



## **2018 Cranberry Classic Rules**

### **Waivers**

All participants must complete our online waiver that can be found on the goavent home page.

**Players playing for other teams:** Players will NOT be allowed to play in games across the same level (i.e. A player rostered on Team Black in 2023 CANNOT play for Team White in 2023. Players however can play up across a division (i.e. A player playing on Team Black 2024 is ALLOWED to play for Team White 2023).

**Length of Game:** All games will consist of two, 20-minute running-time periods with a 3-minute half time and 7 minutes between games.

**Central Horn:** There will be a horn at the START and END of the game. No overtime periods will be played (with the exception of playoff/championship games).

**Substitutions:** All substitutions will be done on the fly.

**Timeouts:** There will NOT be any timeouts given in either regular or championship game play.

**Injury:** In the event of an injury to a player during a game the clock will not stop and no extra time will be added to the game.

**Mercy Rule:** A 10-goal rule will be used for all games. As long as a team has a ten-goal lead, the opposing team has the option to receive the ball at midfield following the goal or facing off. All coaches are requested to take appropriate steps to manage the total goals scored by their teams in a mercy situation.

**NCAA Lacrosse Rules** apply with the exceptions below:

- No penalties for face-off violations.
- No shot clocks
- Ball Advancement: *Counts in 2023 - 2026 Divisions. NO COUNTS in 2027/28 Divisions (Fields 9 & 10).*
- Continuation: Play will "continue" in a flag-down, ball-down situation. *No continuation in 2026 & 2025 divisions*

**Body checks are permitted** in all divisions. "Take out" checks are NOT permitted at any level. DEFINITION: A "take-out" check occurs when a player lowers his head or shoulder with force and their is intent to "take-out" (put on the ground) the other player.

**Stick Checking:** Controlled one-hand checking is allowed, as a point of emphasis, however, officials will be directed to call such checks closely, watching for stick control and off-hand activity. Any stick contact with the helmet including "the brush" shall be considered slashing.

**"KEEP IT IN":** The team that is leading the game must keep the ball in the offensive restraining area during the final two-minutes of the game.

**Time Serving Penalties:** All time serving Personal and Technical Fouls will be kept and released by the scorekeeper. All penalties will serve actual time - 30 second for technical and 60 seconds for a personal.



**Ejections:** If a referee determines that any player's safety is in jeopardy, he reserves the right to eject anyone from a game, including players, coaches or any other person associated with the team. ALL EJECTIONS WILL BE REVIEWED BY TOURNAMENT DIRECTORS AND WILL DETERMINE IF FURTHER DISCIPLINARY ACTION NEEDS TO BE TAKEN. THE JUDGEMENT OF THE TOURNAMENT DIRECTORS IS FINAL.

**Number of Coaches on a Sideline:** Each team will limit the number of coaches in the bench area to three, a Head Coach and two Assistant Coaches. Only the head coach can communicate with the Referee at any point during the game.

**Game Scores:** Each field will have an official tournament scorer that will be responsible for scoring all games. Scores will be recorded and each coach will sign off on the official.

**Water:** Each team is responsible for bringing their own water to the tournament.

**Clean up of bench areas after games:** Each coach is expected to ensure that their bench area is picked-up after each game. Trash cans are available near bench areas and trash bags, if needed, are available at the event headquarters.

**Resolution of problems or disputes:** The Tournament Director (in consultation with those involved in the conflict, if required) will make all final rulings/decisions on any and all problems or disputes.

**Ties/Overtime:** Any game ending in a tie will play a 3 minute overtime period. Only Championship games will play till there is a winner.

## **CHAMPIONSHIP FORMATS:**

### **2023AA - 4 teams**

Teams will compete in 3 round robin games against each team in their division. The team finishing round robin play in 1st place will be named the champion of that division.

### **2023A - 8 teams**

- Teams are split into 2 separate pools named Pool A & Pool B.
- Teams will compete in 3 round robin games against the other 3 teams in their pool.
- The first place team in each pool will meet in the championship game.

### **2024AA - 5 teams**

Teams will compete in 3 round robin games. There will be 1 team that plays 4 games in order to give each team a 3rd game. The top two teams after pool play will meet in a championship game.

### **2024A - 4 teams**

Teams will compete in 3 round robin games against each team in their division. The team finishing round robin play in 1st place will be named the champion of that division.

### **2025AA - 4 teams**

Teams will compete in 3 round robin games against each team in their division. The team finishing round robin play in 1st place will be named the champion of that division.

### **2025A - 7 teams**

Teams will compete in 3 round robin games. The top two teams after pool play will meet in a championship game.

### **2026AA - 4 teams**

Teams will compete in 3 round robin games against each team in their division. The team finishing round robin play in 1st place will be named the champion of that division.



### **2024A - 5 teams**

Teams will compete in 3 round robin games. There will be 1 team that plays 4 games in order to give each team a 3rd game. The top two teams after pool play will meet in a championship game.

### **2027/28AA - 4 teams**

Teams will compete in 3 round robin games against each team in their division. The team finishing round robin play in 1st place will be named the champion of that division.

### **2024A - 5 teams**

Teams will compete in 3 round robin games. There will be 1 team that plays 4 games in order to give each team a 3rd game. The top two teams after pool play will meet in a championship game.

### **Tie Break Criteria:**

1. Head-to-head
2. Goals Against Average (per Game)
3. Goal +/- Average (Capped at + or – 8 goals per game; +12 advances over +11 etc.)
4. Coin Flip

### **In the event of a 3-team tie:**

Using the above tie-break criteria, find 1st place team. Then repeat with the 2 remaining teams to differentiate 2nd place.











