

OFFICIAL: Five Star Shootout Rules

US Lacrosse rules will be used to administer the game with the noted exceptions.

Tournament Registration:

All teams will be required to present their team roster via email 1 week prior to the event. Players must have their waivers completed online 48 hours prior to the first game. All forms are available on the website.

-**Youth Rosters** consist of the tournament roster of players, including jersey numbers and birthdates.

-**High School Rosters** consist of the team/player profiles, including jersey numbers, graduation years and contact information.

-**Waiver and Release of Liability** MUST be signed by each participant (player – or parent/legal guardian, if under 18 years of age).

Team Check-In

A minimum of 7 players constitutes a team and if minimum number of players is present, a game may not be delayed. If sufficient players are not present at the scheduled game time, the game is awarded to the opponent. Entire team given forfeit (Coach and at least a minimum number of players) must check in with the referee at the field at scheduled game time to receive forfeit. A forfeit is considered a 5-0 win. No team that has forfeited a game will be declared a group winner, nor will they be awarded any trophies.

Duration of Game:

Playing time will consist of (2) 22-minute running time halves with a 5 Minute halftime.

-All games and halves will begin on time by the officials at each field. Any team unable to start on the horn/whistle may be charged a delay of game penalty awarding the ball to the opposing team.

We take pride in keeping all games/ fields ON TIME – Teams need to be ready at the start of the game and clear the field immediately at the end of their game. **Teams are asked to FOLLOW THE TEAM ARROWS ON THE TOURNAMENT MAP to help with health of all players/teams.** Thank you in advance for helping us keep the tournament running on time!!

Timeouts:

-Round Robin Play: Teams will be allowed one 30-second timeout per pool play game. This timeout does not stop the clock however and cannot be used within the last 2 minutes of the game. If a team fails to return from a timeout in a timely fashion the official may charge a delay of game penalty or change of possession.

-Championship Round Play (1st vs. 1st, 2nd vs. 2nd etc): Each team in a Championship Round game will receive one 30-second time-out each half; time-outs do not carry over to the next half.

-No timeouts in the final two minutes of play.

Penalties:

Penalty times will be assessed by the referees. The penalty clock will begin once play is resumed by the official and the player has taken a knee. Referees will keep track of time and will announce when players are 'released'.

8 meter free positions - if a foul call is made just before the final whistle/horn awarding an 8 meter free position - the shot may be taken after the final whistle/horn. If it does not impact the final score of the game in the last period no shot will be taken.

Draw Control

There will be no draw control taken for 2020 as a step to minimize contact and follow CDC/US Lacrosse suggestions for returning to play. The game will start with possession at the center for the HOME TEAM and then thereafter, during the run of the game, possession will be granted at the center for the team which was scored upon.

Overtime

Round Robin Games: Games after regulation shall remain a tie; no overtime.

Championship Round Games (1st vs. 1st, 2nd vs. 2nd, etc): All championship round games (1st vs. 1st, 2nd vs. 2nd, etc) that are tied after regulation play shall be decided by playing a 3-minute sudden death victory overtime period. For 2020 with no draw control, the team with the fewest goals against for the tournament will get possession to start the first overtime. Each team alternates starting with the ball for subsequent sudden victory periods.

Substitutions:

Quick substitutions shall be allowed on the fly. Substitutions shall be made from the halfway line.

Jersey, Equipment & Spectators:

-In the case of color conflict, the Home Team shall be required to change jerseys. The team listed first in the tournament bracket is the Home Team. Each team should have matching jerseys/pinnies and each player must be uniquely numbered.

-There will be no stick checks unless requested by the opposing coach. If the stick is found to be legal, the challenging team will be assessed a delay of the game technical foul. If the stick is not legal, the appropriate penalty will be assessed.

-Soft casts are permissible with the approval of the referee prior to the game. Hard casts are not acceptable unless they can be wrapped adequately with a soft material and approved by the referee.

-Players and coaches from both teams shall locate on one side of the playing field, and Spectators shall congregate on the opposite side. Please see the tournament map. No spectators may sit on the team side of the field.

PLAYER & COACH CONDUCT

-Players receiving a second yellow card in the same game will be sent off for the remainder of the game. Players receiving a red card will be sent off for the remainder of the game and the next game. Any player who has been sent off for the remainder of the game twice during the tournament shall not be allowed to participate in the remainder of the tournament.

-**Coaches, assistants, managers, fans etc.** may be verbally warned for conduct or actions detrimental to the game. If they persist, they will be instructed to remove themselves from sight and sounds of the field of play. Those removed from the field of play will not be allowed to attend or participate in the next game played. Those removed a second time will not be allowed to return for the remainder of the tournament. Lack of compliance will result in the referee abandoning the game resulting in a forfeit for the offending team.

-No noisemakers will be allowed at any field (horns, whistles, sirens, cow bells etc.) Offenders will be asked to leave the field.

The following are grounds for disqualification from the tournament:

-**Use of illegal players:** The players listed on the roster at the time the roster is submitted are the only players allowed to play.

-**False Information:** Information provided to the tournament administration in tournament documents is collected in good faith; any false information provided is grounds for disqualification.

-**Unnecessary vulgarity, violence or abrasive conduct:** Good sportsmanship and Spirit of the Game are expected. Tournament Directors reserve the right to immediately terminate a game and/or escort a player, coach, spectator or team from the premises.

Reporting Scores and Protests:

-At the end of each game, the referees and coaches MUST agree to the final score before it is entered as 'Official' and sign the Official Game Card at the scorer's table. A signature by both coaches makes a score final and official. Scores will only be changed after that if the referee and both coaches agree.

-Scores will be reported to the Headquarters within 60 minutes of the completion of the game. Scores will be recorded and posted on the official Schedule/Results on the tournament website.

-Judgement calls by the referees are final and may **NOT** be contested.

Tournament Directors and officials' decisions are final, and no protests are allowed.

Division Play and Standings

-Points for the games are as follows: Win: 3 points, Tie: 1 point, Loss or forfeit: 0 points (Forfeits will be recorded as a 5-0 win to the receiving team.)

Two Team Advancement Tiebreaker will be decided by:

1. Head-to-head
2. Goal differential – Max 5 Goal Differential per game
3. Goals allowed
4. Goals scored – Max 5 More than Opponent per game
5. Coin Toss

Three Team or More Advancement Tiebreaker: In the event of a three-way or more tie in point standing, advancement to the Championship round of play is determined by starting with #2 above and progress until a point of differentiation is identified. Once a team is determined to be the winner of a standings tie breaker, the teams remaining will start the tiebreaker process over again. (Example, a three way tie, a team is determined to have the best Goal Differential, the other two teams will then revert to a 2 Team Tiebreaker process).

-In the event that full game cancellations occur and rescheduling is not possible, and the game cancellation creates a situation where teams within the same division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of average points per game played, followed by the normal tie-breaking procedure, if necessary.

Team Awards

Individual awards for up to 22 players will be awarded for both Champions and Finalists.

Schedule Release:

Schedules will be published on the Thursday preceding the event.

Weather

The tournament reserves the right to reduce games times and terminate games as necessary due to adverse weather and field conditions. It is the responsibility of each coach to check Tournament Headquarters and the Schedule/Results page on the website for any rescheduling information. Note: If necessary, subsequent game lengths may be shortened to allow the majority of teams to play as many of their scheduled games as possible.

If the first half has not been completed and the game is stopped, every effort will be made to complete the game, or play to completion of at least the first half and record the score as final. However, if first half completion or rescheduling is not possible because of weather conditions, results will be decided as follows:

- a) Team up by 3 goals or more shall be awarded a win.
- b) Score difference of 2 or less will be scored as a tie.

Games called during the second half are considered complete and will be scored according to the score at the time the game is called.

Should it be necessary for a game be canceled in its entirety, but a result is necessary to determine progression (i.e., semifinals), the game will be decided by a coin flip with the HOME TEAM calling the toss.

If thunder or lightning is observed at any location play will be suspended immediately and players and fans will be asked to leave the field immediately and wait in their vehicles. Play will be allowed to resume 30 minutes after the last sound of thunder or sighting of lightning is observed.

If the Tournament is cancelled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial remuneration.