

# 2018 Top Cheese Classic Boys' Youth Tournament Rules

<b>Divisions</b>	Boys – U14 (non-High School Players), U12, U10. Age divisions based on US Lacrosse U-Age Guidelines.
<b>Campus &amp; Field Rules</b>	<ul style="list-style-type: none"> <li>1) NO DOGS (We are on School Property and this is for everyone's safety)</li> <li>2) NO GRILLS.</li> <li>3) NO ALCOHOL</li> <li>4) NO DRONES</li> <li>5) SEE ADDITIONAL ATTACHMENT FOR VOCK FIELD</li> </ul>
<b>Check - In</b>	All team representatives must check in before their first game. All eligible players must be listed on each team's roster. Medical waivers must be handed in.
<b>Volunteers</b>	Score/Clock Keeper should be at the field 15 minutes before game time. Other volunteers should check in at the team check in table
<b>Equipment</b>	Boys (and girls playing on Boy's Teams) <ul style="list-style-type: none"> <li>• Lacrosse helmet, Mouth Guard, Shoulder pads, Elbow pads, Gloves, cup and stick.</li> </ul>
<b>Participation</b>	<ul style="list-style-type: none"> <li>• Younger players may play up at their coach's discretion</li> <li>• Full Field (U14, U12) 10 players – 3 attack, 3 midfielders, 3 defense, 1 goalie</li> <li>• Youth Field (U10) 8 players – 2 Attack, 3 midfielders, 2 defense, 1 goalie</li> <li>• Maximum 4 long sticks on field at one time (U14, U12)</li> </ul>
<b>Additional Rules</b>	<ul style="list-style-type: none"> <li>• There will be no "take out" Checks.</li> <li>• No Checking allowed at U10</li> <li>• Delay of game due to injury: Games will be shortened depending on the length of the injury in order to keep the game on schedule.</li> </ul>
<b>Penalties</b>	All penalties will result in one, two or three minute penalties. Penalties will start when play resumes. Time keepers on sideline will release the player from the penalty box.
<b>Time</b>	<ul style="list-style-type: none"> <li>• The clock will not stop during the game.</li> <li>• Each team will be allowed one time out per game. Time outs cannot be used in the last two minutes of play.</li> <li>• Common Horn: 22 minute running halves (with two minute warning double horn at end of each half); 5 minute half time</li> </ul> <p>:00 Game Starts – SINGLE HORN  :20 2 minutes left in 1st half – DOUBLE HORN  :22 Halftime – SINGLE HORN  :27 Start of 2nd half – SINGLE HORN  :47 2 minutes left in 2nd half – DOUBLE HORN  :49 Game Ends – SINGLE HORN</p>
<b>Tie Games – Sunday Only</b>	Braveheart. Each team will send out one player and their goalie. They will face off at midfield. A goalie may not cross the midfield on a Brave Heart. The first team to score will win the Brave Heart.
<b>Goal Rule</b>	Each Team has 30 seconds to line up for a face off after a goal, or the referee has the ability to award possession to the other team.
<b>Tie-Breaker for play-off will be as follows:</b>	<ol style="list-style-type: none"> <li>1. Overall Record</li> <li>2. Average goals Against</li> <li>3. Average goals Scored</li> <li>4. Head to Head</li> <li>5. Coin Toss</li> </ol>
<b>Referees</b>	The Referee has complete authority in all games. Two referees will be officiating U10, U12 and U14 games.
<b>Behavior</b>	The Top Cheese Tournament enforces a zero tolerance rule in relation to behavior deemed detrimental to the safety or enjoyment of the games by others. Any player or spectator instigating verbal insults or abuse, or involved in a fight will be expelled from the tournament.
<b>Awards</b>	1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> place trophies will be given at each level. 1 <sup>st</sup> place teams will also receive championship shirts. There will be 25 championship shirts of various sizes for the U 10 U12 and U14 champions.

**Lightning/Weather**

A TRIPLE HORN will be sounded if all players, coaches and spectators must leave the field due to weather conditions. Enter the school on the west side.

In the event of adverse weather or unplayable field conditions, the Top Cheese tournament directors reserve the right to:

- 1) Reduce game times in order to catch up with schedule.
- 2) Finish game before inclement weather arrives, or to preserve field conditions.
- 3) Reschedule games, if possible.
- 4) Convert the tournament to a 'Festival' format without playoffs or championships to enable the majority of the teams to have the opportunity to play as many games as possible

Every attempt will be made to update cancellations or postponements on the website. However, weather conditions can change rapidly and all teams should be prepared to play as soon as weather clears and fields are playable. In the event of cancellation due to weather prior to the start of the tournament, each team will be refunded the entry fee less 45%. If the tournament is canceled after play has begun no refund will be given.

**Thunder/Lightning Policy**

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. Play will be allowed to resume 20 minutes after the last sound of thunder or sighting of lightning is observed. If a game is in progress, the period will end immediately. If it is the second half, the game will be considered final and the score at that point will be recorded. If it is the first half, when play resumes it will be the start of the second half. Every attempt will be made to begin subsequent games on time. If the start of the second half of the suspended game delays the onset of the subsequent game the following actions will occur:

- 1) The game suspended will play one 20 minute running time second half.  
(15 for the U10 Division)
- 2) Subsequent games will begin immediately after preceding games (warm up on the sidelines prior to the game.) These games will consist of one 30 minute running time period until games are back on schedule. Teams will have one 30 second timeout each game, not to be used in the last two minutes.
- 3) Once games are back on schedule they will consist of two 20 minute running time periods.

We will make every attempt to play every game but we will not jeopardize the safety of any player.