group stage:

1. Number of points (Win: 3 points, Tie: 1 point, Loss: 0 points)
2. Lower number of forfeited games due to disqualification
3. Better score difference (Goals for – Goals against)
4. Higher number of scored goals (Goals for)
5. If two or more teams are equal in all of the above criteria, only the matches between these teams will be considered to determine their ranking (criteria 1–4 apply in the same order)
6. If no decision can be made after applying all of the above criteria, the ranking will be determined by lot (automated random draw by computer)

If a comparison of the best second-, third-, fourth- or fifth-placed teams (etc.) across different groups is required, the following criteria apply:

1. Number of points / Number of games played
2. Number of forfeited games due to disqualification (DSQ) / Number of games played
3. Score difference / Number of games played
4. Number of scored goals (Goals for) / Number of games played
5. If no decision can be made after applying all of the above criteria, the ranking will be determined by lot (automated random draw by computer)

6. Walk over

A team that fails to present itself on the court without any reported valid reason is automatically disqualified with 0:1 (w.o.).

All further actions and decisions are the responsibility of the Tournament Director or Venue Supervisor (in consultation with the referee).

7. Insurance & Disclaimer

The participants are not insured through the organizers. It is up to the coach of each team to make sure that his/her players and all the participants of the team are insured during the event. The organizers do not assume any kind of liability in case of illness, accidents or loss/theft of personal belongings.

With their participation the athletes accept the disclaimer of warranty for any kind of damage. No claims can be asserted against the organizing committee, the event sponsors, the city of Klagenfurt and the province of Carinthia regarding damage or injuries.

Every athlete has to make sure that they are fully physically capable of participating without any medical objections.

For all players: Do not leave any valuable things and/or expensive clothing and/or shoes in the locker rooms.

8. Disciplinary Remark

Severe offenses and brutal fouls may result in an automatic ban for the next game. In addition, the Tournament Board may speak out a further suspension according to the severity of the offense. In case of a sending-off because of a brawl or insulting the referee, the concerned player will be disqualified for the whole remainder of the tournament.

Furthermore the Tournament Board reserves the right to suspend entire teams from the tournament if they act disrespectful towards referees, officials, coaches, spectators or opponents, or misbehave themselves.

9. Final Remark

The organizers of the United World Games are at the understanding that each participant and team leader knows all the items as mentioned in these regulations.

IMPORTANT: In emergencies the emergency number 144 must be called. Please also note that if an injured athlete has to be transported to the hospital with an ambulance, a coach, manager or parent/guardian of the affected team must always accompany them.