

CHERRY BOMB EVENTS RULES OF PLAY 2017

All rules will be in accordance with U. S. Lacrosse Youth rules for those in U15 and younger divisions. NFHS standards apply for those in High School divisions unless otherwise noted.

- 1) Playing time will consist of 2 twenty-five minute running halves with a five minute halftime. Games will begin promptly.
 - a. Games will begin on the hour as signaled by horn. At 55 minutes after the hour another horn signal will announce the end of play for ALL games. Any game still in progress at 55 minutes after the hour shall be stopped and the outcome registered as final.
 - b. We will have clocks on each field for each game. However, the tournament master clock associated with the aforementioned "horns" will prevail for the beginning and end of each contest.
- 2) Please leave the field as soon as possible once your game has ended in order to allow the next pair of teams time to take the field and start on time. Please keep the sidelines and bench area clean and free of empty bottles, trash, or cups.
- 3) There are no timeouts in pool play.(see Rule 11)
- 4) No players graduating from high school in 2020 or before are allowed in the U15 divisions.
- 5) No stalling! Any team that intentionally stalls will be penalized. If, in the judgment of the officials, a team in possession of the ball is keeping the ball from play by not attacking the goal, warning, and penalties, if required, will be issued. (applies to all age groups).
- 6) Penalty times will be assessed by the referees. The penalty clock will begin once play is resumed as signaled by an official whistle.
 - a. During the last 2 minutes of a game in which there is a 1 goal differential or a tie, the clock will stop for a penalty.
- 7) There will be no stick checks unless requested by the opposing coach. If the stick is found to be legal, the challenging team will be charged a two-minute, non-releasable penalty. If the stick is not legal, the appropriate penalty will be assessed. Stick checks must be requested at halftime. No stoppage of play will occur for stick checks.
 - a. Long poles are allowed at all youth levels except U9 (no long poles) and as long as they do not exceed 72 inches. Long poles for U11 must be between 47 and 54 inches, per US Lacrosse rules. A maximum of four "long poles" are allowed on the field.
- 8) Advancement rules will be in place for all divisions except U9 and U11 groups. These groups will *not* play with advancement rules.
- 9) Please note that one-handed checks are not allowed in the State of Michigan for U15 and younger age groups.
- 10) U9 Division will substitute players on a penalty (offending player gets substituted by another teammate) until a team reaches five (5) penalties in a game. After 5 penalties a team will serve time for penalties and play man-down.
- 11) There will be no overtime in round robin games.
- 12) All ties in playoff games* will be decided by a "Braveheart" contest consisting of three field players plus one goalie for each team. One long pole is allowed on the field for each team. There is no offside, however goalies must stay in their respective halves of the field. There are no substitutions.

**see separate rule for semi-final & championship games.*
- 13) All playoff games will consist of 2 twenty-five minute running halves. Each team will have one 60 second timeout where the clock will stop. The clock will restart after 60 seconds. If a team does not return to the field in a timely fashion they will lose possession of the ball or be assessed a delay of game penalty.
- 14) No noise makers will be allowed at any field (horns, whistles, sirens, cowbells, etc.). Offenders will be asked to leave the field.
- 15) Any player, fan or coach ejected from the game will be prohibited from appearing in his/her team's next game.
- 16) Decisions on the field will be the final ruling. No disputes will be heard after the game.
- 17) Tournament Administration reserves the right to make any changes necessary for the betterment of the event.

ROSTER RULES

- 1) No player may compete, or be on the roster of more than one team during the tournament. Any team with a player in violation of this rule will forfeit all games in which the player is known to have competed and forfeit the opportunity to advance to the playoff round.
- 2) All teams must submit a full and accurate roster prior to play. Only players on the roster who have completed and submitted a signed waiver/release may participate in the event.
- 3) No players graduating in 2020 or before are allowed in the U15 divisions.
- 4) Players may "play up" but may not "play down"

SCORING

1. Points will be awarded after each game. Tournament seeding is based on points
 - 5 points for a win
 - 2 points for a tie
 - 0 points for a loss
2. Ties will be broken in the following manner and sequence:
 - a) Head-to-Head only if two teams are tied
 - b) Total point differential.
 - c) Fewest goals allowed
 - d) Coin Toss.
3. All semifinal and final games that end in a tie will be resolved by a sudden victory overtime period.
4. At the end of each game the score of the game will be reported to Tournament Administration. All scores and point totals will be recorded on the main scoreboard located in front of the administration tent. Coaches should check the scorecard on the field if they wish to validate the score. Once the scorecard reaches the administration tent the score is considered final.

TOURNAMENT ADMINISTRATION

- Only the team spokesman and the referee on the field will discuss any questions or disputes. Disputes will not be heard after the game. The spirit of the game is the key to resolving disputes.
- Cherry Bomb Lacrosse reserves the right to disqualify any team for infractions of the following policies:
 - **Use of Illegal Players:** The players listed on the roster at the time the roster is submitted are the only players eligible to play.
 - **False Information:** Information provided to Cherry Bomb Lacrosse on your documents is the basis for good faith administration. Any false information is grounds for disqualification.
 - **Vulgarity or abrasive conduct:** Good sportsmanship is expected. Spirit of the game is expected as well. Cherry Bomb Lacrosse reserves the right to immediately terminate a game and/or escort a player, team, coach or spectator from the premises.

WEATHER POLICY

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

- Reduce game times in order to catch up with schedule.
- Finish game before inclement weather arrives, or to preserve field conditions.
- Reschedule games, if possible.
- 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 or on the answering machine at 248 404-5558. However, weather conditions can change rapidly and all teams should be prepared to play as soon as weather clears and fields are playable.

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:

- The game suspended will play one 20 minute running time second half.
 - Subsequent games will begin immediately after preceding games (warm up on the sidelines prior to the game.) These games will consist of one 35 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.
 - Once games are back on schedule they will consist of two 25 minute running time periods.
- We will make every attempt to play every game but we will not jeopardize the safety of any player, parent, coach, or fan.

Age Classifications for Lacrosse 2016 - 2017 School Year

U 15

U 13

U 11

U 9



9/1/2001 - 8/31/2003

9/1/2003 - 8/31/2005

9/1/2005 - 8/31/2007

9/1/2007 - 8/31/2009

Roller Coaster Rumble

Wizards of Lacrosse

Cherry Bomb

Brine Early Bird Classic

Indian Summer 7v7

DTOWN Holiday Classic

Sunshine State Tune Up

LaxLanta