



# BIG EASY·CLASSIC 2018 VICTORY EVENT SERIES

## 2018 Rules of Play and Guidelines

### Roster Notes

- All Players and Parents/Guardians must complete the online player waiver prior to participation.
- Coaches MUST check-in Saturday morning at the head tent, prior to their first game.
- NO player may compete or be rostered on more than one CLUB OR TEAM during the tournament. Each player may be submitted on ONLY ONE roster for the tournament. If teams are found in violation of this rule, their games will be disqualified and deemed a loss. This rule is designed to ensure athletes are not playing an excessive number of games over the weekend. Its intent is to protect our players from dehydration, heat exhaustion, and all other potential injuries stemming from what our staff deems as excessive play. For the purposes of group seeding, one of two scenarios will occur:
  - In the event the team in violation loses, the official game score will reflect actual score of the game.
  - In the event the team in violation won or tied the game, the official game score will be changed to reflect a 4-0 loss for the team in violation.
- 10U athletes cannot turn 11 before 8/31/2018.
- 12U athletes cannot turn 13 before 8/31/2018.
- 14U athletes cannot turn 15 before 8/31/2018.
- \*The Victory Event Series can allow age waivers at their discretion.

### Field Size

All fields will be regulation size whenever possible. If the field is not regulation size, both teams will be notified by officials prior to the beginning of play. The 10U games will be on a shorter field.

### Game Format/Rules

- Men's, High School A, High School B and 14U A & B will play by NCAA Rules.
  - **14U A & B Exception** - ALL one-handed checks will be called slashing penalties, including one-handed stick checks that do not make contact. They are still considered a slashing penalty and will be assessed a 1-minute foul.
- 12U and 10U will play by Boys Youth Rules ([US Lacrosse/NFHS](#)).
  - **12U:** 52-72" poles permitted
  - **10U:** 47-54" poles permitted
    - Games will be 7v7 on a 70x40 yard field.
- All games will start promptly at the assigned times.
- Two, 22-minute running halves; teams change direction after the half.
- Halftime will be two (2) minutes, running clock.
- Continuous Clock, which will be kept by the field coordinator and communicated to the referees. In case of injury in the final two minutes of the second half, referee will stop the clock and work with the field marshal/Director on the correct time of the game when game is restarted.
- One 30 second timeout per game per team. Clock does not stop; therefore, timeouts cannot be called in the last two (2) minutes of the game. Although the game clock does not stop, penalty time stops during a timeout and resumes after the 30-second timeout.
- Referees can stop the game for any reason that he/she feels fit. Examples include serious injury, weather, etc.
- Time Serving Penalties - Penalty time will be kept by the on-field officials with help from the field marshal. All penalties are time and a half because of the running clock.

- The official score will be kept by both the table staff and one of the game officials. The staff and referee will confer throughout the game and stoppages to ensure the correct score.
- All substitutions are on the fly.
- Limited body-checking, excessively big hits and physical play (even within five yards of a loose ball) constitute unnecessary roughness and will result in a 1-minute penalty. The Big Easy Classic Directors and Staff consider the safety of each player our first priority and we expect coaches and players to understand and abide by this philosophy as well. The officials are expected to protect and promote the safety of all players.
- If a sidelined player(s) leaves his/her team bench to engage in an on-field altercation, that player will be removed from the tournament and their team may have to forfeit.
- Player(s) who engage in antagonistic behavior (verbal assault, fighting etc.) may be removed from games or suspended from the tournament.
- Officials and Tournament Directors have final say on all interpretations and rulings.
- **MERCY RULE** – applies to 14U and younger (not Men's or High School) when there is a four (4) goal deficit in **pool play**. Teams down by four (4) or more goals will be awarded the ball at midfield in lieu of a face-off. Team being awarded the ball has the choice to face off if they choose. The Mercy Rule only applies in pool play and consolation games, not playoff games.
- **BALLS** – All teams are responsible for balls on their offensive end-line. During check-in prior to each team's first game, each coach will be provided six (6) balls for the tournament. Coaches are expected to use those balls on their offensive end-line during their games. Our fences and nets will be set up to stop as many shots as possible, but please keep track of your six balls.
- **FORFEITED GAMES** – Any team that forfeits a game will be ineligible for the playoffs. Team that is awarded the forfeit will receive a score of 4 – 0.
- The appropriate equipment and mouth guards must be worn by athletes at all times.

### **Tie/Forfeited Games**

- There is no overtime in Pool Play. Tie games will end in a draw and each team will receive 1 point.
- In playoff play, there will be a four (4) minute sudden-death overtime period followed by a 3 v 3 plus goalie Brave Heart competition until a goal is scored.
- No time-outs in playoff overtime.
- In case of a forfeited game the score in the standings will be reflected by a score of 4 to 0.

### **Playoff Seeding Criteria in Pods/Group**

1. Overall record based on points; teams receive 3 points for win, 1 point for a tie, 0 for a loss.
2. Head-to-Head Results
3. Goal Differential (Total Goals scored minus goals allowed); maximum of seven (+/- 7) per game.
5. Least Number of Goals Allowed
6. Most Number of Goals Scored
7. Shutouts

Additionally:

- Top teams in each pool will qualify for playoffs as determined and designated by the Tournament Director with the posting of the schedule. Final Pool Standings are determined by the Tournament Staff.
- For the Levels where some teams will receive a first-round bye; byes will be awarded to teams qualifying for the playoffs based on the following criteria:
  - Most Points Earned in Group Play
  - Goal Differential
  - Fewest Goals Allowed

- Most Goals Scored
- Most Shutouts
- Random Draw or Coin Flip

### **Sportsmanship/Conduct**

- Only Head Coaches are permitted to address the officials; and do so in a respectful manner.
- Head Coaches are responsible for any of their clubs unruly players, asst. coaches, and fans.
- The Big Easy Classic has a one-strike policy for coaches and players. The Big Easy Classic Staff, Victory Event Series and Pattison Sports Group have the right to remove any coach, player, or fan from the tournament at their discretion. In the event of a warning, coaches and players will be notified and any further incidents will result in that coach or player's removal from the Big Easy Classic Tournament.
- Poor sportsmanship, taunting, trash-talking, fighting, or other unsportsmanlike behavior will not be tolerated from coaches, players, and fans.
- Referees will notify the Field Coordinator, who in turn will notify the Tournament Director immediately of any warning given to a Coach, Player, or Fan. Accordingly, the Tournament Directors will be made aware of all incidents throughout the Tournament.
- Coaches who are removed from the Tournament will be reevaluated at the conclusion of the event, at which point their teams acceptance into future Pattison Sports Group events will be addressed.
- Please speak to a Tournament Director at the head tent about any problems that may arise during the weekend. Please instruct your parents not to come to the tent. Only coaches should be approaching the tournament director with questions or concerns.
- Respect your team, your opponents and the game always.
- Set a good example for your players.
- Most importantly enjoy the Big Easy Classic and have fun!