



## Rules and Regulations

Revised May 15, 2018

## DIVISIONS

There are two divisions in this tournament; youth and adult. The youth division includes all teams 18U and younger. The adult division includes players 18 years old and over. Players in the ADULT divisions **MUST BE 18 OR OLDER AT THE TIME OF THE EVENT**. Within the divisions, the teams are separated into boys and girls. Teams will be entered into a division based on age. The oldest person on the roster shall determine the age group for any team. Age is as follows:

If your oldest player was...	Your team should register as...
Born 9/1/2010 thru 8/31/2011	7U
Born 9/1/2009 thru 8/31/2010	8U
Born 9/1/2008 thru 8/31/2009	9U
Born 9/1/2007 thru 8/31/2008	10U
Born 9/1/2006 thru 8/31/2007	11U
Born 9/1/2005 thru 8/31/2006	12U
Born 9/1/2004 thru 8/31/2005	13U
Born 9/1/2003 thru 8/31/2004	14U
Born 9/1/2002 thru 8/31/2003	15U
Born 9/1/2001 thru 8/31/2002	16U
Born 9/1/2000 thru 8/31/2001	17U
Born 9/1/1999 thru 8/31/2000	18U

1. ***The Tournament Director reserves the right to combine age brackets if needed for meaningful competition.*** For paired segments, the even year age group is the maximum: 7U/8U, 9U/10U, 11U/12U, 13U/14U.
2. US Lacrosse Boys' & Girls' Youth Rules are used for all play 14U and below. NFHS/US Lacrosse rules are used for all scholastic play 15U and above.

**TEAM SIZE** – Teams must have a minimum of 5 players and are allowed a maximum of 10 players per team/roster. There will be five players on the field (4 players plus a goalie). No exceptions! If you have 11 or more players that you would like to have play in the tournament you may enter 2 teams with less than 10 maximum players. Example: 17 players would be 1 team of 9 and 1 team of 8 or any other combination so as there are never more than 10 players on the roster.

## **YOUTH DIVISION**

Teams range from 7U through 18U. Rosters and proof of age are required at registration; a copy of a birth certificate will be required for all youth players. US Lacrosse player cards will be accepted only if they list player's age.

## **ADULT DIVISION (OPEN)**

Must be at least 18 years of age at the time of the event. Rosters and proof of age will be required at registration, no exceptions. Photo ID's and copies of birth certificates are acceptable.

- Men's Open
- Women's Open

## **Other information regarding team assignments**

- Youth players can play in youth divisions only.
- Players may not play down.
- Players cannot play on more than one team. This will be cause for a forfeit of ALL games with no refund.

## **BASIC RULES FOR ALL DIVISIONS**

The field (surface) is composed entirely of sand.

The game will be played with an official Lacrosse ball. Coaches will be provided with balls at registration.

Substitutions are done on the fly and must enter and exit at midfield.

**Fighting - There will be ZERO TOLERANCE for fighting or retaliation. Any individuals involved with fighting will be ejected from the tournament.** Players will be ejected from the game for fighting and teams will receive penalty time of 3 minutes. It will be up to the discretion of the tournament organizer and head referee if the team/players involved will be allowed to continue to participate in the event. Police will be called for all fights and charges may be filed if necessary.

**Taunting & Foul language -** No taunting or excessive celebration. No foul or abusive language towards another player, team, fans or officials. Violators may be ejected from the game and/or asked to leave the area. Spectators are expected to show good sportsmanship and behave themselves accordingly. A player, coach, team or spectator may be removed from the game or the tournament at the discretion of the event organizer.

## REQUIRED PLAYER EQUIPMENT (US LACROSSE STANDARD)

TEAM SHIRTS – All players on the same team must have matching shirts so they are easily identified.

NO SHOES - EXCEPT FOR GOALIES. Sand socks are recommended due to potential debris on the beach. *Socks, tape and ankle braces are allowed but there can be no hard reinforcements in the ankle brace. Sports knee braces with metal support are allowed.*

Short Sticks only!!

**Girls (Youth) / Women** – Protective eyewear and mouthpiece are REQUIRED.

**All Goalies** are required to wear full, proper protective equipment including sneakers (NO CLEATS)

**Boys (Youth)** – All players are REQUIRED to wear the following equipment:

- protective gloves
- arm pads
- shoulder pads
- helmet that meets NOCSAE ND041
- mouthpiece
- protective cup
- A jersey that can be identified with their team
- RECOMMENDED equipment - rib pads

**Men** – Helmets and gloves are required. Shoulder pads, arm pads, rib pads, mouthpieces and protective cups are recommended but not required.

## TOURNAMENT RULES

The Tournament Committee's interpretation of these rules shall be final and binding. The Tournament Committee reserves the right to decide all matters pertaining to this tournament.

**AWARDS** - First place trophies will be awarded to division winners.

**ARRIVAL** - Teams should arrive at the scheduled field 30 minutes prior to game time to be checked in by the appropriate official. Teams may warm-up in any area other than the field of play and directly behind the goal area while a game is in progress.

**CHECKING - Boys** - Beach Lacrosse gameplay is light contact, limited body checking. To be legal, a body check should be delivered in a generally upright position with both hands on the stick. The player initiating the check may not lower his head or shoulder to make the initial contact. NO take-out checks! Big hits and overly physical play (even near a loose ball), as well as excessive force, roughness, checking or hitting more than 5 yards from the ball, constitutes unnecessary roughness and will result in a penalty of 1-3 minutes. Intentional hits to the head or neck will automatically receive a 3-minute penalty & the player may be ejected from the game.

**CHECKING - Girls – under U10** – no checking.

**CHECKING - Girls – U11 to U13** – modified checking.

**CHECKING - Girls – U14 and over** – full checking.

**CONDUCT** - Coaches are all responsible for their own conduct as well as the conduct of their players, parents and spectators. **This tournament is intended to be a fun, memorable experience for the players, officials, parents and spectators.** Poor sportsmanship, taunting, trash talking, fighting or other unbecoming behavior on the part of players, coaches, parents or fans will not be tolerated. Tournament organizers and officials reserve the right to eject offenders, terminate a game and/or escort coaches, players, teams or fans from the premises. Only head coaches are permitted to address the officials and are expected to do so in a courteous manner. Any questions or disputes will be discussed only by the head coach and the officials on the field. Determinations of officials are final and binding.

**CREASE** – Players cannot enter the crease area at any time during play.

**DRAW/FACE-OFF** - US Lacrosse Standard face-off is at the beginning of each half and at the start of Overtime. The Goalie brings ball into play after a goal is scored.

**FIELD SIZE** - 50 yards long x 30 yards wide. Nylon webbing staked at the four corners. Each field area will be defined by a cone or flag on the sidelines and the crease at 10 yards.

**FORFEITS** - A team shall be allowed a 5-minute grace period after the scheduled game-time before the match is awarded to their opponent. A minimum of 4 players constitutes a team, and if 4 players are present the match may not be delayed. If during the course of the match a team falls below the minimum 4 players, the game will be forfeited to their opponent. A team that has forfeited a game may not advance to the finals. If an apparent group winner forfeits, the group team with the next best record will be declared the group winner. A forfeit in the preliminary rounds shall be awarded as 3 points for a win with the score 5-0.

**LACROSSE BALLS** - Morey's Piers will provide each team with official balls at registration. All teams are responsible for balls on their offensive goal line (it is anticipated that field fences will stop many, but not all of the shots). Teams are responsible for those balls and for making sure there are an adequate number of balls on their offensive goal line during games.

**LENGTH OF GAME** - 18 minute halves, Running Clock, 4 minute halftime break

**OVERTIME - GENERAL** - No overtime in group stage. Playoffs – 5-minute OT sudden victory period.

**OVERTIME – BOYS** - If winner is not determined after the OT period it will go to a Braveheart. Each team will field one goalie and one field player, it will start with a faceoff and go until one team scores.

**OUT OF BOUNDS** - When the ball or person handling the ball touches the line or sand beyond the line that person/ball is out of bounds. The player may enter the field when the referee signals it is ok to return. Defensive team may bring the ball in from the goal line. Offensive team must enter between the Crease cones on the side of the field. A shot out of bounds goes to the defense, not the player closest to where it went out.

**PENALTIES** – Penalties will be enforced for Technical fouls (hold, push, interference, etc.) and Personal fouls (slash, trip, cross-check, etc.). Penalties will range from 1 to 3 minutes depending on the severity and at the official's discretion. Penalized players must serve all penalties (except goalie). The penalized team plays down a player during this time. Penalties are released at the official's signal or when a goal is scored by the player- up team, unless it was designated "non-releasable". Penalty time will be kept by the official and begin on the restart whistle.

**PASSING REQUIREMENTS – BOYS** - No minimum number of passes for ball advancement.

**PASSING REQUIREMENTS – GIRLS U13 and under** – 2 pass requirement before shooting and after a goal is scored. If a goalie save is intercepted by the other team, 2 passes are not needed. If the ball crosses mid-field, 2 passes are then required. If an older team is playing a younger team, the younger teams rules will be followed.

**POINTS** - At the conclusion of the preliminary matches, each team will be ranked according to their performance. This ranking will determine the teams that will meet in the semi-final or the final matches. The ranking criteria are as follows:

1. Win – 3 points
2. Tie – 1 point
3. Loss – 0 points

The team with the most points finishes first. A match that has been cancelled by the Tournament Committee will be awarded a 0-0 tie. Teams are encouraged but not required to not run up the score by more than 6 goals. However, if a team wins by more than 6 points, the score will be changed by the tournament committee to reduce the number of goals scored by the winning team to no more than 6 more than that of the losing team. The reduced amount will be used in tiebreaker calculation if needed.

**PROTESTS** - No protests will be allowed.

**SUBSTITUTIONS** - Done on the fly and must enter and exit at midfield. The player leaving the field must be completely over the line before the other player is permitted to enter the field.

**TEAM FIELD POSITION** - Players and coaches of both teams will be on the north or east side of the field. Parents and spectators will be on the opposite side for the entire match. Coaches or spectators are not permitted to coach from the spectator side of the field. Coaches and players must remain between the crease line and their side of the mid-field line. Coaches may not coach from below the crease line. No spectators are permitted to stand behind the goal area.

**TIMEOUTS** - Each team has one 1-minute timeout per half. Playing time does not stop for the timeout, but will stop for major injuries.

**Tiebreaker** - In the event of a tie within a division, the following tiebreaker rules will be applied in this order:

1. Winner of head-to-head competition
2. Least goals allowed
3. Goal differential
4. Coin toss (First team alphabetically calls it)

If 3 teams are tied for any position, the above process will be used, except head-to-head competition will be eliminated and the first tiebreaker will be least goals allowed.

## **WEATHER**

Very rarely will games be cancelled due to weather. Regardless of weather conditions, coaches and their teams must appear on the field of play as scheduled, ready to play unless notified by a member of

the Tournament Committee. Failure to appear will result in forfeiture of the match. Only the referee or the Tournament Committee can cancel or delay a match. In the event matches are cancelled by the Tournament Committee due to inclement weather, an email will be sent out to the team's coaches. If no email is sent, it should be assumed that matches will be played at the scheduled times.

**Inclement Weather causing cancellation before the match** – Preliminary Rounds. Referee and/or the Tournament Committee may reduce the length of a match, and subsequent matches. If a match is cancelled the Tournament Committee will award a 0-0 tie. Inclement Weather causing cancellation before the match – Semi-final or Final Rounds. If a championship round cannot begin, a brave heart will take place to determine the winner. If a brave heart cannot take place, the match will be decided by the toss of a coin.

**Inclement Weather causing cancellation during the Match** – Preliminary Rounds. The match will be considered completed and the score will stand if one period has been completed. If less than one period of the match has been completed, the Tournament Committee will award a 0-0 tie.

**Inclement Weather causing cancellation during the Match** – Championship Rounds. The match will be considered completed and the score will stand if one period has been completed. If less than one period of the match has been completed or if a tie exists at the stoppage of play, a brave heart will take place to determine the winner. If a brave heart cannot take place the winner will be decided by the toss of a coin.

**Inclement Weather causing cancellation of the Tournament** - Severe inclement weather could cause the shortening or cancellation of the tournament. In the event some games have been played, the Tournament Committee will endeavor to determine standings based on the games played.



## REGISTRATION

Registration will open approximately 6 months prior to the tournament start date. Once your team is accepted, you will receive an email with further instructions and information. The registration link can be found at <https://www.moreyspiers.com/event/beach-lacrosse/2018-07-20>.

Player registration should be completed in advance by scanning the acknowledgement, roster, waivers and proof of age into one document and emailing it to [beach.lacrosse@moreyspiers.com](mailto:beach.lacrosse@moreyspiers.com). Registration may also be completed Friday night at the Wildwood Convention Center between 5 and 8pm. Registration will not be completed the morning of the tournament.

Teams will not be allowed to compete unless all players have completed waivers and have shown proof of age PRIOR to the start of the tournament.

Forms can be found on the website at <https://www.moreyspiers.com/event/beach-lacrosse/2018-07-20>



## **BEACH LACROSSE TOURNAMENT RULES ACKNOWLEDGEMENT**

I \_\_\_\_\_ from \_\_\_\_\_ / \_\_\_\_\_

PRINT COACHES NAME

PRINT TEAM NAME / DIVISION

have read and understand the rules for the Beach Lacrosse Tournament.

\_\_\_\_\_

COACHES SIGNATURE

\_\_\_\_\_

DATE



## **REGISTRATION CHECKLIST**

Coaches are required to bring the following items to registration **OR** they can be emailed prior to registration.

- Roster
- Waiver of Liability and Medical Release for **ALL players**
- **Proof of age for ALL players (Copy of Birth Certificates or other item with name and date of birth on it)**
- Coaches Acknowledgement of Rules and Regulations

Coaches will receive 5 balls and a gift at registration.

Additional Family and Friends passes for Morey's Piers may be purchased during registration also.