



June 26-27, 2010 Bryant University ~ Smithfield, Rhode Island

# BULLDOG LACROSSE CLASSIC

**IMPORTANT NOTICE:** Please avoid discourteous and illegal parking. Please park within marked spaces. Parking Violators will be towed at the owner's expense. No grills due to fire code restrictions. NO dogs. NO alcohol. Please Respect Bryant University.

## DATES AND DEADLINES:

Registration – January 1 (until Tournament is full, please check the website [www.presslax.com](http://www.presslax.com))

- May 26 Payment in Full, fees are non-refundable
- June 10 Rosters & Waivers
- June 18 Schedules Posted

TEAMS WILL NOT BE SCHEDULED WITHOUT FULL PAYMENT, COMPLETE ROSTERS & WAIVERS

- JUNE 26: Mandatory Check In Upon Arrival at least 45 Min. before first game.

**Field Directors will not allow games to begin until both teams are cleared by registration.**

## DIVISIONS / ROSTER RULES / WAIVERS:

### Division Definitions:

**U-11** (players born in 1999 or after) US Lacrosse Youth Level B (No Checking) Rules Apply

**U-13** (players born in 1997 or after) US Lacrosse Youth Level B (No Checking) Rules Apply

**U-15** (player born in 1995 or after and has not participated in any high-school program as a member of a high school freshmen, junior varsity, or varsity team.) US Lacrosse Youth Level A (No Modified Checking) Rules Apply

**U-17** (player born in 1993 or after) US Lacrosse - High School Rules Apply & \*NCAA rules apply for Face-off violation and flag down situations. (See Boy's division Rules)

**U-19** (player born in 1991 or after, and a high school student in the 12th grade or below during some part of the current academic year.) US Lacrosse - High School Rules Apply & \*NCAA rules apply for Face-off violation and flag down situations. (See Boy's division Rules)

### Roster Rules:

- No player may compete, or be rostered, on more than one team during the tournament.
- Player's eligibility is determined per US Lacrosse rules, as outlined on registration form.
- Rostered players missing waivers will not be allowed to play.

Any team with a player in violation of these rules will forfeit all games in which the player is known to have competed and forfeit the opportunity to advance to the playoff round, with no refund.

### Waivers

All players are required to submit a signed Bryant Bulldog Classic Waiver of Liability / Medical Release Authorization, by June 10, 2010.



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## FEES:

(ALL FEES ARE NON-REFUNDABLE!)

Tournament fee: U-11,U-13,U-15 \$1,100.00 per team U-17,U-19 \$1,300.00

## TEAM CHECK-IN (MANDATORY - Team will be assumed absent and forfeit)

The coach of EACH team must check in 45 minutes before your first game, at the registration tent, which is located near the Flag Pole at the entrance to Bulldog Stadium. ***Field Directors will not allow games to begin until both teams are cleared by registration.***

## TEAM AREAS:

- Team tents must be placed only in designated team areas.
- Bryant has asked, that all teams please utilize the team areas and not the parking lot for tailgating / lunch / off-field activities, in the interest of the safety of all student-athletes.

## WATER:

- Each team is responsible for bringing a water container to the tournament. A water source will be available at the tournament site.

## CLEAN-UP OF BENCH AREAS AFTER GAMES / HOME TEAM designation:

- Each coach is requested to ensure that the bench area is picked-up after each game. Trashcans are available near bench areas and trash bags, if needed, are available in the Registration Tent. If you see a full trashcan, please notify a tournament STAFF person.
- **The Home Team** will be the team that appears first on the game schedule.
- The Home Team should be on the Left Bench when facing the field. Teams are on the SAME SIDE. Spectators are opposite the bench areas.

## ATHLETIC TRAINERS / FIRST AID

- There will be a Certified Athletic Trainer available at each field area. There is also a centrally located tent area between Fields 2,3,4,5 at Bryant. Trainers are available. Trainers will NOT tape unless you bring your own tape. Field trainers will have access to AED.
- First aid is located in the end booth of Bulldog Stadium.

## WEATHER CONDITIONS: Safety First - Notification = 3 long blast Central Horn

- Tournament play may be suspended or cancelled as a result of inclement weather or field safety conditions.
- Competition will cease if thunder is heard or lightning is spotted.
- 3 long blasts of the central horn = LIGHTNING.
- Field Marshalls and Officials will clear all playing fields IMMEDIATELY.
- Players, Coaches, and Spectators should go to their cars, NOT their team tent area.
- We must have 20 min. of NO Lightning, before returning to fields.
- Games will not be re-scheduled. Games will re-start, in real time, 20 minutes after the last bolt was sighted.
- All teams should be prepared to play as soon as weather clears and fields are playable



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## DELAY OF GAMES:

### The Tournament Director reserves the right to:

- Reduce game times in order to get games in or catch up with the schedule
- Finish game before inclement weather arrives, ensure the safety of participants, and to preserve field conditions.

### INJURY:

- Delays of the game due to injury may result in shortened game times. All games end with the same central horn. Field Marshals will be assigned to each field and can summon the trainer to your field in case of injury or emergency

### CONDUCT:

If in the opinion of game officials, a game must be suspended for any reason the game may be resumed but is bound by the central horn signifying the end of that game. If in the opinion of game officials, field directors and/or site director, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games.

## CODE OF CONDUCT:

- All Coaches have total responsibility for the conduct of their players, assistants, friends and spectators at all times. Including but not limited to the following:
- Coaches, or spectators may not make derogatory remarks or gestures to the referees, other coaches, players, or spectators;
- Coaches, or spectators may not use profanity or incite, in any manner, disruptive behavior.
- Coaches must remain on their own half of the field between the substitution area and their end line.
- Teams failing to report to assigned games will forfeit the game and will not be reimbursed.
- No noisemakers will be allowed at any field (horns, whistles, sirens, cowbells, etc.). Offenders will be asked to leave the field. Any player, fan or coach ejected from the game will be prohibited from competing in his/her team's next game.

## EQUIPMENT

- Teams are responsible for their own jerseys
- Footwear for grass is sufficient for all Bryant Bulldog Classic 2010 fields.

### BOYS:

- Helmet, Mouth guard, Gloves, Protective Equipment

### GIRLS:

- Protective Eyewear (Goggles), Mouth guard



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## SCORING:

- Points will be awarded after each game, 5 points for a win, 2 points for a tie and 0 points for a loss.
- Ties will be broken in the following manner and sequence: 1.) head to head play; 2.) Most wins; 3.) Fewest goals allowed; 4.) Total point differential in first five games (not to exceed +3 or -3 in any game); 5.) Coin Toss.
- All semifinal and final games that end in a tie will be resolved by a sudden victory overtime period.
- One referee will hold the scorecard for each game. At the end of each game the referee will record the score of the game and sign the scorecard. Bryant Bulldog Classic STAFF will then pick up the scorecard and return it to the registration tent. All scores and point totals will be recorded on the main scoreboard located near the First aid is located in the end booth of Bulldog Stadium. Coaches should check the scorecard on the field if they wish to validate the score. Once the scorecard reaches the administration tent the score is considered final.

**DECISIONS ON THE FIELD WILL BE THE FINAL RULING.**

**NO DISPUTES WILL BE HEARD AFTER THE GAME.**



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## BOY'S DIVISION RULES

Playing time will consist of 2 twenty-five minute running halves with a five-minute halftime. Games will begin promptly, on the hour, using a central Horn.

### STICK CHECKS:

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 charged a timeout. If no timeouts remain, a delay of game technical foul will be assessed. If the stick is not legal, the appropriate penalty will be assessed.

### TIME OUTS:

Each team will receive one-30 second timeout each half. Timeouts will not carry over to the next half. NO timeouts in the final 2 minutes of either half. After 30 seconds, the teams will be whistled back onto the field, if a team does not return in a prompt manner they will either lose possession of the ball or be assessed a delay of game penalty. Since there is one central game clock, time will run during time-out.

ADVANCEMENT RULES will be in place, 20 seconds from the defensive half, once possession of the ball is made, and 10 seconds to get into the box, once you cross the midline.

- U13 and U15 will play with advancement rules ONLY IN THE LAST TWO MINUTES OF THE GAME.
- U11 will not play with advancement rules at any time.
- U11 stick length must be between 36" 72".
- In all U-17 and U-19 games, on a foul in the box, play will not stop until the ball leaves the box or the defense gains possession of the ball. This rule will not be in place in U11, U13 or U15 games.
- In all U-17 and U-19 games, when a faceoff violation occurs before the whistle, the offending team's faceoff player must leave the field and be substituted for through the substitution area. This rule will not be in place in U11, U13 or U15 games.
- OVERTIME:
- There will be no overtime in regulation games.
- All ties in playoff games will be decided by a sudden victory overtime period.
  - All playoff games will be 25 minute running time. Each team will have a 30 second timeout; central game clock will not stop. NO timeouts in the final 2 minutes. If a team does not return to the field in a timely fashion they will lose possession of the ball or be assessed a delay of game penalty.



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## GIRL'S DIVISIONS RULES

Playing time will consist of 2 twenty-five minute running halves with a five-minute halftime. Games will begin promptly, on the hour, using a central Horn.

- Each team will receive one-30 second timeout each *GAME* NO timeouts in the final 2 minutes of the game. After 30 seconds, the teams will be whistled back onto the field, if a team does not return in a prompt manner they will either lose possession of the ball or be assessed a delay of game penalty. Since there is one central game clock, time will run during time-out.
- Substitutions will be according to US Lacrosse rules.
- Mouth guards and eye protection are mandatory for all players.

### Yellow and Red Cards

A player receiving a yellow card will be suspended from play for 3 minutes. During this time, their respective team will play down a player. A player or coach receiving two yellow cards in a single game is considered the same as a red card.

A player or coach who is ejected for violent conduct or serious foul play (Red Card) may be subject to not participating in the remainder of the tournament.

Any player or coach who assaults another will be expelled from the tournament. Ejections are determined by the referees; expulsions by the tournament directors.

- No free positions are taken after the horn sounds, to end the game.
- There will be no overtime in regulation games.
- All ties in playoff games will be decided by a sudden victory overtime period.
- All playoff games will be 25 minute running time. Each team will have a 30 second timeout; central game clock will not stop. NO timeouts in the final 2 minutes. If a team does not return to the field in a timely fashion they will lose possession of the ball or be assessed a delay of game penalty.