

CHARLOTTE SUMMER CLASSIC TOURNAMENT RULES AND CHAMPIONSHIP FORMAT



The Charlotte Summer Classic will use NFHS Lacrosse Rules with the following modifications:

Length of the Game: Games will consist of two twenty-two (22) minute running halves. Clock will stop in the last two minutes of the second half and only if the score is within 3 goals. I.e.: If the score is 4-0 the clock will run. The clock will stop if there is an injury. Five (5) minute half time.

Overtime: Any game which the score is tied at the end of regulation shall be followed by one (1) four (4) minute "Sudden Victory" overtime period. The clock will stop the last two minutes of the overtime period. If the score is tied at the end of the 4-minute overtime, pre-playoff games will end in a tie score. Play off & Championship games will continue with consecutive 4-minute "Sudden Victory" periods until the tie is broken. **No bench time after regulation, & do not switch ends of the field, face off ASAP.**

NO HORNS. All substitutions MUST be made on the fly.

Time Outs: Each team has one time out that may only be used in the last two minutes of the second half and only if the score is within 2 goals. If the score is 3-0 NO timeouts can be called. Each team will also be awarded one time out in the overtime period, which may only be used in the last two minutes of the OT period. Un-used timeouts may not be carried into the OT period. Official time outs (clock stops) may be called in the event of an equipment problem, injury or an emergency.

Mercy Rule: 1. A team that is behind by four (4) or more goals shall be awarded a free-clear at the mid-field line (possession without a face-off) after a goal by either team. All 7 defensive players must align inside their defensive box area before the ready to play whistle is blown. 2. The team that is behind shall have the option of waiving this rule at any point in the contest.

Checking: All legal stick & body checks are permitted. All stick checks must be executed with proper intent of contact with the ball carriers stick and or gloves. There will be no "take-out" checks, or any hit with or without possession that has the intent of injuring.

Equipment: Goaltenders shall wear throat guards, chest protector, gloves, and protective cup. All Field Players must wear a lacrosse helmet, lacrosse shoulder pads, lacrosse arm guards, lacrosse gloves and a protective cup. Mouth guards must be properly worn by all players at all times.

Game Time & Score. Each field has a coordinator, who will be positioned in the substitution box. They will keep the game clock, penalty time, score and general administration of the game and tournament. Their score is the official score and is final.

U-15 Modifications Penalties: will play man up-man down. A 30 second infraction will be 45 seconds of running clock time; a 60 second penalty will be 75 seconds of running clock time. **Advancement of the ball:** Timed clearing will be in effect (20 seconds to clear and 10 second counts will be enforced). Team that is ahead MUST keep the ball in the box in the last two minutes of the game or OT period.

U-13 Modifications Penalties: will play man up-man down. A 30 second infraction will be 45 seconds of running clock time; a 60 second penalty will be 75 seconds of running clock time. **Advancement:** There is no time requirement to advance the ball out of the defensive zone or into the offensive zone. There is no requirement to keep the ball in the offensive restraining area in the last two minutes of play by either team.

U-11 Modifications: Penalties: will play man up-man down. A 30 second infraction will be 45 seconds of running clock time; a 60 second penalty will be 75 seconds of running clock time. **Advancement:** There is no time requirement to advance the ball out of the defensive zone or into the offensive zone. There is no requirement to keep the ball in the offensive restraining area in the last two minutes of play by either team. **Stick Length:** long sticks are permitted in the U-11 Division.

CHAMPIONSHIP FORMAT

Only the A division in each age bracket will play for a Championship at the Charlotte Summer Classic. Your team must be registered in and play in the A division to compete for the Championship in your age bracket.

Playoffs Seeds will be determined by:

1. Wins-Losses. 2. Head-to-head 3. Points (2 for a win, 0 for a loss, 1 for a tie). 4. GF vs. GA (max +5 in any one game to avoid a team intentionally running up a score) 5. Coin Flip

Top 8 teams (in each division) make the play-offs on Sunday. Teams who do not finish in the top 8 will play two games on Sunday versus similar competition. Round 1: 1 v 8; 2 v 7; 3 v 6; 4 v 5. Round 2: 1/8 W v 4/5 W; 2/7 W v 3/6 W (losers in round one will play a second game TBA) Round 3: Championship Game 1/8/4/5 W v 2/7/3/6 W.

