

## COLONIAL CLASSIC, HOPE FOR THE CURE TOURNAMENT RULES & EXPECTATIONS

### Tournament will be a CHAMPIONSHIP format for HS-A, HS-B, and MS Brackets

- ✓ All teams will play randomly selected pool games with the exception of the youth bracket.
  - MS pool play: 30 minute running clock games.
  - MS championship play: 20 minute running clock games.
  - High school pool play: 35 minute running clock games
  - High school championship play: 25 minute running clock games.
- ✓ Round Robin standings will be determined by win-loss-tie records.
  - Tie Breakers in pool games will be determined as follows:
    - Braveheart: Each team will select one player and a goalie.
    - Play will begin with a draw
    - First team to score will be declared the winner. Goalies may not score.
  - Tie Breakers to determine seeding, will be determined as follows.
    1. Record
    2. Winner of Head-to-Head game
    3. Goals Allowed
    4. Goal Differential
- ✓ **HS-A Bracket:**
  - Top two teams in each pool will advance to the quarters.
- ✓ **HS-B Bracket:**
  - Top two teams in each pool will advance to the quarters.
- ✓ **MS Bracket:**
  - Top two teams in each pool will advance to the quarters.
- ✓ **Youth:**
  - Round Robin Play Only

### All games on all fields will be run by a common horn:

- ✓ A single horn blast will signify the start time of each game.
  - Actual play will begin on the official's **WHISTLE**.
- ✓ A single horn blast will signify the end time of each game.
  - Actual play will end on the **HORN**.
- ✓ It is the responsibility of each coach to have their team on the field and ready to play at the start.

**High School Games will be played in accordance with US Lacrosse High School Rules. Middle School games will be played in accordance with US Lacrosse Level A Youth Rules\* with the following modifications. Youth Games will be played in a festival format.**

### **High School & Middle School Play**

1. Personnel/Field
  - a. Games will be 6 field players and a goalie with 6 x 6 nets.
  - b. All subbing is done on the fly through the coned sub box. Player must have two feet off the field prior to the sub entering the field of play.
  - c. NO players are required to hold.
  - d. We will be playing with self-start and free movement
  - e. In the event that a goalie is not available, a “hector” will be used and the game will be played. The team without the goalie will forfeit that game.
2. Games will consist of a running clock with 5 minutes between games.
  - a. Clock will NOT stop on whistles, even during the last two minutes of a half
3. Each game will begin with a draw.
  - a. After each goal, the opposing goalie will be given the ball within the goal circle.
  - b. Standard 10-second time limit will apply.
  - c. **MIDDLE SCHOOL/YOUTH:** 5 goal spread, losing team starts with automatic possession at the top of the 8. Ball Carrier must be unguarded and all opposing players must be behind the 50.
4. Tie Games:
  - a. Tie Breakers in pool games will be determined as follows:
    - i. Braveheart: Each team will select one player and a goalie.
    - ii. Play will begin with a draw
    - iii. First team to score will be declared the winner. Goalies may not score.
5. Checking:
  - a. Middle School Games will be played as FULL or TRANSITIONAL checking.
  - b. The officials AND event coordinators reserve the right to CHANGE THE LEVEL of checking if they believe it necessary from a safety standpoint.
6. Cards.
  - a. A player receiving a yellow card must leave the game for 2 minutes.
  - b. A player receiving a RED card must sit out the remainder of that game only. A sub can be put in after two minutes.
    - i. A player receiving a 2<sup>nd</sup> RED card during the day will be ineligible for the remainder of the day.
7. Only officials’ timeouts are allowed (e.g. equipment or injuries), no coaches time-outs are allowed.  
Note: The game clock will NOT stop on Officials’ timeouts.

**Youth Play:**

1. Round Robin Play
2. Games will be played with 5 field players and a goalie\*
  - \* If both teams have a goalie, games will be played with regulation goals
  - \* If 1 team has a goalie & 1 does not, the nets will be subbed out for 4 x 4's, no goalies will be used.
3. No Checking