## 2023 SURF-n-TURF 7v7 TOURNAMENT RULES

# ALL PLAYERS & COACHES MUST HAVE CURRENT USA LACROSSE MEMBERSHIP #'S YOUTH & HS TEAM PLAYER REGISTRATIONS MUST BE SUBMITTED NLT NOVEMBER 6TH!!

#### **TEAM ROSTERS:**

TEAM ROSTERS WILL BE PULLED AND BECOME OFFICIAL ON NOVEMBER 7TH, ONLY THOSE ROSTERED PLAYERS WILL BE CONSIDERED ELIGIBLE.
REFERENCE USA LACROSSE AGE SEGMENTATION GUIDELINES. IF A PLAYER IS TOO OLD THEN A WAIVER LETTER MUST BE SUBMITTED & APPROVED.
ALL GAMES SCHEDULED WILL BE FORFEITED IF PLAYER IS NOT ROSTERED OR IF A PLAYER IS TOO OLD & A WAIVER HAS NOT BEEN SUBMITTED &
APPROVED.

ROSTER RESTRICTIONS: A PLAYER MAY ONLY PLAY FOR ONE TEAM UNLESS THAT TEAM HAS LESS THAN 10 PLAYERS TO START A GAME & THE PLAYER HAS BEEN APPROVED BY TOURNAMENT STAFF TO PLAY IN THAT GAME BEFORE GAME BEGINS.

ADDITIONAL PLAYERS FROM OTHER TEAMS MAY BE ADDED TO A ROSTER TO KEEP THE TOTAL NUMBER OF PLAYERS AT 10, AS LONG AS THEY MEET THE REQUIREMENTS FOR THAT DIVISION OR HAVE BEEN ISSUED A WAIVER TO PLAY IN THAT DIVISION.

#### **FIELD AND GAME FORMAT:**

<u>FIELD DIMENSIONS:</u> GAMES ON FIELDS 1-5 WILL BE PLAYED ON AN APPROXIMATELY 60X35 YRD FIELD WITH CREASES 7 YARDS FROM THE END LINES, GAMES ON FIELDS 6-10 WILL BE PLAYED ON 70X40 YRD FIELDS WITH CREASES 10 YRDS FROM THE END LINES.

TOURNAMENT FORMAT: IN AN ATTEMPT TO SORT TEAMS BY PERFORMANCE AND NOT BY AN INITIAL A OR B DESIGNATION, AS WELL AS TO PROVIDE FOR THE MOST COMPETITIVE PLAY ON SUNDAY; WE ARE UTILIZING A SHORT GAME TOURNAMENT FORMAT FOR ALL GENDER/AGE DIVISIONS BY DIVIDING TEAMS INTO DIVISIONAL MULTI-GAME POOL PLAY.

SHORT GAME POOL PLAY FORMAT: DIVISIONS WITH MORE THAN FIVE (5) TEAMS WILL BE RANDOMLY ASSIGNED POOL AND GAME PAIRINGS; THEY WILL PLAY 4 GAMES ON SATURDAY AND WILL BE RANKED WITHIN THEIR DIVISION AFTER SATURDAY'S PLAY.

- IN THE CASE OF A TIE IN STANDINGS, THE FOLLOWING WILL BE USED TO DETERMINE A TIE-BREAKER FOR SEEDING:
- 1. THE HEAD-TO-HEAD RECORD WILL BE CONSIDERED FIRST
- 2. GOAL DIFFERENTIAL (DIFFERENCE BETWEEN GOALS SCORED AND GOALS ALLOWED)
- 3. GOALS ALLOWED WITH A MAXIMUM CREDIT OF 10 GOALS
- 4. GOALS SCORED WITH A MAXIMUM CREDIT OF 10 GOALS
- 5. COIN TOSS

BRACKET PLAY: DIVISIONS WITH 5 OR FEWER TEAMS WILL PLAY IN A ONE-DAY TOURNAMENT ON SATURDAY ONLY. DIVISIONS WITH MORE THAN 6 TEAMS WILL HAVE THE TOP HALF OF THE DIVISION COMPETE IN THE GOLD BRACKET PLAYOFF TO A CHAMPIONSHIP, THE BOTTOM HALF OF THE DIVISION WILL COMPETE IN THE SILVER BRACKET PLAYOFF TO A CHAMPIONSHIP. ALL TEAMS WILL PLAY AT LEAST 2 GAMES ON SUNDAY WITH THE POSSIBILITY OF 3 GAMES.

GAME FORMAT: BECAUSE OF THE INCREASED NUMBER OF GAMES THAT MUST BE PLAYED ON SAT TO ACCURATELY RANK ORDER YOUR TEAM FOR BRACKET PLAY AND TO ALLOW FOR THE GREATEST DIVERSITY OF TEAMS PLAYED, EACH GAME WILL BE 30 MINS IN LENGTH (TWO 11 MIN HALVES WITH A 2 MIN HALFTIME & 6 MINS BETWEEN GAMES.) THERE ARE NO TIMEOUTS ALLOWED IN EITHER HALF. TIES WILL BE ALLOWED FOR POOL PLAY. INITIAL BRACKET PLAY WILL ALSO BE PLAYED THIS WAY, BUT WITH A 2 MIN SUDDEN VICTORY OVERTIME PERIOD BEGUN WITH A FACE OFF. IF STILL A TIE AN IMMEDIATE 3 PLAYER BRAVEHEART (2 FIELD PLAYERS AND A GOALIE) WILL BE PLAYED UNTIL A WINNER IS DETERMINED

CHAMPIONSHIP GAMES: CHAMPIONSHIP GAMES WILL BE PLAYED IN FOUR (4) 11 MIN RUNNING QUARTERS WITH 2 MINS BETWEEN QUARTERS AND A 4 MINUTE HALFTIME TO ALLOW FOR MORE ROBUST PLAY. A FOUR MINUTE SUDDEN VICTORY PERIOD WILL BE PLAYED TO DETERMINE A WINNER IN CHAMPIONSHIP GAMES, FOLLOWED BY A 3 PLAYER BRAVEHEART (2 FIELD PLAYERS AND A GOALIE) UNTIL A WINNER IS DETERMINED.

#### **BOYS FIELD SET, GAME START, AND GENERAL RULES:**

- THE FIELD WILL CONSIST OF 7 TOTAL PLAYERS: 2 ATTACK 2 MIDFIELD 2 DEFENSE 1 GOALIE
- THE FIRST HALF AND SECOND HALF WILL BEGIN WITH A FACE OFF
- ATTACKMEN AND DEFENSEMEN MUST START BEHIND GLE DURING A FACE OFF
- ATTACKMEN AND DEFENSEMEN ARE NOT ALLOWED TO LEAVE THE RESTRAINED ZONE (BEHIND GLE) UNTIL POSSESSION IS CALLED
- OPPOSING MIDFIELDERS MUST START ON OPPOSITE WING LINES. 2ND MIDDIE WILL ALWAYS BE TO THE LEFT OF HIS FACE OFF MIDDIE
- FAST RESTARTS AFTER A GOAL WILL BEGIN FROM THE CREASE WITH THE GOALIE. GOALIE MUST WAIT FOR REFEREE WHISTLE BEFORE PUTTING THE BALL INTO PLAY. ONCE THE GOALIE IS IN POSSESSION AND READY, REFEREES SHOULD NOT NORMALLY DELAY THE RESTART WHISTLE. THE 4 SECOND CREASE COUNT WILL START AFTER THE REFEREE'S WHISTLE AND IS THE ONLY TIMED ADVANCEMENT.
- TEAMS DOWN BY 6 OR MORE GOALS WILL HAVE THE OPTION TO RESTART PLAY AFTER A GOAL AT MIDFIELD (FREE CLEAR).
- OFFSIDES IS DEFINED AS MORE THAN 4 OFFENSIVE PLAYERS OF THE SAME TEAM OVER THE MIDLINE OR MORE THAN 5 DEFENSIVE PLAYERS ON THE DEFENSIVE SIDE OF THE FIELD.

- THE MIDLINE WILL ALSO BE CONSIDERED A RESTRAINING LINE.
- PENALTIES: TECHNICAL FOULS COMMITTED WHEN IN POSSESSION OF THE BALL WILL RESULT IN LOSS OF POSSESSION. TECHNICAL FOULS COMMITTED BY THE TEAM NOT IN POSSESSION WILL RESULT IN A FAST BREAK SET UP FOR THE OFFENDED TEAM. PERSONAL FOULS WILL RESULT IN A FAST BREAK SET UP. A FAST BREAK SET UP WILL REQUIRE ALL PLAYERS, EXCEPT THE SHOOTER TO BE RESTRAINED BEHIND GLE OR MIDLINE (MUST REMAIN IN COMPLIANCE WITH OFFSIDES RULE); THE SHOOTER MUST HAVE ONE FOOT ON THE MIDFIELD LINE BUT MAY LEAD WITH THE OTHER FOOT TO BEGIN THE FAST BREAK SET UP. THE GOALIE WILL BE IN THE CREASE. AS LONG AS THE OFFENSIVE AREA BETWEEN THE GLE AND MIDFIELD IS CLEAR OFFICIALS SHOULD NOT DELAY THE WHISTLE ONCE THE PLAYER WITH THE BALL IS IN POSITION.
- THE ONLY TIME SERVING PENALTIES WILL BE FOR DANGEROUS, MALICIOUS AND/OR INTENTIONAL PERSONAL FOULS. THEY WILL BE PENALIZED BY 1, 2 OR 3 MINUTE PENALTIES, PLUS A FAST BREAK SET UP.

#### IT IS POSSIBLE FOR A 1ST OFFENSE EXPULSION!

#### PLAYER SAFETY AND GOOD SPORTSMANSHIP BY ALL WILL BE CHAMPIONED AT THIS TOURNAMENT!

- MAXIMUM OF 3 LONG POLES ALLOWED ON THE FIELD AT ONE TIME.
- RANDOM STICK CHECKS WILL BE PERFORMED ON ONE PLAYER FROM EACH TEAM AT HALF TIME OF EACH GAME.
- COACHES MAY NOT REQUEST A STICK CHECK DURING THE GAME, BUT MAY REQUEST ONE AT HALFTIME.
- USA LACROSSE AND/OR NFHS RULES APPLY TO EACH AGE GROUP, UNLESS OTHERWISE SPECIFIED IN THIS DOCUMENT.

#### **GIRLS FIELD SET, GAME START, AND GENERAL RULES:**

- THE FIELD WILL CONSIST OF 7 TOTAL PLAYERS: 2 ATTACK 2 MIDFIELD 2 DEFENSE 1 GOALIE
- THE FIRST HALF AND SECOND HALF WILL BEING WITH A DRAW
- ATTACK AND DEFENSE MUST START WITHIN THE 8 METER ARC DURING A DRAW
- ATTACK AND DEFENSE ARE NOT ALLOWED TO LEAVE THE RESTRAINED ZONE (8 METER ARC) UNTIL POSSESSION IS CALLED
- OPPOSING MIDFIELDERS MUST START ON OPPOSITE WING LINES. 2ND MIDDIE WILL ALWAYS BE TO THE LEFT OF THE DRAW.
- RESTARTS AFTER A GOAL WILL BEGIN FROM THE CREASE WITH THE GOALIE
- TEAMS DOWN BY 6 OR MORE GOALS WILL HAVE THE OPTION TO RESTART AT MIDFIELD AFTER A GOAL (FREE CLEAR).
- FIELD PLAYERS ARE NOT RESTRAINED.
- YELLOW AND RED CARDS WILL BE SERVED IN ACCORDANCE WITH US LACROSSE RULES (YELLOW CARD 2 MIN, RED CARD EJECTED). IF THE YELLOW CARD IS SERVED AT THE END OF THE FIRST HALF, THE REMAINDER OF THE TIME WILL CONTINUE INTO THE SECOND HALF.
- NO STICK CHECKS WILL BE PERFORMED, BUT REFEREES MAY AT THEIR DISCRETION REQUEST TO INSPECT ANY PLAYER'S CROSSE.
- EACH GAME WILL CONSIST OF TWO 11 MINUTE RUNNING CLOCK HALVES AND A 2 MINUTE HALFTIME
- NO TIMEOUTS MAY BE CALLED
- USA LACROSSE AND/OR NFHS RULES APPLY TO EACH AGE GROUP, UNLESS OTHERWISE SPECIFIED IN THIS DOCUMENT.

## PLAYER SAFETY AND GOOD SPORTSMANSHIP BY ALL WILL BE CHAMPIONED AT THIS TOURNAMENT!

#### **ADDITIONAL GUIDANCE:**

- USA LACROSSE AND/OR NFHS RULES APPLY TO EACH AGE GROUP, UNLESS OTHERWISE SPECIFIED IN THIS DOCUMENT.
- GAME TIME WILL BE KEPT BY THE TABLE OFFICIAL IN THE FOLLOWING FORMAT:
- o 9AM GAME START...OFFICIALS WILL CONDUCT FACE OFF/DRAW AND PLAY SHOULD BEGIN IMMEDIATELY
- o 9:11 WHISTLE FOR HALFTIME (2 MINS)
- o 9:13 SECOND HALF BEGINS WITH FACE OFF OR DRAW AS LONG AS ONE TEAM IS NOT AHEAD BY 6 OR MORE GOALS
- o 9:24 WHISTLE FOR GAME TO END
- o 9:30 NEXT GAME BEGINS
- PLAYERS WHO ARE EJECTED FROM A GAME WILL BE REMOVED FROM THE REST OF THE TOURNAMENT.
- COACHES WHO ARE EJECTED FROM A GAME WILL NOT BE ALLOWED TO RETURN TO THE TOURNAMENT.
- UNRULY PARENTS WILL BE REMOVED FROM THE FIELD AND THE TOURNAMENT GROUNDS FOR THE REMAINDER OF THE DAY IN WHICH THEY WERE EJECTED.

## PLAYER SAFETY AND GOOD SPORTSMANSHIP BY ALL WILL BE CHAMPIONED AT THIS TOURNAMENT!

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