

2018 7×7 IceBreaker Tournament



BOYS Rules and Information
CHECK IN: Team Contact/Coach ONLY
NO INDIVIDUAL PLAYER CHECK IN:

General Information:

- **ONLY** Coaches or Team Contact will check in for their team.
- **Players** should arrive at least 30 minutes before the start of their first scheduled game.
- **Players** go directly to the field where their first scheduled game will be played.
- Players/**Parents/Fans** do not need to the Check-in location.
- Players must wear a tournament sticker easily visible on their helmet.
- Game Time and Lateness:
- All game times will be posted online.
- Go to or Click here – <http://allwestlacrosse.com/icebreaker>
- Games begin when the central timekeeper starts the game clock.
- Lost and found:
- To the extent practical and reasonable, items deemed left by players will be accumulated and available for pick-up at the Administration Tent.
- No lacrosse of any kind (playing catch, or any type of skill warmups that use a ball and a stick) is to be played outside the field of play.
- A Trainer will be present at all games.
- If a player has a special medical attention All West Lacrosse recommends that he share that information with the trainer.
- If injured players should immediately ask to see Trainer.
- Players/Teams supply their own water.

Age/Grade Eligibility:

- Grade Eligibility– is determined by the player’s grade of the current (2017/2018) school year. All West allows GRADE to be the final determination – for example if you are in 6th Grade and do not qualify for the U12 age division per NCJLA/US Lacrosse regulations (due to birthdate cut offs) you can still play the U12 division. This rule is applicable in all divisions
- Players are permitted to play UP one age division. Players are NOT permitted to play down an age division for any reason
- 2018 High School graduates are eligible to play in the HS Varsity or HS Elite divisions. Players who have played in college during the 2018 season are ineligible
- ** Violating eligibility rules is subject to disciplinary action. See rules for details

Season from Birthdate	Age Group	NCJLA Bracket	Grade Affiliation	Grad Year (GY) Bracket	Grad Year
1-Sep-17 thru 31-Aug-18	U7	U8	1st	GY28+	2029
1-Sep-10 thru 31-Aug-11	U8	U8	2nd	GY28+	2028
1-Sep-09 thru 31-Aug-10	U9	U10	3rd	GY26+	2027
1-Sep-08 thru 31-Aug-09	U10	U10	4th	GY26+	2026
1-Sep-07 thru 31-Aug-08	U11	U12	5th	GY24+	2025

Birthdate from	1-Sep-05 thru 31-Aug-06	U12	U12	6th	GY24+	2024
Birthdate from	1-Sep-04 thru 31-Aug-05	U13	U14	7th	GY22+	2023
Birthdate from	1-Sep-03 thru 31-Aug-04	U14	U14	8th	GY22+	2022
Birthdate from	1-Sep-02 thru 31-Aug-03	U15	JV	9th	GY20+	2021
Birthdate from	1-Sep-01 thru 31-Aug-02	U16	JV	10th	GY20+	2020
Birthdate from	1-Sep-00 thru 31-Aug-01	U17	JV/Var	11th	GY18+	2019
Birthdate from	1-Sep-99 thru 31-Aug-00	U18	Var	12th	GY18+	2018
Birthdate from	1-Sep-98 thru 31-Aug-99	U19	Var	12th/PG	GY18+	2018

Uniforms:

- Players/Coaches should review the schedule and arrive wearing the correct color with a number on the back.

Number of Players:

- 7 vs.7 players
- 2 Attack
- 2 Midfield (1 LSM w/ long pole is allowed)
- 2 Defense (No Long Poles for U10)
- 1 Goalie

Game:

- One 35 minute game- two 17:30 halves
- One 5 minute halftime
- **NO timeouts**
- Teams to shake hands off the field so new teams can enjoy their 5-minute warm up- 5 minutes between games

Timekeeper will communicate:

- Single Horn – start of game
- Double Horn – 2 minutes remaining in half or game
- Single Horn – end of half/game

Clearing:

- Goalies have 4 seconds to get the ball out of crease
- Not timed over midline
- Over and back is allowed
- Faceoff only to start the game.
- Following the scoring of a goal:
 - The Goalie picks up the ball and play immediately resumes.
 - If there is a Defense penalty after a goal, the Offense is awarded the ball

All Substitutions are on the fly – no horn.

Referees:

- One referee per field for 10U- 14U games
- Two referees per HS game

PLEASE NOTE: Balls are NOT placed on endlines. In the event of a ball out of play, the referee will provide the ball to the appropriate player.

End Lines:

- End lines are the fences/Bow Nets



- Normal rules apply to shots and errant passes that hit fence- the ball is out of bounds. A whistle will blow and referee will yell color of player who will gain possession.
- For safety reasons No contest rule on all loose balls within a stick length of the fence/bow nets. A referee will yell color of player who will gain possession.
- Automatic turnover results from any player running the fence/bow nets – taking more than 3 steps within a protected area (i.e., a player who runs up endlines within a stick length of boards). The Defender must allow the offensive player the opportunity to exit that area being contested.
- No Boarding on fence/bow nets (i.e., running or checking an opponent into the fence/bow nets). Boarding results in an automatic 2-minute minor infraction. When boarding occurs when a defenseless player's head hits the fence/bow net following a hit produced by an opponent's hit will result in a 4-minute major infraction with possible ejection from the game.

Penalties:

- Offside penalties:
- Two players back on the Offensive side.
- Three players back on the Defensive side.
- No Body Checking – U10.
- Each team can have a maximum of three Long Sticks on the field at one time.
- Penalties are running time.
- Penalty begins when whistle restarts play.

Goalie Infractions:

- If a Goalie receives a penalty **and** the team has no **DRESSED** backup – the team's "inhome" will serve the penalty and an **additional minute** will be added to the penalty.
- If a Goalie receives a penalty **and** the team has a **DRESSED** backup, the player who is cited must serve the penalty.

Penalty time calculation:

- Penalty time + ½ of penalty time:
- Examples:
- 30-second penalty = 45-second running time penalty
- 1-minute penalty = 1 ½ minute running time penalty
- 2-minute penalty = 3-minute running time penalty
- 3-minute penalty = 4 ½-minute running time penalty

- No Fighting:
- Fighting will result in immediate ejection from the game.
- Fighting can lead to expulsion from the Shootout with no refund.
- Taunting/Trash talking – will be treated as fighting.
- Any player with a cumulative of 4 personal fouls or 6 minutes of penalties in a game is ejected.

Tie Game:

- **NO OT except for playoffs– Sudden Victory Overtime (SVO)**

Tie Breaker Standings:

- Overall record within relevant bracket
- Head-to-head games
- Least # goals allowed
- Overall goal differential
- Coin Toss

Goalies:

- Each team supplies its own goalie.
- When teams either don't have a player at that position or their goalie is absent, they find a "volunteer" (or go without one altogether).
- No one is allowed in Goal without proper goalie equipment. (**Throat guard, chest protector, athletic supporter**)

Goalie Equipment:

- All NCJLA and NFHS sanction field lacrosse equipment.
- Shin Pads are optional.
- Shin Pads cannot exceed the size of baseball shin protectors.
- Oversized box lacrosse chest and shin pads are prohibited.
- It is the Tournament Director's and Referee's judgment as to whether or not a certain piece of Goalie equipment will be allowed

General Equipment:

- All NCJLA and NFHS sanction field lacrosse equipment.
- Players must wear all protective gear while on the field:
- Helmet, mouthpiece, gloves, shoulder, and arm pads.
- We also suggest *Athletic Supporter!*

Footwear:

- No metal cleats
- If turf field- molded cleats, **no** screw-ins (7 studs)
- If grass field- molded cleats or screw ins (7 studs)

Goals

- u10s 4x4 goals
- u12-HS 6x6 goals

Lacrosse Balls:

- Teams are to provide warmup balls for their team.
- Game balls will be provided by All West Lacrosse
- **In the event of a ball out of play, the referee will provide the ball to the appropriate player.**

Etiquette:

- No shooting during warmups without wearing a helmet.
- No vandalizing of Facility.
- Vandals will face prosecution by local law enforcement.

RESPECT everyone at the Shootout, maintain a positive **ATTITUDE** and give 100% **EFFORT!**

Be safe, have fun, GO HARD!

