

RULES of the ROAD for CRABFEAST 2017

The top 8-12 teams in every division are seeded by Tournament Director and placed into separate pools. The remaining teams are placed by blind draw. However we do make every effort to create geographic diversity in all pools. We are the only event in the country that most pools have 4 teams from 4 different states!

Depending on the division the Tournament Director only solves for either/or the number 1 and/or number 1 & 2 teams in each pool for advancement onto championship play.

Tournament Director will randomly slot all other games. The non-championship matchups printed on the schedule are posted as a guideline only. We reserve the right to change matchups as we see fit in the non-championship rounds.

TIEBREAKER INFO:

Scenario A

In the event that two teams are tied after pool play: the following tiebreakers will be used (in sequence) to determine the highest Seed.

Head to Head result if applicable. Fewest goals allowed then goal differential and finally most total goals scored followed by a coin flip if the above criteria still leaves two teams in a tie.

Scenario B

In the event that 3 or more teams are tied after pool play:

We will use the following tiebreakers if 3 or more teams are tied to identify the **top 2** teams involved in the tie. Once we have the **top two** teams based on the following tiebreakers,

we will use Scenario A (above) to settle the tie between those two teams:

Fewest goals allowed.

Goal differential.

Most total goals scored in all play and lastly a Coin flip.

Important note: If we have three tied teams we use goals allowed to break the 3way tie and then **IF** the remaining 2 teams have played then the head to head result trumps goals allowed. IE: FCA beats LIE and LIE beats CRABS and CRABS beats FCA. FCA has 12GA and CRABS 14GA and LIE 15GA. LIE is first out with most GA and then since Crabs and FCA did in fact play already Crabs would advance from pool because of head to head win even tho FCA had least amount of goals allowed.

GAME PLAY: NCAA RULES APPLY

Each game will consist of 4 (10) minute running time quarters. 4 minute halftime Each team gets (1) :45 second time out per game (does not carry over to OT) Overtime will be 1 continuous period (clock will not be used) Sudden Victory. NO OT Timeout allowed.

Game Clock will stop during time outs. Refs will enforce the 45 second time out. Don't stall coming out of huddle or you will lose possession.

Game Clock will convert to START/STOP the last minute of any game where the score differential is or becomes 2 goals or less. IE: team A is winning 8-6 and clock is running until it gets to the 1 minute mark and then the official timekeeper will go start stop on out of bounds, face-offs etc thru game conclusion.

Penalty time will be running unless game is in start / stop mode.

Stick Check Exception – stick checks only if a coach calls for one NCAA OR NFHS ok but can't be a bastard of the two.

CHAMPIONSHIP GAME ONLY: Each team will have 2 (:30 sec) time outs per game. Also a :30 sec time out MAY be called during overtime.

Champions will receive a CHAMPION Tourney T-Shirts and will be distributed directly following a championship victory. Teams are expected to take a team photo holding tournament banner at that time.

Players or Coaches who get an ejection may not play/coach the next game. ***NO EXCEPTIONS. DON'T ASK.***

The Tournament Director Reserves right to adjust games to 8 min running time quarters if weather is an issue and trainers recommend shortened games due to heat.

WEATHER POLICY In the event of adverse weather or unplayable field conditions, the Tournament Director reserves the right to:

1. Reduce game times in order to catch up with schedule.
2. Finish game before inclement weather arrives, or to preserve field conditions.
3. Reschedule games, if possible.
4. Convert the tournament to a 'Festival' format without playoffs or championships to enable the majority of the teams the opportunity to play as many games as possible. Every attempt will be made to update cancellations on the

website. However, weather conditions can change rapidly and all teams should be prepared as soon as weather clears and fields are playable to report back to fields.

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, that period will end immediately. If it is the second half, the game will be considered final and the score at that point will be recorded. If it is the first half, when play resumes it will be a 15 minute running half only. Every attempt will be made to begin subsequent games on time. If the start of the second half of the suspended game delays the onset of the subsequent game the following actions will occur:

- We reserve right to move the conclusion of a suspended game to the end of the day.
- The game suspended will play one 15 minute running time second half.
- We do face some field constraints by contract. It is possible that weather could cause some games or whole rounds to be cancelled.
- We will make every effort to stay on Schedule

WEATHER REFUND POLICY

1. No refunds will be issued for games canceled.
2. No refunds will be issued for games shortened due to weather.
3. No refunds will be issued for playoff or championship

games canceled due to weather.

4. In the event we had to cancel the whole tournament due to weather only we would refund 50% of fees paid to us within 30 days to the club director in charge.

Since teams register, and are paid for, under a lot of different names, teams will be required to complete a Weather Refund Request Form that will be available on the tournament website. This will indicate the team(s) requesting the refund, to whom the check should be made payable and where the check should be mailed. No refunds will be issued if a Refund Request Form is not submitted within 30 days of the tournament.