

## 2019 Colonial Clash Rules and Championship Format

1. Team Certifications: All participants must complete an online waiver online at least 48 hours prior to the event.
  
2. Players playing for other teams: Players will NOT be allowed to play in games across the same level (i.e. A player rostered on Team Dolphin Black in 2023 CANNOT play for Team Dolphin White in 2023). Players however can play up across a division (i.e. A player playing on Team Dolphin Black 2023 is ALLOWED to play for Team Dolphin 2022).
  
3. Length of Game: All games will consist of two, 20-minute running-time periods with a 2-minute half time and 3 minutes between games.
  
4. Time will be kept on each field by the scorekeepers. No overtime periods will be played (with the exception of championship and playoff games).
  
5. Substitutions: Substitutions will be done on the fly.
  
6. Timeouts: There will NOT be any timeouts given in either regular or championship game play.
  
7. Injury Stoppage: In the event of an injury to a player during a game the clock will not stop and no extra time will be added to the game.
  
8. Slaughter Rule: A 10-goal rule will be used for all games. As long as a team has a ten-goal lead, the opposing team will have the option to receive the ball at the centerline following the goal or facing off. All coaches are requested to take appropriate steps to manage the total goals scored by their teams in a slaughter situation.
  
9. NCAA Lacrosse Rules apply with the exceptions below:
  - No penalties for 3+ faceoff violations in a half

- No Crease Dive
- 20 Seconds to clear over midfield, 10 seconds to get the ball in the box
- No shot clocks
- Advancing the ball: No count for clearing for 2027 and 2028 divisions.

10. Stick Checking: Controlled one-hand checking is allowed, as a point of emphasis, however, officials will be directed to call such checks closely, watching for stick control and off-hand activity.

11. The team that is leading the game must keep the ball in its attack area (box) during the last two-minutes of the game (Below the restraining line and inside of the two box lines).

12. Time Serving Penalties – Personal and Technical Fouls: All time serving Personal and Technical Fouls will be kept by scorekeeper and will be running time penalties. All penalties will be time and a half (60 second penalty will become 90 second running time, 30 second penalty will become a 45 second penalty).

13. Ejections: If a referee determines that any player's safety is in jeopardy, he reserves the right to eject anyone from a game, including players, coaches or any other person associated with the team. ALL EJECTIONS WILL BE REVIEWED BY TOURNAMENT DIRECTORS AND WILL DETERMINE IF FURTHER DISCIPLINARY ACTION NEEDS TO BE TAKEN. THE JUDGEMENT OF THE TOURNAMENT DIRECTORS IS FINAL.

14. Number of Coaches on a Sideline: Each team will limit the number of coaches in the bench area to three, a Head Coach and two Assistant Coaches. Only the head coach can communicate with the Referee at any point during the game.

15. Game scores: Each field will have an official tournament scorer that will be responsible for scoring all games. Scores will be communicated to the scorers tent at the end of each game via radio after confirmation with each team's head coach.

16. Water: Each team is responsible for bringing a water container and water to the tournament.

17. Clean up of bench areas after games: Each coach is requested to ensure that the bench area is picked-up after each game. Trash cans are available near bench areas and trash bags, if needed, are available in the Registration Tent.

18. Resolution of problems or disputes: The Tournament Director (in consultation with the Head Official, if required) will make all final rulings/decisions on any and all problems or disputes.

19. Round-robin games that are tied after the final horn will be considered a tie.

20. Playoff games that are tied will immediately go into a 3 v 3 braveheart

- Each team will have three players, plus a goalie (4 total)
- Substitutions are allowed
- Overtime period will begin with a faceoff with non-faceoff players on the two wings
- Teams need to keep one player back at all times and can only have three players max in the attacking end of the field (Goalie can go over, if one field player stays back)
- If a penalty is called in overtime, the penalized team will play man down 3 on 2, then 3 on 1. Once down 3 on 1, each subsequent penalty will result in a 4 on 1, 5 on 1, 6 on 1.
- First team to score wins

## **CHAMPIONSHIP / TIEBREAKER FORMAT**

### **2020 AA**

Teams will play 3 games in their pool, and after those three games, the top team from each pool will compete for the championship

**2020 A**

Teams will play 3 games in their pool, and after those three games, the top team from each pool will compete for the championship

**2021 AA**

Teams will play 3 games in their pool, and after those three games, the top team from each pool will compete for the championship

**2021 A**

Teams will play 3 games in their pool, and after those three games, the top team from each pool will compete for the championship

**2022 AA**

Teams will play 3 games in their pool, and after those three games, the top team from each pool will compete for the championship

**2022 A**

Teams will play 3 games in their pool, and after those three games, the top team from each pool will compete for the championship

**2023 AA**

Teams will play 3 games in their pool, and after those three games, the top team from each pool will compete for the championship

**2023 A**

Teams will play 3 games in their pool, and after those three games, the top team from each pool will compete for the championship

All tiebreakers are based on advancing the number of teams needed, and if more than the number of teams needed to advance are tied in a category, the weakest team(s) in that category will be removed and the remaining teams will move to the appropriate tiebreaker based on the number of teams remaining.

Tie-breakers explained:

- Head-to-head
  - Who won when the two teams played each other (Move to next tiebreaker if teams tied or did not play one another)
- Goal Differential (Capped at + or – 8)
  - How many more or fewer goals did teams score.
- Goals Against
  - Which team gave up the fewest goals across all of their games
- Record of teams beaten
  - This is a strength of schedule tie breaker. This looks at how well the teams you beat did in their pool play. This is to advance the team who beat stronger teams. Beating 3 teams who all go 2-1 will advance you over a team who beat 3 teams that were 0-3 (Look at opponents record and add the following: 3 points for win, 1 for tie, 0 points for a loss. The higher this score is across your opponents record the better chance you have of advancing using this tiebreaker)
- Coin - Flip
  - If teams are even across all other tiebreakers, a coin flip will occur to determine who advances

### **3-Team Tiebreaker**

1. \*\*\*If each team has played each other and one team is 2-0 against the other two, the 2-0 team will advance and the other two proceed to 2 team tie-breaker above (team with most points, 3 points for a win and 1 point for a tie is pulled out and advances with other two moving to two team tie-breaker)
2. Goals Differential
3. Goals Against
4. Points of teams beaten
5. Coin-flip

### **4-Team Tiebreaker (If more than one team is to advance, the top two advance, or the top three in a category and the weakest in that tiebreaker category is eliminated and proceed to 3 team or 2 team tiebreaker as needed for seeding)**

1. Goal Differential
2. Goals Against

3. Points of teams beaten
4. Coin-flip

**5-Team Tiebreaker (If more than one team is to advance, the top two, or three or four teams are moved on, and the weakest in the tiebreaker category is eliminated and proceed to 4 team or 3 team or 2 team tiebreaker as needed for seeding)**

1. Goal Differential
2. Goals Against
3. Points of teams beaten
4. Coin-flip

**6-Team Tiebreaker (If more than one team is to advance, the top two, or three or four or five teams are moved on, and the weakest in the tiebreaker category is eliminated and proceed to 5 team or 4 team or 3 team or 2 team tiebreaker as needed for seeding)**

1. Goal Differential
2. Goals Against
3. Points of teams beaten
4. Coin-flip

\*\*\*\*\* In order to guarantee the best possible experience for all tournament participants, we reserve the right to make changes such that teams in consolation games are able to play a team they haven't already played i.e. if the 9th place game and 11th place game are rematches of a round robin game, we may switch opponents to allow teams to play against a new opponent that they have not already played. \*\*\*\*\*