The CT CUP Lacrosse Tournament

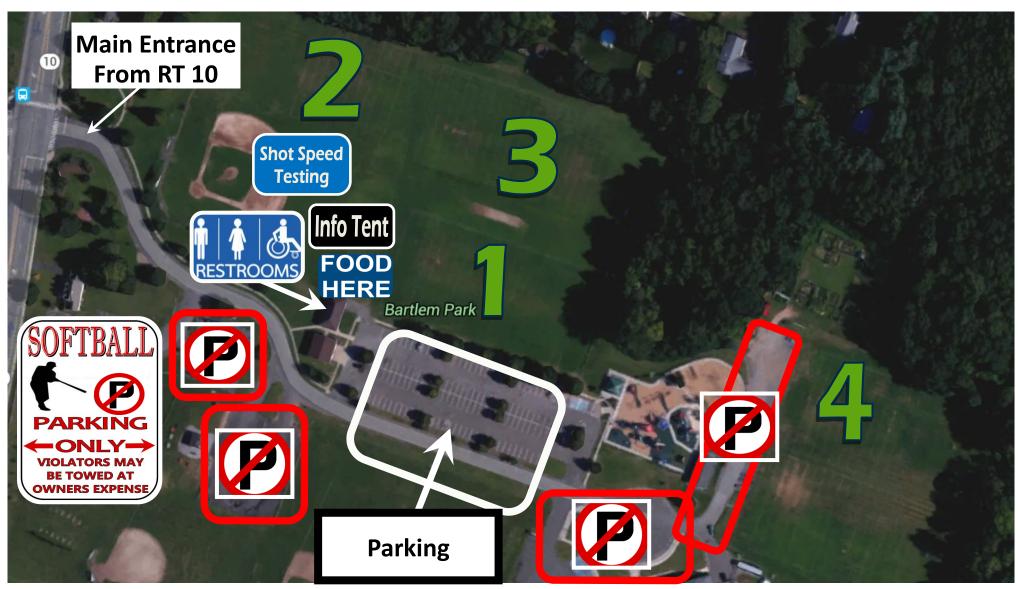
GENERAL RULES: ☐ ☐ Mouthguards, must be worn at all times □ □ Players may only compete for one team during the event □ □ All penalties are 1 minute, as games are in "running-time". Officials can extend penalties beyond 1 minute if warranted. ☐ Penalties begin on the referee's re-start. remainder of the tournament. No exceptions, no refunds. ☐ ☐ Teams must be available for all games. Please remember that many teams travel great distances for this event expecting to play a minimum of 4 games, and we rely on your professionalism to hold that commitment. □ □ Referees are in charge of each individual field during gameplay, and may use their discretion to override a tournament rule if he feels necessary to do so. They have final say. **GAME PLAY:** \square There are no time outs. \square Game times are kept by the referees. o Braveheart: Each team fields 2 players and 1 goalie, starting with a faceoff. Only 2 players per team are allowed on the offensive side of the midfield line. Goalies can cross if a middie stays back. NO substitutions. YOUTH SPECIFIC RULES □ □ No one-handed checks. Limited body checking. □ □ A mercy rule is in effect if one team has a lead of 8 or more goals. In this situation, the team trailing has the choice of starting with a free clear, or a faceoff. □ □Rules of play default to US Lacrosse in the case of any question not specified here HIGH SCHOOL SPECIFIC RULES □ □NFHS clearing rules are in effect. Winning team keep it in the box last 2 minutes \square A mercy rule is in effect if one team has a lead of 8 or more goals. In this situation, the team trailing has the choice of starting with a free clear, or a faceoff.

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☐ ☐ There are no rain dates for this event.	Assume that games will be played on their
scheduled dates.	

- \square \square If inclement weather causes a game stoppage (i.e. lightning), the following rules apply:
- o Play will stop until the head official deems conditions are safe to resume play
- \circ If play stops in the first half of a game, the game resumes with the beginning of the 2^{nd} half.
- \circ If play stops in the 2nd half of a game, the game ends immediately. The team in the lead gets the win. If tied, a braveheart takes place when play resumes.
- o If the delay is substantial, Tournament HQ may decide to shorten some games until the event is back on-time.

Field Map CT Cup 2017 Bartlem Park Fields 1 - 4



Field Map CT Cup 2017 Cheshire High Fields 5 - 7

