



2019 CLASH FOR THE CUP

Tournament Setup/Rules/Playoffs

1. Games will be 50 min long.
2. RUNNING TIME, KEPT ON SIDELINES via Tournament Clock and with REFS
3. For Championship games there will be a stoppage of clock for injuries.
4. Horn will sound for 2-minute warning before each game starts. Games will start promptly with 50 minutes showing on scoreboard. Teams will switch sides at the 22-minute mark for a 6-minute halftime. There is a 10-minute break between games...teams should be ready to take the field immediately upon completion of the preceding game on their field.
5. PENALTIES: Penalized players must serve (except goalie); penalty time kept by officials/volunteers on the field.
6. Each team has two 45-second timeouts. Clock does NOT stop. No timeout may be taken in final 2 minutes.
7. SUBSTITUTIONS: substitutions permitted on dead ball situations on sidelines (not end lines); all other substitutions will be conducted "on-the-fly" by coaches of each team. Officials will be monitoring appropriate numbers of players on the field as usual.
8. ADVANCEMENT RULE: 30 second count to advance into the box.
9. BOX RULE: winning team must keep ball in the offensive box during last two minutes of play.
10. For Championship games the time will be kept on the field to allow for injury related stoppages.
11. Ties will be resolved in a sudden victory format: There will be one 5 minute sudden victory overtime period. The first team to score a goal wins the game. If no team scores after the 5 minute period, then Braveheart format begins (3v3 plus a goalie) until a winner is decided.
12. All teams are US Lacrosse registered and Dates of Birth are collected on waiver forms. We expect all coaches to follow US Lacrosse guidelines re: age of play.

Special Rules

1. **LIMITED BODY CHECKING; NO BLATANT HITS; NO TAKE-OUT CHECKS:** Big hits and overly physical play (even within five yards from a loose ball), as well as excessive force, roughness, checking or hitting off the ball, constitutes unnecessary roughness and will result in a one minute penalty. **Manheim Township Lacrosse Association directors expect tournament officials to "err" on the side of safety.** All coaches involved with teams in the tournament are expected to understand, support and communicate our philosophy with regard to officiating and the promotion of player safety.
2. **BALLS** – Tournament will provide end-line balls.
3. **3rd/4th only allows field players to use a crosse up to a length of 42"**
 - a. Field size 70-yards-long by 40-yards-wide.
 - b. Full-sized crease.
 - c. On-field team size is 8v8. Each team must keep three players in its defensive end of the field and two players in its offensive end of the field. All off-sides calls are administered with the same mechanics as NFHS/USL 10v10 lacrosse.
 - d. Faceoff: each team must have one goalie restrained within the crease, two defenders restrained behind the goal-line extended (or alley line, if available), and two attackmen restrained behind offensive GLE (or alley line). Each team has (up to) two midfielders restrained with one foot on the small-field sideline (within 5 yards of midfield line) and another midfielder taking the faceoff.
 - e. Players committing "time-serving" penalties of any nature must be substituted off the field for at least one minute. There are no time-serving penalties.
 - f. 3v2 fast break restarts play from center X as a result of penalty.
 - g. On restart, the penalized team's attack and midfielders are restrained with the offended team's defenders at least five yards behind the player with the ball at center X, with the offended team's goalie restrained in his crease. This results in a fast break for the offended team.
 - h. Penalized team's goalie starts in crease. Penalized team's D and offended team's As are restrained at GLE.
4. The winning team must report their score to the scorekeeper immediately after the game, or ensure the scorers report it.
5. **Games start promptly at the time indicated.** There are only 10 minutes between games. A team that does not report to their game before 10 minutes have elapsed will forfeit the game.
6. Spectators or players will be asked to leave the field for improper behavior. Remember that all staff members are volunteers.
7. **In the event of an ejection, the ejected player will be required to sit out the next game.** It will be at the discretion of the Tournament Director in consultation with Coaches, Referees, and Scorekeeper to extend this to the remainder of the tournament if player safety is involved

WEATHER CONSIDERATIONS

In the event of adverse weather or unplayable field conditions, the tournament director reserves the right to:

- Reduce game times in order to catch up with schedule
- Finish games before inclement weather arrives, or to preserve field conditions.
- Reschedule games, if possible.

THUNDER/LIGHTNING POLICY If thunder or lightning is observed play will be suspended immediately and players and fans will be asked to leave the fields to return to cars. Play will be allowed to resume 20 minutes after the last sound of thunder or sighting of lightning is observed which will be determined by the tournament referee/medical staff. Every attempt will be made to begin subsequent games on time. Subsequent games will begin immediately after preceding games. These games may consist of one 30 minute running time period until games are back on schedule. Once games are back on schedule they will revert to "normal" tournament game time procedures.