



# SUMMER SLAM 2018 VICTORY EVENT SERIES

## 2018 Boys Summer Slam 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. Each venue will have a registration tent.
- 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.
- No athlete is permitted to participate at a grade level lower than their graduation year.
- NO High School Graduates are eligible to participate in the Boys Summer Slam.

### 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. 9U divisions will play 10v10 on a 75-yard field.

### Game Format/Rules

- 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 an injury in the final two minutes of the second half, referee will stop the clock and work with the field marshal/Director on correct time of the game when the game is restarted.
- One 30 second timeout per game per team. Clock does not stop; therefore timeouts cannot be called in the last four (4) minutes of the game. Penalty time does stop during a timeout.
- Only three (3) coaches are permitted on the sidelines during the game.
- 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 field coordinator. Penalty time served is time and a half. Penalty time stops on all timeouts.
- 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 Boys Summer Slam 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 interpretations and rulings.
- MERCY RULE applies to 2023-9U (not 2019s – 2022s) 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 coach's first game, coaches will be provided with six (6) balls for the tournament. Coaches are expected to ensure they 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.

- The appropriate equipment and mouth guards must be worn by athletes at all times.
- The Boys Summer Slam will play by NFHS Rules. Youth teams will play with the following exceptions below:
  - 2023 (7<sup>th</sup> Grade) 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.
  - 2024 & 2025 (5 & 6<sup>th</sup> Grade) Exceptions from NFHS listed below
    - No offensive 10-second count to enter the box
    - No defensive 20-second count to clear out of defensive half
    - No stalling rules
    - 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.
    - Face-off penalties – will be corrected by Ref and play will continue – if repeated violation occurs penalized player comes out and the ball is given to opposing team.
    - **Long Poles are allowed at the 5/6<sup>th</sup> grade level.**
  - 2026 (4<sup>th</sup> Grade) Exceptions
    - Aggressive double-teaming to gain an unfair advantage is discouraged.
    - Body checking NOT permitted.
    - 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.
    - Teams will play normal man-up/man-down.
    - Long Poles will be allowed up to the length of 54”.
  - 9U (3<sup>rd</sup> Grade) Exceptions
    - Aggressive double-teaming to gain unfair advantage is discouraged.
    - Body checking NOT permitted.
    - 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.
    - **Teams will play normal man-up/man-down.**
    - Long Poles will be allowed up to the length of 54”.
    - All fields will be 75 yards in length.

## Tie/Forfeited Games

- There is no overtime in Pool Play. Tie games will end in a draw and each team will receive 1 point towards their pool standing.
- In playoff play (sans championship), 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. In Championship games, we will play 4 minute overtime periods until a goal is scored (we will not go to brave heart in a championship final).
- 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 (Only if there is a two-way tie. Not applicable for three-way ties, except in the instance that one of the teams beat both of the other tied teams).
3. Goal Differential (Total Goals scored minus goals allowed); maximum of seven (+/- 7) per game.
4. Least Number of Goals Allowed
5. Most Number of Goals Scored
6. Number of 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.
- 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
- Random Draw or Coin Flip

## **Sportsmanship/Conduct**

- Only Head Coaches are permitted to address the officials; and do so in a respectful manner.
- Any player ejected from a game will also be disqualified from the next game regardless if it is a playoff game or not. If ejected player plays in the following game, he will be ejected from the tournament and his team will be penalized three (3) minutes non-releasable.
- Head Coaches are responsible for any of their club's unruly players, asst. coaches, and fans.
- The Boys Summer Slam has a one-strike policy for coaches and players. That being said, the Boys Summer Slam Staff, the Victory Event Series, and the 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 Boys Summer Slam Lacrosse 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 or club directors should be approaching with questions or concerns.
- Respect your team, your opponents and the game always.
- Set a good example for your players.
- Most importantly enjoy the Boys Summer Slam and have fun!