



TOURNAMENT INFORMATION & RULES

WELCOME!	Welcome to Clash for the Cup 2022! We’re looking forward to two great days of competition and fun. All participants, including spectators, are expected to demonstrate respect and sportsmanship at all times! Harassment and/or demeaning behavior will not be tolerated. Officials’ authority over all aspects of game management is paramount; and they have our full support.			
LOCATION	Manheim Township Athletic Complex; 2883 Weaver Road; Lancaster, PA 17601			
TOURNAMENT DIRECTORS	Aldo Romano (717.317.7996; President@TownshipLacrosse.com) Meghan Eckert (717.371.6610; Treasurer@TownshipLacrosse.com)			
CHECK IN	Head Coaches must check in with the Registrar at Tournament HQ at least <u>30 minutes prior to 1st game.</u>			
AGE and ELIGIBILITY	Teams are expected to follow US Lacrosse age group guidelines for their division: a player’s age on 9/1 determines their age group for competition until 9/1 of the next year (with limited exceptions for 8 th graders older than 14).			
WAIVERS	Players must complete an electronic waiver to participate.			
EQUIPMENT	Head Coaches must certify that their teams are properly equipped (<u>including NOCSAE-certified chest pads for all players beginning 2022</u>).			
TOURNAMENT FORMAT	Divisions:	Four - 14U, 12U, 10U, & 8U (<i>Note: 8U format is still TBD</i>)		
	Division Pools:	Two - “Commotion” and “Disruption”		
	Pool Games:	All teams play 3 Pool Games. (If number of teams in any division requires a team to play a 4 th pool game in order for another team to play at least 3 pool games, team’s 4 th pool game will be exhibition and excluded from pool standing determination.) One Coach/team must sign Score Card at Scorer’s Table after game.		
	Bracket Games:	All teams advance to a final, bracket game based on Pool Standing.		
	Championships:	14U & 12U: 1 st and 2 nd Place in each Pool advance to 20-minute Play-In game; winners go to Championship Game; losers play for 3 rd place. All other teams play same seed of opposite Pool. 10U: 1 st Place in each Pool advances to Championship.		
	Awards:	BARTGES CUP: Perpetual Trophy per division with winning teams engraved on base DR. STEPHEN W. TIFFT SPORTSMANSHIP AWARD: Plaque awarded per division		
TIES	Ties in <i>Pool Games</i> are allowed. Ties in <i>Pool Standings</i> will be decided by record; then head-to-head; then goals allowed; then goal differential; then coin flip. Ties in <i>Championship Games</i> will be decided with a sudden victory overtime: one 5-minute period – first to score wins. If no team scores in the 5-minute period, then Braveheart format begins (3v3 plus a goalie) until a winner is decided.			
GAME FORMATS	14U:	10v10; full field	10U:	7v7 incl. goalie; small-sided field; see Special Rules below
	12U:	10v10; full field	8U:	5v5; no goalie; small-sided field; add’l details TBD
GAME CLOCK	Running clock; kept centrally at HQ. Penalty times are kept by volunteers and referees on the field. Exception: Division Championship Game will stop for injuries <u>only</u> .			
GAME TIMES	43-minute games consisting of two 20-minute halves and 3-min halftime. 7-minute break between games. Teams must be on time for games.			
AUTOMATIC FORFEITS	All games MUST start on time. All teams must clear the field as quickly as possible at the conclusion of each game (taking with you any trash, equipment, etc.). All teams must be ready to take the field upon conclusion of the prior game. <u>Any team late to the field will automatically forfeit the game.</u>			
TIMEOUTS	Each team has one 30-second timeout per game. Clock does NOT stop. New: No timeout may be taken in final 3 minutes of a game.			

RULES OF PLAY	USA LACROSSE RULES APPLY – WITH SOME EXCEPTIONS, AS NOTED IN THIS DOCUMENT. (8U TBD)	
	POINTS OF EMPHASIS:	ONE-HANDED CHECKS – NOT PERMITTED; automatic slash. FOUL OUTS – After 3 personals or 5 minutes assessed. EJECTIONS – Anyone ejected from one game, must sit out their next game. It will be at the discretion of the Tournament Director in consultation with Coaches, Referees, and Scorekeeper <u>to extend the ejection</u> (not reduce it) to the remainder of the tournament if player safety is involved.
	SUBS:	Permitted on dead ball situations on sidelines (not end lines); all other substitutions will be conducted “on-the-fly” through sub box by coaches of each team. Officials will be monitoring appropriate numbers of players on the field as usual.
	PENALTIES:	PENALIZED PLAYERS MUST SERVE (except goalie, which will use in home). 12U/10U Flag Down: play ends when ball hits the ground, offended team scores, or game period ends. 14U Flag Down: play <u>continues</u> until change of possession, ball goes out of bounds, a second flag is thrown, offended team scores, or game period ends.
	GOALIES:	No Hectors/Shot Blockers allowed.
	10U SPECIAL RULES	
	EQUIPMENT:	No long poles; no crosse to exceed 42”
	FIELD:	Approximately 70 yards x 40 yards. Full-size crease
	OFFSIDES:	Each team must keep two field players and goalie in its defensive end and two field players in its offensive end.
	FACEOFF:	Midfielders (2): one at Center X (standing not required); one with one foot on either sideline within 5 yards of midline. Defenders (2): start and remain behind GLE until there is possession Attackers (2): start and remain behind GLE until there is possession. Goalie: start and remain in the crease until there is possession. No minimum pass requirement.
	PENALTIES:	FAST BREAK RESTART FROM CENTER X: Player who committed the personal foul must be substituted off the field for at least 1 min (no man-down). OFFENSE (Offended Team) SET UP Middies: One at Center X (awarded ball); one with one foot on (either) sideline at intersection with midline. Attackers: Behind GLE. DEFENSE SET UP Middies: One 5 yards behind Center X; one with one foot on (either) sideline at intersection with midline. Defenders: within 5 yards of the crease (“in the hole”). Goalie: in the crease. ALL PLAYERS: released on the whistle.
	8U SPECIAL RULES	
	<i>Fully equipped players; 5v5; no goalies/shotblockers; no long-poles; no face off; no man-down. Any additional rules will be circulated among 8U coaches prior to the event.</i>	
FACILITIES	FIRST AID	First Aid / Athletic Trainer will be on site for game-day injuries only.
	TURF / GRASS	No Team Tents, Food, or Pets permitted on the turf.
	CONCESSIONS	Food trucks, Vendors, & Concessions on site.
	TRASH	Please clean up your area before leaving.
SPIRIT WEAR	PREORDERS	Pick up at concessions
	ONSITE	Clash for the Cup apparel available onsite for game-day!! Limited Supplies!
WEATHER	In the event of adverse weather or unplayable field conditions, 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.	