



BEST OF THE WEST

LACROSSE CLASSIC 2009



TOURNAMENT RULES

Overview and Rules for the 2009 Best of the West Lacrosse Classic, Las Vegas NV

Rules Overview

All Federation rules with respect to protective equipment, limitation and requirements of the size of the lacrosse ball and goals are in play. Each field will be laid out as close to regulation size as possible, but in certain cases the existing field lines and dimensions at whatever size will be utilized so as to avoid confusion. The purpose of these written rules and distinctions are to ensure that all teams, coaches, participants, spectators, as well as officials, understand the format, scoring, and other nuances that might be unique to this tournament. Many of these rules are new this year, so please review and understand prior to the start of your games.

Time and Play of Game

- Games are 22-minute halves, with a five-minute half-time. The first half and all but the final two minutes of the second half of the game are *Running Time*. In the final two minutes of the game, time will convert to *Stop Time* which will be kept on the field by the lead official. Time will stop when the ball is out of play and resume on the whistle.
- In regular tournament games there are no *time-outs* except for *time-outs* called by officials in the case of injury or equipment repair. In the final championship round, each team will receive one, two-minute time out per half. In the final championship game, there will be NO *time-outs* allowed in the last two minutes of the game.
- Except for the championship game, all games start on the hour. If you start late, the game time is already running and your game is therefore shortened.
- In men's games during *Running Time*, penalties are assessed 45 seconds for technical fouls and 90 seconds for personal fouls. During *Stop Time*, technical fouls are assessed 30 seconds and personal fouls are assessed 60 seconds. In women's games, players receiving their first yellow card (warning) must leave the field for 3 minutes. No substitutes are allowed for a player receiving a yellow card. Players receiving a second yellow card (suspension) must leave the field for the remainder of the game. No substitute is allowed for 3 minutes.
- Five minutes before the hour, officials will call captains and do coin flips to determine choice of goals and possession arrow, however in the interest of time, we will not do team line-ups.
- By bringing your team to this tournament, coaches hereby acknowledge and warrant that all players are equipped to play by the rules, are members of US Lacrosse (does not apply to teams and players who reside in Canada), and eligible to play in their age bracket. Officials will do equipment checks upon request of the head coach. Officials will not conduct random equipment checks. Time will continue to run during equipment checks. No equipment check requests will be honored in the last five minutes of any game.

- Games will start promptly on the hour, based on a central horn. If your team isn't ready, you're burning daylight, not to mention potentially losing the opening face-off.

Scoring

For tournament standings: wins will be allotted 2 points; ties will be allotted 1 point; and a loss will earn you a goose egg, 0 points. In adjudicating tournament standings in the event of a tie, the following will apply: 1st tie-breaker: head to head; 2nd tie-breaker: record against common opponents; 3rd tie-breaker: goals against; 4th tie-breaker: goals for; 5th tie-breaker: "Brave Heart" (one on one); 6th tie-breaker: "Vegas Style"simple coin toss, team name closest to the letter "A" calls the toss.

Additional Rules

We're following Federation rules, so:

- Wood-chopping and high swings will earn a slash penalty.
- No one-handed stick checks in middle school play.
- Counsel your players to use controlled checks on glove and stick, not on the kidney, shoulder, neck, upper arm, etc.
- Players may box out and push opponents off the ball. The official will judge if the player was trying to play the ball or trying to knock his opponent over. Deliberate "take-out" checks are deemed to be illegal. Council your players of such, as there will be little tolerance afforded here. The younger the players or greater the size difference between players, the closer this will be called.
- A player falling over in a scrum is not necessarily a take-out check. Our refs will take an incidental hip check into account.
- Twenty second count will be in place to clear the ball over the midfield center line but there will be no 10 second count to get it into the restraining box.
- Stall warning will be in effect the last two minutes for the team who is ahead. Keep the ball in play or you are flirting with losing possession.
- No baiting, taunting or profanity.....ever.
- Any player who is ejected from a game for unsportsmanlike behavior or fighting, or receives a red card in women's play, must serve a one game suspension and is not eligible to play in their team's game immediately following the ejection. Note: This penalty can be assessed after the game has concluded so behavior is in check at all times. Any player who has been ejected twice during the course of the tournament will not be eligible to play for the remainder of the tournament. Any coach or/and team found fielding a player who is suspended will forfeit all previous wins and future games.
- Fans are to watch from the far sideline (away from the team) when possible. Only coaching personnel and players are allowed on the near side. The tournament will provide table personnel, scorekeepers and penalty time keepers.
- All participants are to be respectful of others at all times. Practice space may be limited between games and any conflicts should be negotiated amicably. Find a way to share. Please respect the grounds and facilities at the Kellogg-Zaher Park complex.
- Rosters shall be fixed once the tournament begins. All players must meet the age restrictions and no player may play for any team other than that which he or she is registered for. For insurance purposes, teams must submit a team roster to the office before their first game.

Officials

The zebras working the tournament will be a blend of veterans from Arizona, California, Nevada, Texas, and Utah, combined with up-and-coming local Nevada officials taking advantage of running with senior officials with national / international and professional game experience. Between them, our zebra crew has worked countless NCAA, USLIA, and men's league, high school playoff and championship games. In other words, they've seen it all, heard it all, and flagged it all. Coaches, players and fans who attempt to heckle, cajole or argue calls will learn this the hard way. Players that get mouthy will sit, and fans that disrupt the proceedings will be asked to leave. On the other hand, our stripes react very well to humor, a sense of perspective, and respectful dialogue. We promise to do our best to keep it fair, fun, and safe.

Weather

Please note our major concerns are sunburn, dehydration, and the fact that even though it is Vegas, it can get cold. Sunlight is particularly intense in the desert air, so please slather up with sun block periodically throughout the day. Low humidity in the desert air and hard play will also dry you out very quickly, so start pounding fluids once you arrive. In case of a thunderstorm or lightning, the tournament will employ the six-second-flash-to-bang policy. If tournament officials call a lightning delay, the central horn will blow repeatedly. This is your signal to clear the field and take immediate shelter. Most Las Vegas storms tend to move through quickly and we can usually resume play in less than 30 minutes. If the game schedule is significantly impacted by lightning delays, we will reschedule the affected games as best we can. We anticipate concluding the tournament no later than 2:30 PM on Sunday.

Site Policies

The Kellogg-Zaher Sports Complex is owned and operated by the City of Las Vegas Parks and Recreation Department, which has become a great supporter of lacrosse. The Southern Nevada Lacrosse Association wishes to maintain this positive working relationship with the City of Las Vegas and the parks department and to minimize the impact of our tournament on the grounds. This is a **"No Stake"** facility. All shade structures must be anchored with sand bags or other weight. Please help us keep the park clean by picking up your own trash and placing all debris into the containers that are provided. Respect others using the park. Park in designated parking spaces only. And please do not bring any alcoholic beverage onto park property. There will be generous grass areas provided for teams. Only a few of the fields have seating so we recommend that you bring your own lawn chair and be respectful on the sidelines so that everyone is safe.

Conduct

- Personal Conduct. No person shall engage in fighting, riotous, threatening or indecent conduct or use any abusive, threatening, profane or indecent language while on the Kellogg-Zaher Sports Complex property. Verbal or physical abuse of tournament officials, staff, coaches, players, and/or spectators associated with the various users will not be permitted. Anyone violating this regulation will be asked to leave the grounds immediately. Cases of physical abuse will be reported to the local police authority.
- Damage and Clean up. The Southern Nevada Lacrosse Association shall require that all persons it is responsible for (coaches, players, spectators, officials and others) use the fields in a safe, prudent, and responsible manner and only for their usual and intended purpose. Users shall be liable for any damage (other than ordinary wear and tear)

resulting to the fields, pavilions, restrooms and improvements adjacent to the fields. Users shall leave the fields in a clean and orderly condition. All trash shall be disposed of properly and all equipment shall be returned to its designated location.

- Alcohol. In accordance with the City of Las Vegas regulations, no person shall possess or use any alcoholic beverages within the park, including the parking area.
- Drugs. No person shall possess or use any illegal drugs within park boundaries. This will include any prescription or controlled drugs not in the possession to the person identified on the script.
- Pets. Southern Nevada Lacrosse Association would like you to respect the facilities and its users by keeping all pets off the game field areas. Dogs must be leashed and under the control of the owner. Dogs may not be tethered to trees or park equipment. Pet owners are responsible for clean up after their animal.
- Parking. Parking is not exclusive to reservation holders. Parking or driving on the grass is prohibited.
- Restrooms. Use them, not the great outdoors. There are several comfort stations located along the north edge and far east end of the park.
- Fires. Fires within park boundaries are prohibited, with the exception of the barbecues located in the picnic areas.
- Lightning. Field users should exercise discretion in the presence of lightning and seek shelter in automobiles or nearby buildings. Do not seek shelter from lightening under metal pavilions.
- Lost and Found. SNLA is not responsible for any personal property that is lost or stolen. A "lost and found" will be maintained at the main office building. Items will be kept a maximum of 30 days then donated to charity if there are no claimers.

We truly hope that you enjoy Las Vegas and the Best of the West tournament. Please direct any questions regarding rules or tournament schedule to:

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