

**Coache's Information Packet**  
**Rockfish Cup 2011**

**Rules of Play:** All rules will be in accordance with NCAA standards unless otherwise noted.

1. Playing time will consist of 2, 22 minute running halves with a three minute halftime. Games will begin promptly.
2. 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 game technical foul. If the stick is not legal, the appropriate penalty will be assessed.
3. NO TIMEOUTS
4. Advancement rules will be in place for High School games. U11 will not play with advancement rules.
5. On a foul in the box, play will not stop until the ball leaves the box or the defense gains possession of the ball.
6. When a faceoff violation occurs before the whistle, the offending team's faceoff player may stay on the field.
7. There will be ONE, 5 minute (running time) sudden death overtime if games ends in a tie. If at the end of the five minutes, no score has been made, the game will result in a tie.
8. All ties in playoff games will be decided by a sudden victory overtime period. Each sudden death period will run 5 minutes (running time) until someone scores.
9. Any player, fan or coach ejected from the game will be prohibited from competing in his/her team's next game.
10. Decisions on the field will be the final ruling. No disputes will be heard after the game.

**Roster Rules**

1. No player may compete, or be rostered, on more than one team during the tournament. Any team with a player in violation of this rule will forfeit all games in which the player is known to have competed and forfeit the opportunity to advance to the playoff round.
2. U11 players must have been born in 1999 or later, U13 player must have been born in 1997 or later, U15 players must be born in 1995 or later and may not have played on a high school team in the 2010 season.
3. There is no age limits to the two high school level teams. Just understand that the HSB tournament is for your younger high school teams. However, if you have a 'B' level team with some current Juniors, that would be fine to play them in this age bracket. HSA tournament will be for the older, 'A' Level team in your clubs program. Some of us level by graduation year, and some of us don't. So I don't want to put limits.

**Scoring:** How do we determine playoff teams?

1. Points will be awarded after each game, 5 points for a win, 2 points for a tie and 0 points for a loss.
2. For High School levels, there will be two brackets of 6 teams. The top two teams in each bracket will advance to the semi-finals (1<sup>st</sup> seed v 2<sup>nd</sup> seed in the other bracket) and will be determined by the following criteria in order of priority: A) Best Record B) Head to Head win C) Total points differential D) Fewest goals allowed E) Coin toss.
3. For U11 Tournament, there will two brackets of 4 teams. The top teams in each bracket will play in a championship game and be determined by the following criteria in order of priority: A) Best Record B) Head to Head win C) Total point differential D) Fewest goals allowed E) Coin toss.
4. One representative at each field will have an official score card. At the end of each game the referee will record the score of the game and sign the scorecard. A Rockfish representative will then call in the score of each game to the administration tent. All scores and point totals will be recorded on the main scoreboard located in front of the administration tent. Coaches should check the scorecard on the field if they wish to validate the score. Once the scorecard reaches the administration tent the score is considered final.

## **Tournament Administration**

Only the team spokesman and the referee on the field will discuss any questions or disputes. Disputes will not be heard after the game. The spirit of the game is the key to resolving disputes.

Old Line State Lacrosse reserves the right to disqualify any team for infractions of the following policies:

1. Use of Illegal Players: The players listed on the roster at the time the roster is submitted are the only players eligible to play.
2. False Information: Information provided to Summer Sizzle Lacrosse on your entry form is the basis for division breakdowns. Any false information is grounds for disqualification.
3. Unnecessary vulgarity or abrasive conduct: Good sportmanship is expected. Spirit fo the game is expected as well. Old Line State Lacrosse reserves the right to immediately terminate a game and/or escort a player, team, coach or spectator from the premises.

## **Weather Policy**

In the event of adverse weather or unplayable field conditions, Old Line State Lacrosse Club tournament director reserve the right to:

1. Reduce game times in order to catch up with schedule.
2. Finish game before inclement weather arrives, or to preserve field conditions.
3. Reschedule games, if possible.
4. Convert the tournament to a 'Festival' format without playoffs or championships to enable the majority of the teams to have the opportunity to play as many games as possible.

Every attempt will be made to update cancellations or postponements on this website. However, weather conditions can change rapidly and all teams should be prepared to play as soon as weather clears and fields are playable. In the event of cancellation of the tournament due to weather, each team will receive their tournament t-shirts (if they bought them) and will be refunded half of their registration fee. Under no circumstances will your team receive a full cash refund of the entry fee.

## **Thunder/Lightning Policy**

If thunder or lightning is observed at any location play will be suspended immediately and players and fans will be asked to leave the field. Play will be allowed to resume 20 minutes after the last sound of thunder or sighting of lightning is observed. If a game is in progress, the period will end immediately. If it is the second half, the game will be considered final and the score at that point will be recorded. If it is the first half, when play resumes it will be the start of the second half. Every attempt will be made to begin subsequent games on time. If the start of the second half of the suspended game delays the onset of the subsequent game the following actions will occur:

- The game suspended will play one 22 minute running time second half.
- Subsequent games will begin immediately after preceding games (warm up on the sidelines prior to the game.) These games will consist of one 30 minute running time period until games are back on schedule.
- Once games are back on schedule they will consist for two 22 minute running time periods.

We will make every attempt to play every game but we will not jeopardize the safety of any player.