

# ***NATIONAL CUP TOURNAMENT RULES***

## **GAME FORMAT**

- Games will be **four (4)-10 minute quarters** with a 5-minute half time and 2-minutes between each quarter.
- There will be NO central horn, refs will be keeping time on the field.
- There will 5 minutes between each game
- The clock will run at all times EXCEPT within the last 2-minuets of the game. Clock will start and stop on each whistle.
- **GAMES ARE NOT ALLOWED TO END IN A TIE**
- A yellow or red card to the coach counts towards the “team fouls” and a player must be removed for 2 minutes.
- Players receiving two (2) yellows will not have to sit for the following game.
- A coach or player receiving a red card could result in a requirement to sit an additional game. All decisions on penalties for cards will be at the discretion of the tournament committee and the head official.
- If, at the end of each half, an 8 meter shot has been whistled, the shot will be awarded. One shot, no rebound play

## **OVERTIME**

- If at the end of regulation time, the game is tied it will then move into sudden death.
- After the end of regulation, call ball dead and move immediately into the draw. NO HUDDLE BEFORE FIRST OVERTIME DRAW
- Continue play until the first goal is scored
- 1 time out is allowed to be taken during overtime

## **TIME OUTS**

- Timeouts will be 60 seconds
- Each team is allowed 1 time out PER HALF. The time out does NOT carry over to the next half if not used.
- Time outs ARE ALLOWED to be taken at any time, to include within the last 2 minutes
- The clock will continue to run during the time out; unless taken within the last 2-minutes.
- If play clock reaches 2:00 during timeout, the clock will stop.

## SPORTSMANSHIP

- The head coach will be responsible for the behavior of personnel affiliated with their team, including all assistant coaches, parents and fans, and will receive any cards related to lack of bench decorum.
- If any coach, player, parent, or ref violates our Sportsmanship code of conduct, the Tournament Director has the authority to dismiss your team from the tournament.

## EQUIPMENT

- •**No jewelry**. Band aid coverings do not constitute “no jewelry”
- All players committed to a college must wear an armband as part of their uniform. These can be picked up at the Official Merchandise tent in the village.
- Club coaches are responsible for the players having and using the proper US Lacrosse certified lacrosse equipment. Any issues or injuries due to lack of the proper equipment will be the responsibility of the coaching staff.
- The wearing of shin guards as a goalie is **OPTIONAL**

## POOL CREATION AND POOL PLAY

- Pools will be created by the tournament director with the goal that the talent is distributed evenly for bracket play
- Each team is guaranteed a minimum of three (3) on the first day and at least one additional game on the second day.
  - o Games for the second day will NOT appear on your schedule until the bracket has been advanced
  - o Teams with pools of 5 may find themselves playing an additional game... THIS GAME **DOES** COUNT TOWARDS YOUR RECORD
    - *If when registering for the tournament you say “true” to be willing to play an extra game, your team could be chosen.*
    - *If no team selects “true” teams will be selected at random*
- Game scores will be entered after each game as quickly as possible

## BRACKET ADVANCEMENT AND TIEBREAKERS

- Brackets will be advanced at the end of ALL pool play games on the first night
- Bracket advancement is based on your standings in the division as a whole, not just your individual pool

- *The Tourney Machine algorithms determine the seeding.*
- **The tie breakers that will be used are the following and in the following order:**
  - **Winning Percentage**
  - **Goal Differential (this will be capped at 10 per game)**
  - **Head to Head**
  - **Goals Allowed (this will be capped at 10 per game)**
- Bracket play is single elimination