



2025

BLUE HEN FALL CLASSIC

November 2, 2025

Parent/Coaches Packet

GENERAL INFORMATION

Parking

Athletic Campus - Be sure to park **ONLY** in THE AREAS OUTLINE ON THE ATTACHED MAP. We have paid for parking in those lots ONLY and this is the only way to ensure that you do NOT receive a ticket - SEE MAP BELOW.

Restrooms

Restrooms are located throughout – portable toilets can be found near every field and indoor restroom facilities will be open in Delaware Stadium.

Tailgating/Tents

All tailgating must take place in the designated area on the map next to the Field House and in front of the Stadium **OR** in the parking lot. No tents and or tailgates can be set-up inside the Field House and/or in between Delaware Stadium and the Practice turf Fields – for safety purposes. **Please be respectful and remove all trash.**

Important Addresses

Delaware Stadium – 621 S. College Ave, Newark DE, 19716

Game Schedule

The game schedule is on Tourney Machine. Please download the App on to your phone and have it readily available.

How to download to find the schedule:

- Open app and select “Search for an Event”
- Select **Lacrosse** as your sport, select **Delaware** for your state and select the correct date
- Click on “2025 Blue Hen Fall Classic”

Food, Merchandise & Autographs

Food –

There will be concessions available in Delaware Stadium from 9:30am-5:00pm

Apparel –

We will also have a LIMITED supply of Blue Hen Lacrosse Apparel for sale – check, cash and Venmo accepted (**NO CREDIT CARDS**)

Locker Room Tours –

We will have current members of the Delaware Men’s Lacrosse Program take (3-4) teams at a time into the Locker Room to show them our home, gear, and a 5-min highlight tape. Use the time in the locker room to ask questions about what it’s like to be a Blue Hen Lacrosse player! Schedule will be sent to coaches and will be posted to our tournament website.

Important Information (PLEASE READ CAREFULLY):

- The Bob Carpenter Center is OFF LIMITS.
- Please keep off any field that is not being used for game play or warm-ups. Signs will be posted.
- If you have any questions regarding day of operations, please contact Trey Wilkes at twilkes@udel.edu

Field House Rules (PLEASE READ CAREFULLY):

- All parents/spectators will be allowed to watch all 7v7 games in the Field House from the sideline but within a confined area. Please be respectful of all spectator boundaries/restrictions.
- No food and/or drinks in Delaware Field House.
- Please stay on the main floor of the Field House and stay off the 2nd and 3rd floor as other university teams will be in the field house practicing and competing.

NOTE: Delaware Field House will be off limits after 3:30pm, concluding 7v7 play.

Weather (PLEASE READ CAREFULLY):

- We will play if it rains. Our facilities are fully capable of withstanding poor weather conditions – please be prepared for a possible shift in game times if we need to use (3) turf fields and close the grass field. Regardless – we will play!

SITE MAP



BLUE HEN FALL CLASSIC RULES

(7v7 RULES IN BLUE)

All participants will play US Lacrosse/NFHS rules with the following modifications and/or points of emphasis.

Face Off – face offs will be permitted.

- Pace of play **(7v7 excluded)** - Officials will put on a 30sec. clock after each goal scored. If a team does not have their personnel on the field ready to face off at the end of the 30sec. clock, possession will be given to the other team. The 30sec. clock will start after injuries & penalty assessments that are involved in a goal scoring scenario.

Format (7v7 ONLY) – 7 field players: (2) attack-man and (2) defenders must stay on-sides at all. (3) midfielders are permitted to play both sides of the field and will face-off in between each goal.

Game Time – (2) 20-min running halves, 3-min halftime

Penalties – penalties are running time starting on the whistle (30sec or 60sec) **Stops during injury, T/O and while another penalty is being assessed.*

Checking – Limited body checking in 7th & 8th Grade ONLY. Big hits & physical play (even within three yards of a loose ball) constitute unnecessary roughness. (1 min penalty)

- One-hand checks are permitted but will be penalized at the official's discretion.

Counts – Clearing Counts of 20 secs to cross midline **ONLY (no 10sec clock to get advance the ball into the box)**. The leading team must keep it in the box with under 2 minutes left in the game if the opponent is within 4 goals or less.

7v7: NO Clearing Counts (exception is a 5 sec. goalie count)

Timeouts – One (45) second T/O per game & must be in the 2nd half ONLY - **the game clock does NOT stop during a T/O**

- Timeouts cannot be called in the last four minutes of the game by the leading team.
- No T/O in overtime unless the championship game. Each team receives one (1 minute) T/O plus the clock will stop in the championship.
- **7v7: NO TIMEOUTS**

Alternate possession – When the official cannot determine who should be awarded the ball it will be given to the away team, which is the team on the right side of schedule.

Stalling - Teams will have 30 seconds to hit the goalie or the post if a stalling call is on. This will be up to the referee's discretion.

Tie Game – There is no overtime in pool play. Each team will receive 1 point.

Overtime – 2033 & up: Championship **ONLY**, OT will consist of unlimited 8-min periods until a goal is scored.

- SUDDEN DEATH FORMAT

Mercy Rule – Applied when there is a (5) goal deficit in pool play. Teams down by (5) or more goals will get a free clear at the midfield line after each goal. Non-negotiable.

Official Score – Will be kept by the field coordinator and a referee. Post-game the field coordinator will confirm the official score with both coaches and officials. **Once scores are confirmed & reported they may not be challenged.**

Championship Seeding – 2033 & up: Teams will be seeded according to their overall record based on points; teams receive 3 points for win, 1 point for a tie. If two or more teams are tied on points after pool play, the following tie-breakers will be used: 1) Head to Head, 2) Goal differential, 3) goals against, 4) coin flip.

Sportsmanship - If a player is involved in any form of a field altercation involving unsportsmanlike behavior, that player is automatically ejected from the game. The player may also be removed from the tournament.

- In the event that both teams have players exhibiting this behavior the game may be called & both teams will have the game recorded as a loss.
- The offending team or teams also may render themselves ineligible for the playoffs.
- The coaches and officials are expected to protect and promote the safety and well-being of all players.

No tolerance policy – alcohol, drugs, discrimination based on race, gender, religion, or sexual orientation by players, coaches, or fans. If a player, coach, or fan are proven to be in violation of this, the result will be an immediate ejection from the premises.

Referees – can stop the game for any reason that he/she feels fit.