

WASHINGTON LACROSSE INVITATIONAL TOURNAMENT PLAY DETAILS 2017



Tournament Play Objectives

1. Provide all teams with 4 games, and determine an outright champion for each division.
2. This tournament is intended to provide fun, fair, and safe play while providing the players an opportunity to get a lot of games in.

Tournament Divisions

1. Boys divisions are High School Varsity, Junior Varsity, U15, U13, U11, and U9.
2. Girls divisions are Junior Varsity and Youth (5th, 6th, 7th, 8th)
3. Please note that the divisions for the tournament will change next year per US Lacrosse requirements.

Tournament Location

1. Boys divisions U15, U13, U11, and U9 will be played at Oak Ridge Park.
2. Girls divisions, Boys High School JV & Varsity will be at Topher Fields Soccer Complex.

Tournament Play

1. The tournament format is Pool Play with a seeded Knockout Bracket unless otherwise specified. Exceptions will be made based on division size to ensure every team gets a minimum of 4 games (weather permitting). Please see the division format listing on the next page. Questions on format may be sent to washingtoninvitational@gmail.com.
2. All divisions will receive a trophy for first place.

Game Specifics

- All games will play 20 minute halves with a 2-5 minute halftime. Coaches will have a 1 minute time out during each half. Stick Checks can be requested, by the coach, if a time out is still available to the coach.
- Game clock will stop during all time outs and injuries.
- Penalty time will stop during goals in favor, not against.
- All regularly scheduled games, resulting in a tie will be determined by a maximum of one 4-minute Sudden Death playoff, otherwise tie will be assessed. There will be no time outs during overtime play.
- No long-stick play for U9 and U11 Boys Division, all other US Lacrosse Rules apply unless specified in this document.
- Players age bracket is determined by US Lacrosse rules (Sep 1 yr prior) where proof of age must be available upon request subject to disqualification of game and/or championship.
- At the end of each game the teams are requested to leave the team area for the next team to set up.

Points for Seeding/Champion

- Win = 3 pts
- Tie = 1 pt
- Loss = 0 pt
- Tie Breaker: See below

Tie Breaker

Tie Breaker (3 or more) – Use the same number most games for all teams

- Any team with an overtime game drops out.
 - If two teams remain use the 2 Team Tie Breaker

- Average Goals Against = Goals Scored Against / Games
- Average Margin of Victory = Sum Margin(Goals For - Goals Against) for Each Game / Games Played
- Average Goals Scored = Sum Scored Goals / Games
- Coin Flip Playoff – Tournament Director sets up a bracket with remaining teams. An Official will flip a coin with the head coach from each team to determine which team advances.

Official Scoring

- At the start of each game, each team will designate (1) person to sit at the timekeeping table. This new format will ensure fairness to both playing teams. Head referee will sign his score card and the timekeeping table is responsible for inserting the signed score card in the box on the table. A representative from the Washington Lacrosse Program will retrieve each score sheet. Game results will be posted near the registration table.

WEATHER POLICY

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

1. Reduce game times in order to catch up with schedule.
2. Finish game before inclement weather arrives, or to preserve field conditions.
3. Reschedule games, if possible.
4. 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 Facebook. However, weather conditions can change rapidly and all teams should be prepared to play as soon as weather clears and fields are playable. In the event of cancellation due to weather prior to the start of the tournament, each team will be refunded the entry fee less 45%. If the tournament is canceled after play has begun no refund will be given.

Thunder/Lightning

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:

1. The game suspended will play one 20 minute running time second half. (15 for the U9 and U11 Divisions)
2. Subsequent games will begin immediately after preceding games (warm up on the sidelines prior to the game.) These games will consist of one 30 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.
3. Once games are back on schedule they will consist of two 20 minute running time periods. We will make every attempt to play every game but we will not jeopardize the safety of any player.

GAME FORMAT
3 Teams
Double round robin....no championship game, most points is champions
4 Teams
Round Robin (each team will have 3 games)
1 v 2 for champ
3 v 4 for 3rd
5 Team
Straight round robin
Most points determines champs
6 teams
2 pools of 3 single round robin
Reseed into championship and consolation pools
Round robin...champion based on points
7 teams
1 pool of 3 round robin, and 1 pool of 4 play round robins
1 and 2 seeds play in knockout to determine champion with 3rd place game
4vs3 and 3vs3 will give the others teams 4 games
8 Teams
2 pools of 4...round robin
1 and 2 seeds play in knockout to determine champion with 3rd place game
3vs3 and 4vs4
9 Teams
3 pools of 3 single round robin
Reseed into championship, 2nd and 3rd pools
Round robin...champion based on points
10 teams
2 pools of 5...round robin
1 v1 for championship
11 teams
2 pools of 4, 1 pool of 3 single round robin
Reseed into championship, 2nd and 3rd pools single round robin
Round robin...champion based on points
4v4 from large pools for 4th game
12 teams
3 Pools of 4 teams, single round robin
All #1 & top #2 play in knockout to determine champion, with 3rd place game
Two remaining #2 from pool play in knockout to determine 5th with 7th place game
All #3 from pool play in knockout to determine 9th with 11th place game

13 teams
2 pools of 4 teams, 1 pool of 5 teams
All #1 in pool play and highest #2 in pool play in knockout to determine champion
No 3rd place game...determined by points/tiebreaker rules
All remaining games determined by seeding for the 4th game
All teams play full round robin on day 1 to determine the top teams
14 teams
2 pools of 4 teams, 2 pool of 3 teams
All #1 in pool compete in knockout to determine champion
3rd place game required to get 4th game for small pools
All remaining games determined by seeding for the 4th game
4th game (4v4, 3s v 3L/3s v 3s, 2s v 2L/2s v 2s) - see 14 team tab
All teams play full round robin on day 1 to determine the top teams
15 teams
3 pools of 5 teams playing full round robin
All #1 and highest #2 from pool play in 4 team knockout.
Championship game.
No 3rd place game
No other games...all placing besides championship determines by seeding/tie breaker rules
16 teams
4 pools of 4 teams, single round robin
All #1s play knockout round for championship, no 3rd place game
All #2s play knockout round for 5th
All #3s play knockout round for 9th
All #4s play knockout round for 13th
17 teams
1 pool of 5 playing full round robin, 2 pools with 6 teams
All #1 and highest #2 from pool play in 4 team knockout.
Championship game.
No 3rd place game
No other games...all placing besides championship determines by seeding/tie breaker rules
18+
3 pools, playing random schedule
All #1 and highest #2 from pool play in 4 team knockout.
Championship game.
No 3rd place game
No other games...all placing besides championship determines by seeding/tie breaker rules