

Great Lakes Lacrosse Invitational

Tournament Rules

Matches shall be played according to the latest edition of the Laws of the Game and NFHS rules, except where noted.

TOURNAMENT HEADQUARTERS

A headquarters facility will be in a central location for any questions or issues throughout the event. Please contact the Tournament Director or Asst. Tournament Director for any rules inquiries.

TOURNAMENT REGISTRATION

All teams will be required to present their paperwork and register their team at least one hour prior to their first match on Saturday at the River Oaks Park HQ. At this time, the following mandatory documentation must be provided:

KISS Tournament Roster

Tournament roster of players, including jersey numbers.

This document will be turned over to the tournament at Registration. The form is available on our website.

Medical Releases

A Medical Authorizations form for each player

The Medical Authorization provides parental approval to seek medical attention in the case the player's parents is not available at the event/game. These shall be retained by the team throughout the event and have available at the fields during games. **Your existing form will suffice**; if you do not have a form, one is available on our website.

Waiver and Release of Liability

Waiver of Liability form must be signed by each coach and player (or parent/legal guardian, if under 18 years of age). This document will be turned over to the tournament at Registration. The form is available on our website.

TEAM CHECK-IN

All teams will be required to check-in at the field prior to game time to the referees. If sufficient players are not present at the scheduled game time, the game is awarded to the opponent. A minimum of 7 players constitutes a team and if minimum number of players is present, a game may not be delayed. Entire team given forfeit (Coach and at least minimum number of players) must check in with the referee at the field at scheduled game time to receive forfeit. A forfeit is considered a 4-0 win. No team that has forfeited a game will be declared a group winner, nor will they be awarded any trophies.

GAME LENGTH, TIMEOUTS, PENALTIES, OVERTIME

All age groups will play two (2) 25-minute running clock halves with a five minute halftime. Games will start at specified game times as signaled by the central horn. At 55 minutes from game start time, another horn will signal end of play. Any game still in progress at the horn will be stopped and the outcome registered as final.

Please leave the field as soon as possible once your game has ended to allow the next game to proceed on schedule. Please keep the sidelines and bench area clean and free of trash, tape, empty bottles or cups.

No time outs during preliminary play. Each team in a Championship game will receive one 30-second time-out. After 30 seconds, the teams will be whistled back to the fields. If a team does not return in a prompt manner, they will either lose possession of the ball or be assessed a delay of game penalty. No timeouts in the final two minutes of play.

Penalty times will be assessed by the referees. The penalty clock will begin once play is resumed as signaled by an official whistle.

In preliminary play, games tied after regulation time shall remain a tie; no overtime. Championship rounds that are tied after regulation play shall be decided by playing through one sudden victory overtime period.

JERSEY, EQUIPMENT & SPECTATORS

- ❖ In the case of color conflict, the Home Team shall be required to change jerseys. The team listed first in the tournament bracket is the Home Team.
- ❖ Each team should have matching jerseys/pennys and each player must be uniquely numbered.
- ❖ There will be no stick checks unless requested by the opposing coach. If the stick is found to be legal, the challenging team will be assessed a delay of the game technical foul. If the stick is not legal, the appropriate penalty will be assessed.
- ❖ Soft casts are permissible with the approval of the referee prior to the game. Hard casts are not acceptable unless they can be wrapped adequately with a soft material and approved by the referee.
- ❖ Players and coaches from both teams shall locate on one side of the playing field, and Spectators shall congregate on the opposite side.
- ❖ A player may only play for one team.

PLAYER & COACH CONDUCT

- ❖ Players may be cautioned and sent off. A player who has been sent off for the second time in the tournament shall not be allowed to participate in the remainder of the tournament.
- ❖ Coaches, assistants, managers, etc. may be verbally warned for conduct or actions detrimental to the game. If they persist they will be instructed to remove themselves from sight and sounds of the field of play. Those removed from the field of play will not be allowed to attend or participate in the next game played. Those removed a second time will not be allowed to return for the remainder of the tournament. Lack of compliance will result in the referee abandoning the game and reporting the incident to the Tournament Director as a final action.
- ❖ No noisemakers will be allowed at any field (horns, whistles, sirens, cow bells etc.) Offenders will be asked to leave the field.
- ❖ **Use of illegal players:** The players listed on the roster at the time the roster is submitted are the only players allowed to play.
- ❖ **False Information:** Information provided to the tournament administration in tournament documents is collected in good faith; any false information provided is grounds for disqualification.
- ❖ **Unnecessary vulgarity, violence or abrasive conduct:** Good sportsmanship and Spirit of the Game are expected. Tournament Directors reserve the right to immediately terminate a game and/or escort a player, coach, spectator or team from the premises.

SUBSTITUTIONS

Quick substitutions shall be allowed on the fly. Substitutions shall be made from the halfway line.

REPORTING SCORES

Scores will be reported by to the Headquarters within 30 minutes of the completion of the game. Scores will be recorded and posted on scoreboards located near the HQ location. Any discrepancies noted must be reviewed and verified by corresponding referees before changes will be made.

DIVISION PLAY AND STANDINGS

Depending on bracket size, semifinals and championship games will be played accordingly:

- ❖ **Single 4-team bracket** – Top 2 teams after completion of round-robin games will compete in championship
- ❖ **Single 5-team bracket** – Champion determined by highest point total after completion of round-robin games
- ❖ **Two 3-team brackets** – Top team from each bracket will play semifinal vs. 2nd place in other bracket; winners of these two semis will compete in Championship; 3rd place teams from each bracket play consolation game
- ❖ **Two 4-team brackets** – Top team from each bracket will compete in Championship

Division standings, leading to the Championship round of play, shall be determined according to the following:

- a) Highest number of points accumulated with two points for a win, one point for a tie, and zero points for a loss or forfeit. A forfeit is recorded as a 4-0 win to the receiving team.
- b) In event of a two-way tie in point standings, advancement to the championship round of play is determined by:
 - 1) Winner of head-to-head competition.
 - 2) Team with most wins.
 - 3) Highest number of net goals scored (goals for minus goals against, up to a maximum of six per game).
 - 4) Fewest number of goals against.
 - 5) Coin Toss

- c) In the event of a three-way tie in point standings, advancement to the Championship round of play is determined by starting with b2) above and progress until a point of differentiation is identified:
- 1) If the differentiation shows one of the teams better than the other two, that team is determined the bracket winner. The remaining two teams restart the whole process again at step b1) above to determine 2nd and 3rd.
 - 2) If the differentiation shows one of the teams worse than the other two, that team is determined to finish 3rd. The remaining two teams restart the whole process again at step b1) above to determine 1st and 2nd.
- d) In the event that full game cancellations occur and rescheduling is not possible, and the game cancellation creates a situation where teams within the same division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of average points per game played, followed by the normal tie-breaking procedure, if necessary.

TEAM AWARDS

Individual awards for up to 21 players and coaches will be awarded for both 1st place and finalist teams.

PROTESTS

Judgment calls by the referees are final, and may **NOT** be contested. No protests will be accepted and the tournament official's decisions will be final.

WEATHER

If the first half has not been completed and the game is stopped, every effort will be made to complete the game, or play to completion of at least the first half and record the score as final. **Note:** if necessary, game lengths may be shortened to accommodate scheduling requirements. It is the responsibility of each coach to check Tournament Headquarters for any reschedule information. However, in the event that first half completion or rescheduling is not possible because of weather conditions, results will be decided as follows:

- a) Team up by 3 goals or more shall be awarded a win.
- b) Score difference of 2 or less will be scored as a tie.

Games called during the second half are considered complete and will be scored according to the score at the time the game is called.

Should it be necessary for a game be canceled in its entirety, but a result is necessary to determine progression (i.e., semifinals), the game will be decided by a coin flip with the Home team calling the toss.

CANCELLATION

If the Tournament is cancelled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial remuneration.