

Mount Olive Lacrosse Classic Rules:

(FOLLOW OUR TWITTER FEEDS FOR INFORMATION AND DIRECTIONS IF INCLEMENT WEATHER SHOULD EFFECT OUR TOURNAMENT! @MOLaxClassic)

How to Follow the Tournament: Follow us on Twitter @MOLaxClassic or go to www.twitter.com/MOLaxClassic. We'll be posting bracket updates after every round, Trivia questions (win prizes!), as well as any important or emergency tournament information (ie weather update/delays).

GENERAL RULES:

- Mouth guards, arm pads, helmets and shoulder pads are required
- The tournament is "running time", so all penalties will be a minimum of 1 minute. Penalties can be longer than 1 minute and/or "non-releasable" at referee's discretion, as in standard game play. Penalties begin on the official's re-start.
- Players may only play for one team during the tournament, unless "Playing-Up." No players may "Play-Down."
- Any fighting of flagrant disrespect towards an official will result in expulsion for the remainder of the tournament. No exceptions, no refunds!
- Teams must be available for all games. Please remember all teams came from far and near expecting to play a certain number of games and we rely on the professionalism and sportsmanship of all coaches involved to hold that commitment.

GAME PLAY:

- No time-outs unless warranted called by the referee (in the event of excessive heat).
- No Horns for substitution. All substitutions done on the fly.
- Time will be kept at Tournament HQ
- No more than four coaches on sideline per team. Only the head coach speaks to the officials.
- One long airhorn blast starts and stops each game.
- Two quick airhorn blasts denotes there are 2 minutes left in the game
- All Teams: The team that is ahead must keep the ball in the box during the last 2 minutes unless winning by 5 or more goals.
- 4 Long Poles allowed on the field for all levels except 4th grade (no long poles allowed)
- Mercy rule: If a team goes up by 5 goals, a free clear is awarded to the team that is behind (unless the coach of the trailing team opts to face-off).
- Overtime will be settled with a "braveheart" - Exception: Championship Game, 10v10, 1st goal declared winners (Sudden Death).
- Braveheart Rules: Each team fields 1 position player and 1 goalie. Starts with a face-off. Only 1 player per team (position player or goalie) can be on offensive side of the field, or the play is off-sides. NO SUBSTITUTIONS. First goal wins.
 - Loose Ball Technical Foul: Possession awarded to fouled team
 - Technical Foul with Possession: Possession awarded at spot of foul with 5 yard head start.
 - Personal Foul with Possession: Possession awarded at spot of foul with a 10 yard head start
- All scores are kept by the officials, and recorded by the field assistant at the end of the game. Referees are in charge of each individual field during game play, and may use their discretion to override a tournament rule if he feels necessary to do so.
- Alternate Possession awarded to the team that traveled farthest to attend the tournament.
- No counts to advance the ball. No over-and-back rule.
- Stall Warning (keep it in) may be called for stalling (unless team is up by 5 goals)
- Goalies are not required to wear arm pads or shoulder pads.
- Girl's Play: US Lacrosse modified checking rules will apply
- 4th Grade Play: One pass rule in effect. Any offensive player who is first to possess the ball in their attack zone may not attempt a shot unless they have first attempted a pass or a loose ball situation has been created by the pass. Once this requirement is met, another pass is not required until the ball has returned to their defensive side of the field.
- Rules of play default to the US Lacrosse & NJJLL youth rules if there is a question regarding an infraction.

RULES RELATED TO INCLEMENT WEATHER:

- There are no “rain dates” for the Mount Olive Lacrosse Classic. Assume that games will be played on their scheduled dates.
- If inclement weather that causes a game stoppage (i.e. lightning sighting) during the event, the following rules apply:
 - Play will stop for until the head tournament official deems the weather suitable for resuming
 - If play stops during the game, the team in the lead at the time of stoppage is declared the winner. (If a weather stoppage appears eminent, grab the lead quickly!!!).
 - If the delay is substantial, Tournament HQ may make a decision to shorten all remaining games until the tournament is back on time
 - No refunds if inclement weather should effect the schedule, or cancel the tournament.

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Mount Olive Lacrosse Classic Bracket Explanation:

7th-8th Girls: A Nine Team bracket. Teams are put into two groups. The group of 5 teams (Flanders) will play each other. Top seed moves to the championship game. The group of 4 teams (Budd Lake) will play each other. The 1st and 2nd seeds will play in a semi-final game, and the 3rd and 4th seeds will play in a consolation game. The winner of the Budd Lake division will play in the championship game against the winner (top seed) of the Flanders division.

5th-6th Girls: A ten-team bracket. Teams are placed in two groups of 5 teams. Each team plays against the other teams in their group. The top seeded team in each group play in the finals.

4th Grade Boys: A fourteen-team bracket. The Flanders Division has 8 teams, 4 in each group. The Budd Lake Division has 6 teams, 3 in each group. For the Budd Lake Division, the teams play against the other teams in the division, plus one crossover game (that does not count in the standings). For the Flanders Division, each team plays one game against the other teams in the group. Semi-final games are made of the top seed of group 1 (Flanders) and group 1 (Budd Lake), and same for group 2. Winners play in the championship game. Consolation games are also scheduled within each division (changes can be made to the Budd Lake division to avoid a reoccurring matchup).

5th Grade Boys: A ten-team bracket. Teams are placed in two groups of 5 teams. Each team plays against the other teams in their group. The top seeded team in each group play in the finals.

6th and 8th Grade Boys: A sixteen-team bracket. This allows for a “winners play winners, and losers play losers” schedule. Coaches are encouraged to keep the schedules on them all day. Your next game will be determined by whether you win or lose the current game. This is a single-elimination format that allows for two 3-0 teams to play in the finals.

7th Grade Boys: A fourteen-team bracket. The Flanders Division has 8 teams, 4 in each group. The Budd Lake Division has 6 teams, 3 in each group. For the Budd Lake Division, the teams play against the other teams in the division, plus one crossover game (that does not count in the standings). For the Flanders Division, each team plays one game against the other teams in the group. Semi-final games are made of the top seed of group 1 (Flanders) and group 1 (Budd Lake), and same for group 2. Winners play in the championship game. Consolation games are

also scheduled within each division (changes can be made to the Budd Lake division to avoid a reoccurring matchup.

*Please note: In registering for the Mount Olive Lacrosse Classic you have agreed to participate in all games assigned to your team. Leaving the tournament "early" will result in program expulsion from future Mount Olive Lacrosse Classic events. Understand that it is your team's responsibility to play all games assigned so that you do not leave another team without a game to play. This has never been a problem at our tournament in previous years. Thank you for your cooperation in advanced.

Tie-Breakers (For Seeding):

Please Note. In the spirit of the game and sportsmanship, NEVER is goal differential or goals for calculated as a tie breaker. Tie breakers are as follows:

1. Head to Head (one team beat the other during regular play). If three teams beat each other, then move to #2
2. Goals Against (Braveheart OT competition GA included)
3. Shutouts
4. Fastest Shot Competition (one player from each team, 3 shots... fastest moves on)
5. If #4 is not available, flip a coin or Rock-Paper-Scissors.