



December 2 - 4, 2022

Starfire Sports Complex/ North SeaTac Turf Fields

Hosted by:



2022 Tournament Information

Welcome to the 19th Annual Space Needle Shootout Invitational! This should be all the information you will need for the tournament weekend but feel free to contact us at admin@shootoutlacrosse.com with any questions:

Tournament Rules, Facility Information, Facility Map

Important: A representative from each team will need to CONFIRM and to REVIEW your roster and confirm your team contact information so we can inform you of any schedule changes over the weekend.

If you have any questions during the tournament, the staff at the INFORMATION TENT will be able to assist you!

The game schedule and game results will be online at www.tourneymachine.com (which has a mobile app that we recommend you download). We recommend you tell your families to download the app as well. Scores and games will be updated throughout the tournament.

Thanks again for attending the **Space Needle Shootout 2022**. Good luck and we hope you have a great weekend!



FAQS - Important Tournament Weekend Information

1. Please be aware of the field numbers and give yourself plenty of time to get to the fields. We are at 2 different venues, Starfire Sports, Tukwila and North Seatac Turf fields (a 12 min drive from each other)
2. The clock will start the game whether all teams are on the fields or not as we cannot delay play. If you are more than 2 minutes late getting your team on the field, you risk forfeit of the game. Please promptly leave the field at the end of play So the next group of teams have time to warm up.
3. Space Needle staff will man the scoring table area at each field and keep score. **Teams can keep their own stats/score in the stands, from the sidelines.**
4. Each game will be officiated by certified officials - **National Federation of High Schools (NFHS) rules** will be observed. [NFHS Rules HERE](#)
5. Certified Trainers on site.
6. Team guaranteed minimum 4 games
7. Games start on the horn and are in 50-minute blocks.
8. Absolutely NO WALL BALL
9. **Team Managers or Coaches CHECK in at INFO tent prior to first game.**



Starfire Sports: 14800 Starfire Way, Tukwila, WA 98188



North SeaTac: Des Moines Memorial Dr. S and S 128th St, SeaTac WA 98168

Tournament Brackets and Schedule:

The game schedule and game results can be found online at www.tourneymachine.com – look up “Space Needle Shootout 2022”- we recommend you download the app prior to the tournament which will make it easy to follow your teams.

Groups:

Teams will be seeded into a playoff bracket based on the results of pool play and all relevant tiebreakers (see below).

34 (2031/2032) 4 Pools: Teams play everyone in their pool. Pools of 3 will play a crossover game. Bracket: Top teams in each pool will play in playoff bracket to crown a champion. Remaining teams will play consolation games. (except the pool with 5 teams)

56 (2030/2029) 2 Pools: Teams play everyone in their pool. Bracket: Top team in each pool will play for a championship.

7/8 (2027/2028) 4 Pools: Teams play everyone in their pool. Bracket: Top team in each pool will play in a playoff bracket to crown a champion. Remaining teams will play consolation games.

9/10 (2025/2026) 8 Pools: Teams play everyone in their pool. Bracket: Top team in each pool will play in a championship bracket. Remaining teams will play consolation brackets.

Elite (2023/2024/2025/2026) 8 Pools: Teams play everyone in their pool. Pools of 3 will play a crossover game. Bracket: Top team in each pool will play in a championship bracket. Remaining teams will play consolation games.

5/6 Festival and 7/8 Festival: Teams in the Festival groups do not play for championships. When at all possible the tournament tries to create games vs uncommon opponents.

Tie Breakers:

- Record within the Pool
- Head to Head
- Goals Allowed



Space Needle Shootout Game Rules

Game Play

- Each Game will start on a central horn. Central Horn will end the first half and start the 2nd half.
- Game length will be **two 20-minute running halves with a 3-minute halftime.**
- **The last 2 minutes of each game will be stop time.**
- Penalty time will be kept at the field. Penalty time will equate to time and a half. A technical or 30-second penalty in stopped time becomes a 45-second penalty in running time. A 1-minute penalty in stopped time becomes 90 seconds in running time. Etc...
- Time serving penalties will be enforced. (coaches may sub immediately for that offending player at 3/4 level.)
- Games will be played 10v10. (3/4 will play 7v7)
- No contact with a player on the ground.
- Offensive players cannot enter the crease after a shot. This is an illegal procedure and the ball is awarded to the Defensive team.
- Defenders cannot enter the crease to save a shot. This is a 30 sec. Unsportsman like penalty
- No Crease diving
- All substitutions are on the fly.
- Quick whistles are in effect.
- Faceoffs will be **standing neutral grip.** (palm closest to the head of the stick must face up)
- Rules for Advancement in effect for 5/6, 7/8, 9/10 and Elite levels (20 seconds to cross the midfield and 10 seconds to touch the Offensive box)
- Over and back will be in effect. Once the ball has gone into the Offensive zone, the ball cannot go back across the midfield line.

Added 34/ 56/ 78 rules

- No take-out body Checks. These will result in 1-3-minute unnecessary roughness calls.
- **No one-handed wrap checks**, they are considered dangerous and will be ruled as a slash
- Checks allowed: poke, lift and downward checks initiated below the shoulders.
- Holds allowed: V hold, Fist hold and Cross Check hold (with equal pressure is allowed).

Added 34 Rules

- Short sticks ONLY, at this level are 37-42 inches. **(NO LONG POLES)**
- “On-the-fly” substitution is permitted.
- Players **must attempt 1 pass in the Offensive ½ of the field** prior to attacking the cage (the team becomes “HOT” and is eligible to score. If a goal is scored before an attempted pass, then it is disallowed, and the opposing team receives possession of the ball.
- Offside is in effect. There may only be 4 Offensive players in the attacking ½ and only 5 Defensive Players (the Goalie and 4 defenders) in the Defensive half at one time.
- There are no clearing counts at this level.
- Players who foul must serve their penalty time. Coaches may substitute immediately for them.
- Mercy Rule: At a 6-goal differential, the team trailing may choose to forgo a face off and start with possession.

COACHES – IF YOU HAVE QUESTIONS REGARDING THE RULES, PLEASE CONFER WITH EACHOTHER, AND THE OFFICIALS PRIOR TO GAME START.

Overtime:

There will be **NO** overtime in pool play. Overtime in playoffs will be Sudden death until there is a winner.

Time-Outs: ONLY IN PLAYOFFS

One 1-minute time-out per half, per team allowed. Timeouts cannot be taken in the last 5 minutes of either half. There are no timeouts during overtime. Clock runs during timeouts.

Warm-up time:

- Warm-up time during a tournament like this is not what you would like or expect during a normal game.
- Please be respectful of the teams playing, both when taking the field and when coming to the bench area.
- Please keep all your player equipment in a team pile to maximize available space.
- Stay off the sidelines of currently playing teams.
- **Do not use the grass fields to warm up.**

Equipment: In order for players to be considered properly equipped, they must have the following equipment:

- Shoulder pads ND200 (SEI Certified)
- Arm pads
- Gloves
- NOCSAE approved helmet
- Mouth guard
- Athletic cup
- **All goalies must wear a NOCSAE (SEI Certified) approved chest protector.**



Waivers and Rosters:

All Players (parent if player is under 18) and Coaches must complete the **waiver** before stepping on the field to play. Rosters will be formed from the submitted waivers. Players that are not listed on the roster prior to the start of that team's first game will not be allowed to play without consent from the tournament director. Any player who participates in a game and IS NOT on the published roster will result in a forfeit for that team's game.

*****This is especially important for the Elite Division as the waivers will auto generate information for the College Coaches in Attendance. *****

Coaches MUST VERIFY team rosters before their first game, failure to do so could result in a forfeit. The tournament will generate rosters based on the waivers submitted by each team's players. **No player or coach will be allowed to take the field without a completed waiver on file.**



Colleges in Attendance:

Babson College

Bates College

Colorado College

Connecticut College

Dartmouth College

Kenyon College

Mount Saint Mary College (NY)

Ohio Wesleyan University

Rensselaer Polytechnic Institute (RPI)

Salisbury University

Skidmore College

Vassar College

Wittenberg University

Age Cut-off dates:

Player must be currently enrolled in the corresponding grade to be eligible for participation in the 2022 Space Needle Shootout. Players may play up at the coach's discretion and with the understanding that players are playing against older competition. **Players may not play down. Players may not swing or play for more than 1 program during this event.**

Violation of these regulations may result in forfeiture of games at discretion of tournament director.

- ELITE— Must be enrolled as a 9th, 10th, 11th or current 12th grader for the 2022-2023 School year
- HS—9/10 - Must be enrolled as a 9th or 10th grader for the 2022-2023 School year
- 7/8 – Must be enrolled in grade 7 or 8 for the 2022-2023 School year
- 5/6 – Must be enrolled in grade 5 or 6 for the 2022-2023 School year
- 3/4- Must be enrolled in grade 3 or 4 for the 2022-2023 School year
- **No Graduated Seniors may play. No Reclassified players, No Postgraduate players.**

Conduct/ Sportsmanship Policy:

Space Needle and WLF has a **Zero Tolerance Policy** for the following actions which will result in ejection from the tournament.

- **Fighting:** Players involved in fighting will forfeit their ability to play in the tournament. **If a player is ejected for fighting by a referee, there will be no discussion, that player will be disqualified from further participation in the tournament.**
- In the event a player/or team leaves the sidelines during the course of play to participate in an altercation, that player/or team will forfeit their status in that game and could be disqualified from playoffs.
- Coaches that are ejected from a contest by the referee will have to meet with the Tournament Directors prior to the next scheduled game to determine their "status."
- Players receiving 5 personal fouls in one game will be disqualified from that game but are eligible to return to the next scheduled contest, at the tournament director's discretion.
- Players/ Coach/ or Fan ejected from a game for actions deemed excessively unsportsmanlike (including any discrimination based on gender, religion, race or sexual orientation) will not be allowed to attend/ participate in any remaining games.
- Those who engage in behavior determined by the tournament director to be inappropriate in any way will be required to leave Starfire and the North SeaTac Fields and may result in the forfeiture of their team's game.

All decisions regarding player, coach or team participation are at the sole discretion of the tournament director.

FACILITY INFORMATION for Starfire Sports Complex

Starfire Sports:

Please adhere to the rules of the venue and be respectful of our hosts.

Starfire Sports is located in Tukwila, WA. The campus features exceptional grass, and lit, all-weather, year-round turf field. There are bathrooms on the premise. We will be using field 1, 2, 3, 4, 11, Mod 9 and MOD 10 for this year's Shootout. (See Map above)

- NO RV Parking
- NO Weapons, Drugs, outside alcohol
- **Starfire does charge a cash fee for parking**

Facility Damage:

There will be absolutely no wall ball at Starfire. Coaches please make your players aware of this focus, players found damaging the facility will be held responsible for the cost of that damage during the tournament, will face removal from the tournament and will also jeopardize their team's ability to return to the Space Needle tournament in future years.

Tents:

Each year, many teams bring team tents - please note these cannot be placed around the central information and vendor area or on the turf fields. In addition, the main entrance road must also be free of tents and obstructions in case emergency vehicles need to access the fields. **Please ask at the information tent where Team tents may be placed.**

Theft:

We take this very seriously. Any players suspected of theft will result in that player's entire team being removed from the tournament and the police called. Coaches, please remind your players to be careful with their gear and to be respectful of another players' gear. Theft of any kind will be reported to the police - we expect this won't be a problem and we appreciate your support in making sure that is the case. If you suspect theft, please contact the INFORMATION TENT.

Lost and Found:

We will have a lost and found at the Tournament information tent for items left at the fields. Please make every effort to help connect items with their owners!

Player Safety

The Space Needle Shootout and the Washington Lacrosse Foundation places a high priority on player safety. Certified trainers are on-site. If your player needs additional medical attention, please see an Athletic trainer or ask a Field Manager for assistance.

Concussion Information

A concussion is a brain injury and all brain injuries are serious. They are caused by a bump, blow, or jolt to the head, or by a blow to another part of the body with the force transmitted to the head. They can range from mild to severe and can disrupt the way the brain normally works. Even though most concussions are mild, all concussions are potentially serious and may result in complications including prolonged brain damage and death if not recognized and managed properly. In other words, even a “ding” or a bump on the head can be serious. You can’t see a concussion and most sports concussions occur without loss of consciousness. Signs and symptoms of concussion may show up right after the injury or can take hours or days to fully appear. If your child reports any symptoms of concussion, or if you notice the symptoms or signs of concussion yourself, seek medical attention right away.

What can happen if my child keeps on playing with a concussion or returns too soon?

Athletes with the signs and symptoms of concussion should be removed from play immediately. Continuing to play with the signs and symptoms of a concussion leaves the young athlete especially vulnerable to greater injury. There is an increased risk of significant damage from a concussion for a period of time after that concussion occurs, particularly if the athlete suffers another concussion before completely recovering from the first one. This can lead to prolonged recovery, or even to severe brain swelling (second impact syndrome) with devastating and even fatal consequences. It is well known that adolescent or teenage athletes will often fail to report symptoms of injuries. Concussions are no different. As a result, education of administrators, coaches, parents and students is the key to student-athlete’s safety.

If you think your child has suffered a concussion:

Any athlete even suspected of suffering a concussion should be removed from the game or practice immediately. No athlete may return to activity after an apparent head injury or concussion, regardless of how mild it seems or how quickly symptoms clear, without medical clearance. Close observation of the athlete should continue for several hours. The “Zackery Lystedt Law” in Washington now requires the consistent and uniform implementation of long and well-established return-to-play concussion guidelines that have been recommended for several years:

“a youth athlete who is suspected of sustaining a concussion or head injury in a practice or game shall be removed from competition at that time”

and

“...may not return to play until the athlete is evaluated by a licensed health care provider trained in the evaluation and management of concussion and received written clearance to return to play from that health care provider”.

You should also inform your child’s coach if you think that your child may have a concussion. Remember it’s better to miss one game than miss the whole season. And when in doubt, the athlete sits out.

RETURN TO PARTICIPATION PROTOCOL

If your child has been diagnosed with a concussion, they **MUST** follow a progressive return to participation protocol (under the supervision of an approved health care provider) before full participation is authorized.

The return to play protocol may not begin until the participant is no longer showing signs or symptoms of concussion. Once symptom free, the athlete may begin a progressive return to play. This progression begins with light aerobic exercise only to increase the heart rate (5-10 minutes of light jog or exercise bike) and progresses each day as long as the child remains symptom free. If at any time symptoms return, the athlete is removed from participation.



Food: Back by popular demand, food trucks—Come hungry and enjoy

FOOD Trucks on site: TBD



Inside Starfire:

- Watershed Pizza: located inside the Indoor complex, serves pizza, sandwiches and salads,
- The café on the first floor serves coffee, lattes and snacks.
- Outside Concessions: Hot dogs, chips and soda are located near the INFORMATION TENT near to Field #1.

In addition to the food at the facility, you will find many food options available a few minutes away at Westfield Southcenter Mall including: California Pizza Kitchen, Red Robin, Claim Jumper, Old Spaghetti Factory, Applebee's, Quizno's, Subway, Taco Del Mar, Sizzler, Outback Steakhouse, and a host of others.

Tournament Vendors

Lacrosse Wolf is your lacrosse destination, specializing in retail and team sales. We have a 10,000 sq ft warehouse and retail store based in Missoula, MT and Newly based in Bellevue, WA. We have our own in-house printing and embroidery shop to handle any team's need at a lower cost than competitors. We carry all the major brands, Warrior, Brine, Nike, STX, Maverik, Cascade and Under Armour. We can set up the individual or team with anything they need for lacrosse.

Lumber Lax- Wooden lacrosse shafts, heads, on site stringing, hats, swaxlax balls and Gloves x. Anything you need to get you looking good and on the field. Come and visit us and even order a custom stick.

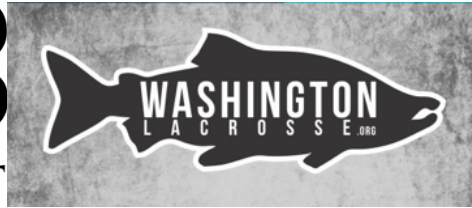
GOAT USA- is a lifestyle and apparel company dedicated to providing quality and stylish products that promote a positive message

Walax.com – Your source for all thing's lacrosse in Washington, you can find scores and standings, league information, committed player profiles and much more at www.walax.com— check it out!



GOAT USA





Return to Play Guidelines: COVID Protocols

In efforts to mitigate the risk of contracting the COVID-19 virus, consistent with the requirements of the Safe Start Washington Phased Reopening Plan update and the US Lacrosse Return to Play Recommendations for Lacrosse, Summer Solstice Shootout will follow these guidelines and protocols.

Stay at Home

If a player, coach, volunteer or parent is feeling sick, experiencing any COVID-19 symptoms, or has been in close contact with someone with COVID-19 they should stay at home. People with COVID-19 have had a wide range of symptoms reported – ranging from mild symptoms to severe illness. Symptoms may appear 2-14 days after exposure to the virus. We ask each program to be responsible to screen every player (parent/guardian), coach, and administrator that is part of their program prior to games and be able to verbally verify there are no COVID-19 symptoms present. Known symptoms include:

- Cough
- Shortness of breath or difficulty breathing
- Fever of 100.3 degrees F/37.9 degrees C
- Chills
- Unusual muscle, body aches or fatigue
- Sore throat
- New loss of taste or smell
- Congestion or runny nose
- Nausea or vomiting
- Diarrhea

