

# 14<sup>th</sup> Annual Dan Anderson Lacrosse Classic Rules

## HOW POINTS ARE AWARDED

- WIN = 5 Points. If you are in command of the game and have a “good” lead wherein your risk of losing is very minimal, we encourage your coach to play ALL players.
- TIE= 3 Points. In the event of a tie, each team will be awarded 3 points. During pool play (the first 6 rounds), there is no overtime. If tied at the sound of the horn ending the game, then the game is declared a tie.
- LOSS= 0 Points.
- Braveheart= 2 points for winning a Braveheart Round. There are 2 rounds of Braveheart this year. Each round is the best of 2 out of 3. Winner of the 2 out of 3 gets 2 points. Loser is not awarded any points.

## FOR ALL DIVISIONS:

Each team will play 6 games in pool play (Rounds 1 thru 6), plus 2 Bravehearts. Then, the top 4 teams (those with the most points) from each division will play in the semi finals. Winners of the semis advance to the Championship.

In the event of a points tie (after all 6 rounds and both bravehearts have been played), the tiebreaker will be:

1. Head to head
2. Most wins
3. Goals against (overall who had fewest)
4. Braveheart: Best 1 of 1

We will have a MASTER SCOREBOARD keeping up with point totals at the end of each round. .

## TIME

All games in Rounds 1 thru 6 and the Semifinals are 30 minute running time (no halftime). Each team gets 1 **SHORT** 30 second time out per game. No timeouts in the final 2 minutes of the game. There will be a double horn blown when there is 2 minutes left in the game. The Championship game will be 2 15 minute running halves with 1 time out per game (clock stops for timeouts and injuries) and a 3 minute half time.

## PLAY OF THE GAME

All games will begin with the sound of an AIR HORN. 28 minutes later, there will be a double horn to signal that there are 2 minutes left in the game (no timeouts allowed after this double horn). Stalling rules are in effect (for boys). 2 minutes later, there will be a single horn to end the game. For all games in the first 6 rounds, if the score is tied at the sound of the game ending horn, then the game ends in a tie. For the semis, there will be a sudden victory overtime. There will be no other warning horns.

When the horn sounds, the clock begins so have your teams ready to play. It is suggested that coaches have a stop watch so they can track the time in the game. Time outs do not stop the game clock (except in the Championship).

Each game begins with a face off/draw. Certifications and Captains will not be conducted. It is each team's responsibility to warm up on their own and to be ready to begin play on the field at the exact time of their game schedule. There will be 5 minutes between one game ending and another beginning. **NO TEAMS PLAY BACK TO BACK GAMES.**

Penalty time is time and ½ (30 = 45 and 1= 1:30) (boys) and 2:00 (yellow card) and 4:00 (red card) (girls) and is kept by the referees. Penalty time does not start until player takes a knee in the time serving bench area and the referee sounds the whistle restarting play. The penalty time will stop on a timeout or injury, but the game clock will continue. Penalized players must serve, except for the goalie.

After a goal is scored, there will not be a face off/draw. The goalie, whose team was scored upon, will be given the ball in the crease/goal circle. If a team is ahead by 6 goals or more, then the team that is behind will receive the ball at the midfield/center circle, regardless of which team scores the goal (as long as the differential is 6 or more goals). All substitutions are on the fly.

National Federation High School rules apply for all divisions, unless otherwise specified herein. For boys, 20 second count to clear the midline; 10 seconds to advance into the box. Once a team advances the ball inside its goal area, the ball may be brought outside the goal area unless the team has been warned to “keep it in” (i.e. a stall warning has been imposed).

## **BRAVEHEART**

### **BOYS**

Braveheart is where each team puts a goalie and another player on the field. It begins with a faceoff. The goalie must remain on his defensive half of the field. The first team to score wins that segment of the whole round. All divisions will be 2 out of 3. The winner of their braveheart round will win 2 points. If a personal foul occurs, the team offended will win that segment of the round. If a technical foul occurs (even with possession), the ball will remain with the offended team. Repeated technicals (Team A keeps holding Team B even after having being charged with holding before) could earn the offended team that segment of the round(referee’s discretion). You may use the same goalie each segment. You must use a different field player each segment. You cannot use the same field player twice. Officials may inspect the stick prior to the faceoff/draw. No coach requested checks.

### **GIRLS**

It begins with a draw. The goalie must remain on her defensive side of the field. The first team to score wins that segment of the whole round. All divisions will be 2 out of 3. The winner of the braveheart round will be awarded 2 points. Penalty administration will be the same as in a regulation game. A team may use the same goalie for each segment. A team must use a different field player for each segment and cannot use the same field player twice. Officials may inspect the stick prior to the faceoff/draw. No coach requested checks.

## **ROSTER RULES**

We follow USL guidelines. By registering your team, you certify that your team is in compliance with these guidelines. The registering group and/or coach is responsible and accepts any disqualifications and/or future participation if ineligible players are used.

1. No player may compete, or be rostered, on more than one team during the tournament.
2. Boys - US Lacrosse age guidelines will be used for the U13 & U15 divisions. Age eligible High School players may compete in the U15 division.
3. Boys - U15 players: Born 9/1/2001 through 8/31/2003
4. Boys - U13 players: Born 9/1/2003 through 8/31/2005

PLAYER ELIGIBILITY: US Lacrosse Boys Youth Rules for player eligibility govern for youth brackets. Exceptions may be made in the sole judgment of the Tournament Director on a case-by-case basis, if circumstances warrant and to further the spirit of the game, but only if fully disclosed.

**WEATHER CONDITIONS:** Games times and format are subject to weather conditions and the Tournament weather policy.

### **SPECIAL RULES REGARDING CHECKING AND BODY CONTACT**

- **U13/U15 – LIMITED / REASONABLE BODY CHECKING ONLY**
  - All legal checks, holds or pushes must be on a player with possession or within 3 yards of a loose ball (including a ball in flight). Checks that are otherwise within 3 yards will still be scrutinized for unnecessary roughness.
  - **No blind side checks, No defenseless player checks, No checks to the head and No checking a player who has his head down in an attempt to play a loose ball (No take out checks.**
- **ONE-HANDED STICK CHECKS:** Prohibited at U13 and U15 (will be called a slash whether or not contact is made with the opposing player)
- **UNNECESSARY ROUGHNESS:** Big hits and overly physical play (even within 3 yards from a loose ball), as well as excessive force, roughness, checking or hitting off the ball or any hits described above, constitutes unnecessary roughness at the DALC and will result in a 1 minute to 3 minute penalty in the discretion of the official(s), and may be made non-releasable in the judgment of the official(s).
  - The DALC expects officials to “err” on the side of safety. All coaches involved with teams in the tournament are expected to understand and support our philosophy with regard to officiating and the promotion of player safety.

### **KEEPING/REPORTING SCORES**

- Officials are responsible to keep score on each field during the game, to confirm scores with the opposing coaches, and to report scores following the games.
- Following each game, coaches from both teams are asked to help facilitate the reporting of scores to the site headquarters. Unreported scores will be treated as a tie for both teams. Should there be a discrepancy between the official’s score and the coach’s score, the official’s score will prevail.

**SPORTSMANSHIP/CONDUCT:**

- CODE OF CONDUCT APPLIES TO ALL PARTICIPANTS, COACHES, PARENTS AND SPECTATORS
- HONOR THE GAME: All persons involved with the DALC are expected to “Honor the Game”.
- Only head coaches are permitted to address the officials; coaches are expected to do so in a courteous manner. Please treat the officials, opponents, spectators and tournament staff with the same respect you would like to be shown.
- SPORTSMANSHIP RECOGNITION: The Tournament will recognize teams that display good sportsmanship over the course of the event. Recognition will be based on sportsmanship scorecards kept by certified officials and the tournament director, taking into account the spirit of the game and conduct on both sides of the field, including coaches, assistant coaches, players and spectators.