

# **2019 CPYLA ICE BREAKER TOURNAMENT**

## **COACH/PLAYER CODE OF ETHICS**

### **CPYLA CODE OF ETHICS FOR COACHES & PLAYERS**

The essential elements of character building in sports are embodied in the concept of sportsmanship and six core principles: trustworthiness, respect, responsibility, fairness, caring and good citizenship. The highest potential of sports is achieved when competition reflects these 'six pillars of character'.

**I hereby pledge to provide positive support, care, and encouragement for all players, coaches and parents participating in any youth lacrosse sports program by following this CPYLA Ice Breaker Tournament Code of Ethics:**

- **I will** encourage good sportsmanship by demonstrating positive support for all players, coaches, and officials at every game during the Ice Breaker Tournament.
- **I will not** yell or degrade my team or the other team's players, coaches, fans or officials.
- **I will** place the emotional and physical wellbeing of our players and the other players ahead of my personal desire to win.
- **I will** help ensure that all participating tournament teams play in a safe and healthy environment.
- **I will** support coaches and officials working with all tournament teams, in order to encourage a positive and enjoyable experience for all.
- **I will** ensure a sports environment for all parents, players and coaches that is free from drugs, tobacco and alcohol and will refrain from their use at all youth sports events.
- **I will** remember that the game is for youth – not adults.
- **I will** refrain from using inappropriate language on and off the lacrosse field.
- **I will** do my very best to make lacrosse a fun sport for all players.
- **I will** treat other players, coaches, fans and officials with respect regardless of race, gender, creed or ability.
- **I also agree** that if I fail to abide by the rules and guidelines, I will be subject to disciplinary action that could include, but is not limited to:
  - Verbal warning by on-field official, site manager, CPYLA board member or Chill Manager.
  - Game ejections by coach, official, CPYLA board member or Chill Manager.
  - Written warning of infraction to include future game attendance suspension.
  - Forfeiture of game or games in question
  - Disqualification of team from the tournament.
- **I also understand** that player, coach, and spectator ejections are not subject to appeal and that there are no refunds available if a coach or player is ejected or if a team forfeits games or is disqualified from the remainder of the tournament
- **I also understand** that all ejections carry an automatic two-game tournament suspension for the first offense by a player and an automatic four-game tournament suspension for the first offense by a coach or spectator, followed by tournament ejection for a second offense

# **SCORING GUIDELINES**

## **2019 ICE BREAKER TOURNAMENT RULES**

### **Governing Rules**

Standard Minnesota Youth Rules for 2019 apply except where differences are noted here.

These rules, and a one page summary of rule differences at different levels of play, are available at <http://www.umloa.org/documents/>

- Two (2) 20-minute halves - running time will be managed by a central clock/horn setup.
  - Half lengths may be adjusted due to injury timeouts or other factors in order to keep the tournament games on schedule.
  - Single horn will signal the start of each half
  - Double-horn will signal 2 minutes left in the second half
  - Long horn will signal end of game play
- One 1-minute timeout may be used by each team per half
- 5 minute halftime between halves
- NOTE: Game play time may be extended by at the officials' discretion to offset a prolonged interruption in play due to injury.

### **Scoring/Ranking for Pool Play**

- Ranking criteria from Pool play games for Bracket play will be based on points.
  - Scoring
    - Win = 2 points
    - Tie = 1 point for each team
    - Loss = 0 points

### **Tiebreaker procedure for seeding brackets**

In the event of a point tie resulting from the Saturday Pool Play games, placement will be determined using the following rules:

1. Points (compared against all teams in the division)
  - a. The maximum differential per game will be 10 goals

If still in a point tie:

2. Wins (compared against all teams in the division)

If still in a point tie:

3. Head-to-Head
4. Goal differential (compared between the tied teams)
5. Goals for (compared between the tied teams)
6. Goals against (compared between the tied teams)

### **Over-Time Rules:**

- Pool Games: There will be no Over-Time in Pool Play games. Games may end in a tie.
- Bracket Games: One 4-minute sudden-victory running-time period. If the game is still tied after that period, the boys lacrosse tiebreaker posted at <http://www.umloa.org/documents/> will be used.
- U10 Games: 3-minute running time periods until one team scores.

# **BRACKET PLAY TIEBREAKER**

## **RULES/PROCEDURES**

See <http://www.umloa.org/documents/>

- Officials may inspect field crosses before the tiebreaker begins to ensure that they are legal; there are no coach-requested checks. An illegal stick on one team discovered before the tiebreaker starts gives possession to the opposing team.
- Each team has a goalie, one long-stick player, and two short-stick players for a total of 4 players. If there are penalties being served at the end of regulation, they carry over to the tiebreaker.
- Teams defend the same goal they defended in the second half and must use the goalies on the field at the end of regulation.
- Two players face off at center, with one player from each team behind each wing line and goalies behind their restraining lines. Possession does not carry over from regulation, but could be awarded due to a dead-ball foul after the end of regulation.
- Goalies can't cross midfield; other players can.
- The first team to score a goal wins.
- At the first stoppage of play after 2 minutes, the horn sounds and the long stick players need to leave the field. Play resumes with 3 players per team.
- At the first stoppage of play after 2 minutes, another player from each team leaves the field as above.
- Time-serving penalties are enforced as usual until a team has only 2 players remaining (a goalie and one field player). At that point, if a team commits what would normally be a timeserving penalty, play is restarted with the offending player in his defensive half (for a technical) or defensive restraining area (for a personal) and the offended team's field player in possession just outside the attack area.
- If there is a stoppage of play to remove players from the field while a timeserving penalty is being served and removing players would leave the penalized team with less than 1 player on the field, the team serving the penalty will restart with 2 players on the field as if the penalty were just starting (see previous section).
- There are no timeouts or substitutions permitted except in the case of an injured player (in which case the opponent may also sub one player).
- All other standard rules apply, including counts.

# INCLEMENT WEATHER POLICY

- Officials must delay the start of the game or suspend the game if there is visible lightning or audible thunder. This calls for the removal of athletes from the field to vehicles or permanent structures. The game may resume if there are 30 consecutive minutes with no visible lightning or audible thunder.
- When there is a site manager, the site manager can suspend the game, the officials can suspend the game, and neither party can overrule the other.
- Note that even if it is determined that the remainder of the game will not be played and the score is final, there are no handshakes or team cheers when there is lightning or any other dangerous condition: players, coaches, spectators, and officials must leave the field immediately and get into vehicles or permanent structures.
- If a game has been stopped due to weather, and it cannot be resumed in its time slot, the score at time of suspension will be final.
- If weather issues to not allow any of a game to be played in its time slot, it will be recorded as a 0-0 tie.
- If a game resumes late due to weather, we will play as much of the game in the given time slot and take the final score in that given time.
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## Extended Weather Delay Policies

- If fields are deemed unplayable or inclement weather persists and the tournament is delayed or if game are cancelled, the following policies will apply:
  - If no tournament games are played, your team will receive a refund in the form of credit towards the 2020 Ice Breaker Tournament.
  - If fewer than 2 games are played, 50% of the tournament fee will be refunded in the form of a credit towards the 2020 Ice Breaker Tournament.
  - If two or more games are played, no refund/credit will be awarded.



# 8U RULES

- Games will be played with 5 players on each team – NO GOALIES
- Game field will be a standard half-field (65 yd x 35 yd) field
- Goals will be a standard goal flipped to triangle with the sidewalls covered with foam
- Checking rules
  - Body Checking
    - None permitted
  - Stick Checking
    - No one-handed checks permitted
    - Downward checks initiated below the shoulders of both players ARE permitted
    - Lift or Poke checks below the chest ARE permitted
    - Violations will be considered a slashing penalty
- Face-offs will take place with one middle to the left of the face-off, one attack and two defensive players behind GLE to be released at possession
- Coaches will officiate – no officials will be present
- Coaches may roam the field and entire sideline field of play
- Time – standard time as called out above in the Tournament Rules
- No scores will be kept, so there will be no Overtime or Tiebreakers
- Teams will be permitted one time-out per half
- Substitutions:
  - The scorer must be subbed out after any goal.
  - Substitution preference to be announced prior to the game.
  - Coaches have the option to do full line substitutions or on the fly.
  - If play goes on for longer than two minutes with no stoppages, coaches will look for an opportunity to stop play and allow subs if either coach is subbing full lines.
- Offsides will not be called
- Scrum ball rule – Award ball by AP if players can't pick it up at coaches discretion
- Scorekeeping – NO Score will be kept
- Equipment inspections
  - Check protective gear and end cap
  - Visually inspect stick
  - Coaches are responsible for their own teams – no penalties
- Offensive 10-count and over-and-back rules will not apply
- 2- pass rule: Teams must attempt two passes without possession by opposing team before shooting on the goal in their own offensive zone.