

2011

FALL FINALE

CLASSIC

COACH'S GUIDE

HS ELITE DIVISION



ATHLETICS EDUCATION

About Ath-Ed Lacrosse

For the last 19 years, Ath-Ed Lacrosse has helped the lacrosse athlete realize his full potential. Lacrosse participation has grown by over 500% since Ath-Ed was incorporated, and this organization has been instrumental in the development of the lacrosse athlete in Northern New Jersey during this period.

John Gallucci, Sr., founded Ath-Ed Sports, Inc., in 1992, with the mission to provide New Jersey lacrosse athletes the ability to play ball for the majority of the calendar year. Summer and Fall leagues now attract over 1,000 athletes per year, and make Ath-Ed one of the largest extra-curricular lacrosse programs in the state. They prepare the serious athlete to be competitive at DI-DIII collegiate level, and provide a healthy outlet for the casual player. Since 1992, the caliber of lacrosse in New Jersey has grown to the point where it is considered a recruiting “hotbed” by most colleges. Ath-Ed is proud to have contributed to this success story.

In recent years, Ath-Ed has expanded beyond seasonal lacrosse leagues. “Jersey Thunder” is Ath-Ed’s traveling club program, which trains athletes from 4th grade through high school. Ath-Ed and Thunder athletes have moved on to play at almost every recognizable college or university on the east coast.

In the fall of 2005, Ath-Ed hosted its first tournament, “The Fall Finale – Fall’s Final Battle”, in Mercer County, NJ. In 2006, it added the “Lehigh Laxfest”, which is currently the nation’s fastest growing boys’ lacrosse tournament. At 308 teams in 2011, it is also one of the largest.

Whether it is a league, camp, clinic, travel team, or tournament, one thing remains consistent about Ath-Ed. Their passion for helping these athletes grow is driven by their desire to give back to a game that has contributed positively to their lives.

CONTACT INFORMATION

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2011 Fall Finale Tournament Rules

GENERAL RULES:

Mouth guards, arm pads, 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.

Any fighting or flagrant disrespect towards an official will result in expulsion for the remainder of the tournament. No exceptions, no refunds!

Teams need to fulfill all requirements of the schedule both in the winning and losing bracket. The Fall Finale prides itself on the reputation it built and is honored by the reputation of the HS and club teams it accepts. Please remember all teams came from far and near expecting to play a certain number of games and we rely on the professionalism and love of the game of all coaches involved to hold true to that commitment.

GAME PLAY:

Games consist of two 18-minute halves, and a 4 minute half-time (40 minutes total).

One time out per game. No time outs in the last 5 minutes of the game.

Time will be kept at Tournament HQ:

- o One long airhorn blast starts and stops each half

- o Two quick airhorn blasts denotes there are 2 minutes left in the game (note, this only occurs in the 2nd half).

The team that is ahead must keep the ball in the box during the last 2 minutes of the 2nd half.

YOUTH SPECIFIC RULES (Grades 3-8)

No clearing times will be in effect, though the 4-second crease rule for goalies still applies.

Mercy rule in effect. If a team goes up by 7 goals, a free clear is awarded to the team that is behind.

Overtime will be settled with a "braveheart" competition.

- o 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.

- EXCEPTION: 4:00 "Championship" games will be settled via 10v10 sudden death.

HIGH SCHOOL SPECIFIC RULES

All clearing times are in effect (20 seconds to mid-line, 10-seconds to get it in the box). 4-second crease rule applies.

Mercy rule: If a team goes up by 7 goals, a free clear is awarded to the team that is behind (no face-off).

- Overtime will be settled with a "braveheart" competition.

- o 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.

- EXCEPTION: "Championship" games (FIELD 1 only, from 2:15 through 4:25) will be settled via 10v10 sudden death.

RULES RELATED TO INCLEMENT WEATHER:

There are no "rain dates" for the Fall Finale. Assume that games will be played on their scheduled dates.

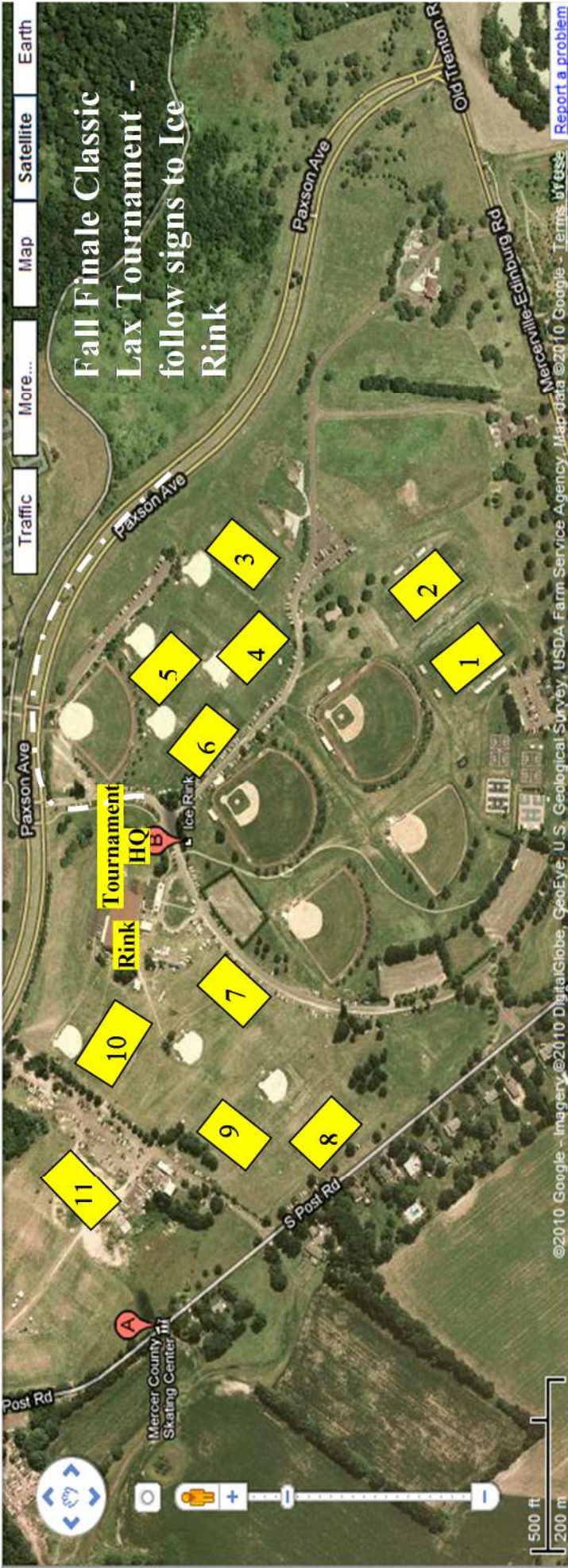
If inclement weather that causes a game stoppage (i.e. lightning sighting) during the event, the following rules apply:

- o Play will stop for until the head official deems the weather suitable for resuming

- o If play stops during the first-half of a game: After the stoppage, the game resumes with the start of the 2nd half.

- o If play stops during the second-half of a game: The game ends immediately. Team in the lead at the time of stoppage is declared the winner. (If a weather stoppage appears eminent, grab the lead quickly!!!).

- o If the delay is substantial, Tournament HQ may make a decision to shorten all remaining games until the tournament is back on time.



Fall Finale Classic - Lax Tournament - follow signs to Ice Rink

Tournament HQ

Rink

Mercer County Skating Center III

11

10

9

7

6

5

4

3

2

1

8

Paxson Ave
Paxson Ave
Paxson Ave
Old Union Rd
Mercerville-Edinboro Rd
S Post Rd
Post Rd

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Report a problem

HS Elite Division, Sunday, November 6th

Group 1

9:00 - 9:40

Game No	103
Field No	1
Teams	NJLC Blue Mountain

9:00 - 9:40

Game No	104
Field No	2
Teams	360 Lacrosse Spartans Thunder Black

10:30 - 11:10

Game No	121
Field No	1
Teams	Ridgewood 1 NJLC

Ridgewood 1 as a back2back, Field 1 at 11:15
NJLC has a back2back, Field 2 at 11:15

10:30 - 11:10

Game No	122
Field No	2
Teams	Blue Mountain 360 Lacrosse Spartans

360 Spartans has a back2back. Field 2 at 11:15

11:15 - 11:55

Game No	131
Field No	2
Teams	NJLC 360 Lacrosse Spartans

12:45 - 1:25

Game No	150
Field No	3
Teams	Ridgewood 1 Blue Mountain

12:45 - 1:25

Game No	151
Field No	4
Teams	Thunder Black NJLC

2:15 - 2:55

Game No	167
Field No	2
Teams	Blue Mountain Thunder Black

2:15 - 2:55

Game No	168
Field No	3
Teams	Ridgewood 1 360 Lacrosse Spartans

Group 2

9:00 - 9:40

Game No	105
Field No	3
Teams	Thunder Orange Hillsborough

Hillsborough has a back2back, Field 4 at 9:45
Thunder Orange has a back2back, Field 3 at 9:45

9:45 - 10:25

Game No	114
Field No	3
Teams	Livin' Lancers 1 Thunder Orange

9:00 - 9:40

Game No	106
Field No	4
Teams	Clippers Celtic Lacrosse

Clippers has a back2back, Field 4 at 9:45

9:45 - 10:25

Game No	115
Field No	4
Teams	Hillsborough Clippers

11:15 - 11:55

Game No	132
Field No	3
Teams	Livin' Lancers 1 Hillsborough

11:15 - 11:55

Game No	133
Field No	4
Teams	Celtic Lacrosse Thunder Orange

12:45 - 1:25

Game No	148
Field No	1
Teams	Livin' Lancers 1 Celtic Lacrosse

12:45 - 1:25

Game No	149
Field No	2
Teams	Thunder Orange Clippers

2:15 - 2:55

Game No	170
Field No	5
Teams	Hillsborough Celtic Lacrosse

2:15 - 2:55

Game No	171
Field No	6
Teams	Livin' Lancers 1 Clippers

CHAMPIONSHIP GAME

3:45 - 4:25

Game No	Elite Championship
Field No	1
Teams	HS Elite Group 1 Seed 1 HS Elite Group 2 Seed 1

Championship Rules for 10-team Division

- 1) All teams play 4 games, one against each opponent in the division's "GROUP"
- 2) Team with the best record after all games in the GROUP complete is the GROUP WINNER. The GROUP 1 and GROUP 2 winners will play for the DIVISION CHAMPIONSHIP

TO DETERMINE A GROUP CHAMPION:

IF two teams are tied (ex: both 3-1)

- 1) Championship goes to the team who won the head-to-head

IF more than two teams are tied (ex: three teams at 3-1)

- 1) Tiebreaker is "GOALS AGAINST" (don't get scored on!!!)
 - a) Team with lowest goals against wins Championship
 - b) If more than 2 teams have the same record AND the same goals against, then...
 - 1) Head-to-head - ONLY if one team has beaten ALL opponents they are tied with
 - 2) Team with the highest Goals SCORED wins the tiebreaker
 - 3) If still tied, a "Braveheart" will decide