



## 2019 RULES OF PLAY

The high school division will be played under regulation NFHS, US Lacrosse rules with some exceptions as outlined below. For the 14U division, we will be playing under a "small-sided" game format where each team shall have **six (6)** field players plus one (1) properly equipped goalie on the playing field at a time. See 14U rules summary matrix at the back of this document for more details.

**CHECKING:** Full checking is permitted for high school and transitional checking for 14U divisions.

**FORMAT:** This is a championship tournament. Official standings will be kept on the Route 66 Lacrosse classic official tournament website [www.tourneymachine.com/R63911](http://www.tourneymachine.com/R63911). All teams will play three (3) pool play games. All teams will play at least 1 game on Sunday. If your team qualifies and is advancing in the playoffs, you may receive more games so please check with tournament officials or the official tournament website for schedule updates.

**DURATION OF GAMES:** All pool play games will be two - 22 minute halves with a running clock. Half-time will be four (4) minutes in length. Pool play games must start at their scheduled time and be fully completed no later than 50 minutes after they start. Game clocks will be started at the time of the game regardless of if teams are ready to play. Play-off games will be two - 22 minute halves with a running clock however **playoff games will be run with stoppage time in the last two (2) minutes of a game when the score differential is three (3) goals or less. Playoff games that go to overtime will also be played with stoppage time.**

Tournament officials and/or umpires have the authority to start or end a half early to keep the games on schedule. In cases of extreme heat, tournament officials and/or umpires may institute mandatory water breaks by splitting halves into 2-10 minute quarters with a 2 minute water break. **If water breaks are in effect, they should be treated as a timeout with players dropping their sticks and play resuming as it left off. Coaching shall be permitted during a water break.**

**POOL PLAY TIE-BREAKERS:** Tournament seeding will be determined by how teams do in their pool. Ties within pools or divisions will be broken for play-off seeding purposes as follows in this order: head to head results / goals allowed / goal differential (a maximum of a **10** goals per game differential will be counted). If a tie is not broken after these tie-breakers, a coin flip will be used to break the tie.

**TOURNAMENT PLAY:** Tournament seeds will be determined by how teams do in pool play. **All 14U division teams will qualify for tournament play. For the High School – The Highway division the top 4 will qualify for tournament play. For the High School division, the top 2 from each pool will qualify for tournament play. Teams not qualifying for tournament play will still play a non-tournament game on Sunday.**

**TIMEOUTS:** There will be no team timeouts during pool play and tournament play not to include championship games. Each team will be allotted one (1) time out to be used **in divisional final and championship games only** including any overtime period. There will be no additional timeouts given for any overtime period.

**PLAYER ELIGIBILITY:** Only players on team rosters as registered at [www.route66lacrosse.com](http://www.route66lacrosse.com) may play in the Route 66 Lacrosse Classic. All players must be active members of US Lacrosse through July 31, 2019. No player in any division shall be permitted to be on the roster or play for more than one (1) team during the Route 66 Lacrosse Classic.

**High School Division** - Players who will be attending high school in the upcoming school year are eligible to play in the high school division. Recently graduated high school seniors are not eligible to play in the Route 66 Lacrosse Classic.

**14U Division** – The Route 66 Lacrosse Classic will use US Lacrosse guidelines to determine age appropriate players in the 14U division. A chart outlining US Lacrosse's guidelines can be found here: <http://www.uslacrosse.org/rules/age-eligibility-guidelines>.

*While US Lacrosse guidelines do not permit an **in season** age appropriate high school player to play at the 14U level, they do allow **out of season** age appropriate high school players to play at the 14U level.*

**INCLEMENT WEATHER:** Teams should check the Route 66 Lacrosse Classic website ([www.route66lacrosse.com](http://www.route66lacrosse.com)) for announcements before leaving for their games in case of any field changes due to weather conditions. All announcements will be posted on the home page of the site. Please note the tournament reserves the right to modify any game time to keep the tournament on time or for safety reasons. If any game is canceled due to weather, we will pick back up on schedule if possible. All efforts will be made to reschedule a missed game(s). This will be worked out with team representatives and the tournament director. If full games are canceled, please see our Policies page found on our official website. In case of **LIGHTNING**, three (3) long blasts of an air horn will sound. When this occurs, please clear all playing fields immediately. Players and fans must go to their cars or seek other appropriate shelter. We must have **30 min.** of no lightning before returning to fields. Please do not leave the tournament grounds and remain in appropriate shelter until otherwise directed by tournament officials.

Teams that leave the tournament grounds and do not return during a weather delay without being directed to do so by a tournament official risk forfeiting any games missed.

**INJURY:** Delays of the game due to injury may result in shortened game times. All games must end 10 min prior to the next scheduled game on that field. There will be an on-site trainer the entire duration of the event. Walkie-talkies will be available at each scorer's table as well as tournament personnel stationed throughout the grounds that can request a trainer in case of an emergency.

**HOME TEAM:** The Home Team will be the team that appears first on the game schedule. In the event that both teams have the same color jerseys, **the Home Team will be required to switch to alternate jerseys/or wear pinnies.** If the Home Team cannot supply alternate jerseys, the Visitor Team will change. The Home Team should be on the left bench when facing the field from the bench side. Teams are on the SAME SIDE. Spectators are opposite the bench areas. NO SPECTATORS will be allowed on the TEAM BENCH SIDE or BEHIND THE GOALS.

**8 METER SHOT:** Please note in situations where games/halves are being played with a running clock, if the halftime or game horn sounds while an 8 meter free position shot is being set-up, 5 seconds will be added to the clock to allow the free position to be played out. The 5 seconds starts when the official blows their whistle to restart play. At the end of that 5 seconds the half/game will be over unless another foul is called that would result in another 8 meter free position shot. In those circumstances the same format would apply. In situations where we are playing with a stopped clock, this rule would not apply.

**OVERTIME:** There will be no overtime in pool play. In the event of a tie at the end of any playoff game, 2 - **three (3)** minute **stoppage time** golden goal periods where the first goal wins will be played. Teams will switch ends between overtime periods. If after these 2- 3 (3) minute periods a game remains tied, an 8 meter free position shoot-out will occur. Please see separate shoot-out procedure document for more information. A tournament director will be on hand to explain the rules and help facilitate in the event of a shoot-out.

**FORFEITS:** Teams failing to report for assigned games without prior notice will be prohibited from participating in next year's Route 66 Lacrosse Classic at the discretion of tournament officials.

**DISPUTES:** All disputes will be settled by the Tournament Director or his/her designee. Their decision will be final.

**CODE OF CONDUCT in HONORING THE GAME:** All players, coaches, officials, tournament personnel and spectators must abide by the following:

1. Players, coaches, officials, tournament personnel and spectators are to conduct themselves in a manner that "Honors the Game," demonstrates respect for others and is consistent with the operation of the Tournament for the benefit of everyone involved.

2. Sportsmanship and the concepts of fair and honorable play are essential to the overall success of the Tournament.
3. The emphasis on winning should never be placed above the value of good sportsmanship, the concepts of fair and honorable play, or the spirit of the game.
4. Poor sportsmanship, taunting, trash talking, fighting or other unbecoming behavior on the part of players, coaches, parents or spectators will not be tolerated.
5. Unsportsmanlike conduct will minimally result in a 3 minute non-releasable foul, but officials are authorized to handle such conduct in their reasonable judgment based on the circumstances. Poor sportsmanship may also result in ejection from the game or the facility.
6. Only head coaches are permitted to address the officials; coaches are expected to do so in a courteous manner. Adults involved with the game are not permitted to openly or maliciously criticize, badger, harass, or threaten an official. Derogatory comments are unacceptable and subject to discipline, including ejection.
7. Officials are expected to conduct themselves as professionals and in a manner that demonstrates courtesy and fairness to all parties while exercising their authority on the field.
8. Eligibility requirements, such as age and previous level of participation, must be followed. They have been established to encourage and maximize participation, as well as promote safety. The Tournament relies on the good faith of coaches and players as well as their representations regarding age during the registration process.
9. The Tournament expects all coaches to understand the rules of the Tournament and communicate them to members of the team and the team's entourage.
10. Head coaches may report any issues regarding officials and/or other teams to field managers, Tournament directors or their representatives at Tournament headquarters. The Tournament will use its reasonable efforts to address any concerns with such officials, the field managers, the Assigning Official(s) and/or such coaches, as appropriate in their discretion.
11. Tournament directors reserve the right to adopt and implement such other rules or regulations as it determines are necessary or appropriate to further the goals and objectives of the Tournament.

*Please be advised that Tournament directors expect compliance with this Code of Conduct and the "Honor the Game" philosophy to obviate the need for investigative activity or to adjudicate disputes. Such activity represents a major distraction from efforts to oversee an enjoyable Tournament and a fun day of lacrosse for everyone.*

<b>ROUTE 66 GIRLS - 14U RULES SUMMARY MATRIX</b>			
<b># of Players</b>	6 field players plus 1 properly equipped goalie	<b>Length of Game</b>	(2) 22-minute running halves with a (4) minute halftime. Tournament officials and/or umpires may institute mandatory water breaks by splitting halves into 2-10 minute quarters with a 2 minute water break.
<b>Field Dimensions</b>	40/45 yards by 60/70 yards	<b>Overtime</b>	No overtime in pool play. Tournament play overtime will be stoppage time and will consist of 2- three minute golden goal overtime periods. If game remains tied a shoot-out will occur. Please see separate shoot-out rules for procedure
<b>Stick Contact</b>	Transitional checking is permitted	<b>Penalty Enforcement</b>	Cards are given (yellow - 2 min.; red- out for the game) and time is served. Teams will play short. Cards are non-releasable. Players issued a red card are not permitted to play in their team's next game.
<b>Defense/Body Contact</b>	USL 14U rules followed	<b>Offsides</b>	More than 4 players on offensive half or 5 on defensive. Restraining line will be at mid-field
<b>Draw</b>	1v1 draws will occur at the start of a game, half, overtime and after each goal. An additional player may stand on a line that shall be painted approximately 2 yards in bounds on either side of the field and centered on the restraining line. This player must have at least 1 foot on this line and is released on the whistle that starts the draw. All other players must remain in the 8m for the draw until game official calls possession. A team down by 6 or more goals may decide to take possession rather than have a draw to restart play after a goal or at the start of the half.	<b>Time-Outs</b>	None in pool play. <b>One 2-minute time out per team is permitted in championship game only.</b> No additional time-outs granted for play-off overtime play
<b>Substitutions</b>	on-the-fly is permitted	<b>Kicking the Ball</b>	Allowed into free space as long as it does not pose a danger to other players and is not a shot on goal
<b>3 Seconds Closely Guarded</b>	N/A	<b>Covering the Ball</b>	Not permitted when an opponent is within playing distance