

Amended for the 2011 Season

NDP Tournament Rules & Guidelines

National Federation of High Schools (NHFS) rules 2011 will be enforced by game officials unless otherwise stated below

Field Size

All fields will be regulation size whenever possible. If a field is not regulation size, both teams will be notified by game officials before play begins.

Game Duration

Whenever possible, games will be scheduled in 1 hr and 15 minute blocks to allow for any delays that arise.

- Two (2) twenty five (25) minute **running** halves.
- Two (2) Timeouts per a game, per a team. Timeouts may be used at any time during the game.
- Timeouts will be one (1) minute in length.
- The timeout will **stop** the clock.
- There will be **no timeouts** allotted in the overtime period.
- Halftime will be five (5) minutes.
- The last two (2) minutes of the game will be stop time unless there is a 3 or more goal lead.
- Timeouts are allowed to be used in the final 2 minutes.
- Penalties **ARE** stop time.

Clarification on game clock and penalty time:

The game clock will never stop except for the last 2 minutes of the game (unless there is a 3 goal or more lead) when stop time will be used or during a called timeout. However, all penalties will be stop time! Table staff will keep game time and penalty time. The only timing that game officials will keep will be for timeouts. The scorer's table game clock will be considered the official game clock.

The official score will be kept by both the table staff and one of the game officials. The table staff and the scoring official will confer after each goal and at all timeouts and period ending points to ensure score accuracy. After game is concluded the table staff and the scoring official will verbally agree on the final score before it is reported to tournament administration. The scoring official does not need to sign the score sheet.

Penalty minutes will carry over from one half to the next.

Tournament Bracketing/Seeding

In general, NPD tournaments will consist of a pool play/qualifying phase and a playoff phase. Seeding and placement for the playoff phase will be determined by results in the pool/play qualifying phase. Rules for breaking seeding ties will vary slightly at each tournament based on the number of teams in each division. Seeding/tie break rules for each individual tournament will appear on the published schedule/bracket documents as they are released.

Team Rosters

Roster Size: A team must have a minimum of 10 players (1 goalie and 9 field players) present to begin a game. If, after the 15 minute grace period (outlined below in "forfeit" section), a team does not have the required minimum players the opposing team will be awarded a forfeit win. Roster maximum is 25.

Rosters are considered locked after the first game for each team begins.

Each player is allowed to be listed on only one roster and play only for that team during the entire tournament. Even if teams in different divisions are from the same club program, players are not permitted to be listed on more than roster or play for more than one team.

Team/Player Eligibility

For the High School divisions, all players on the roster must still be in high school. No players can have graduated before the event date (**see note about post-graduate players below).

In the high school elite division, the oldest players allowed to be on the roster are players that are currently in their senior year of high school or who will be entering their senior year in the next school term. Underclassmen of any designation are allowed in the Elite division.

In the high school rising stars division, team rosters must be made up entirely of players that are, at most, preparing to enter their junior high school year or that are current juniors. No current seniors or seniors-to-be are allowed in the rising stars division!

NEW FOR 2011 SEASON: For youth divisions (U9, U11, U13, & U15) the age cutoffs are as follows:

U9: all players must have been born after August 31, 2001
U11: all players must have been born after August 31, 1999
U13: all players must have been born after August 31, 1997
U15: all players must have been born after August 31, 1995

**Please note that these eligibility rules are applicable only to NDP operated events (DSG Colorado Cup, DSG Midwest Cup, DSG Atlantic Cup, DSG Tournament of Champions). All other partner events operate under their own rules. Any questions about partner events should be addressed to the appropriate event administration.

**Note on post-graduate players:

NDP Lacrosse recognizes that some high schools in various areas of the country utilize a post graduate or “PG” program in which student-athletes enroll in an extra year of high school course work before they enroll in and begin college. These players are allowed to remain on the high school teams for an additional year while they prepare academically for university level studies. These PG players are allowed in NDP tournaments (in the Elite division only) but the team must receive special authorization from NDP staff prior to the tournament. If you have any PG players on your roster, please contact NDP immediately.

Counts/Advancing the Ball

In the youth divisions (U11, U13, U15) the only count enforced is the 4 second crease count for the goalie. There are no counts for advancement of the ball in the youth divisions.

For high school divisions only: Upon gaining possession of the ball inside the defensive half of the field, **a team must advance the ball beyond the center line within 20 seconds**. Failure to do so will result in a turnover, and the ball will be awarded to the opposing team at the spot of the violation or 20 yards laterally from the goal.

A team in possession of the ball must advance the ball into the attack area within 10 seconds of crossing the center line. Once a team advances the ball inside its attack area, the ball may be brought outside the attack area unless the team has been warned to “keep it in”.

Final 2 Minutes of Regulation (High School Divisions Only)

During the final two minutes or regulation play, offensive-stalling rules shall be in effect. The team that is ahead is required to “keep it in” once the ball has been brought into its respective attack area.

** When the score is tied, neither team is forced to keep the ball in the attack area, unless warned to “keep it in” due to stalling. **

Overtime

If necessary, overtime will be a **5 minute “sudden victory” format**. The first team to score in the overtime period shall be declared the winner. During pool/round robin play, if no team scores in overtime the score will be recorded as a tie and the game will end. There will be no timeouts allowed in the overtime period.

If overtime is necessary to decide a playoff game, the format will be **successive 5 minute “sudden victory”** periods with a 1 minute break in between each until a winner is determined. No timeouts allowed in overtime games in the playoffs.

NO TIES IN PLAYOFF GAMES!!

Forfeits

Teams will be allowed a 15 minute grace period to arrive for a scheduled game.

If a team forfeits 2 (two) games in pool play and cannot present a valid reason to tournament administration for doing so, the team will be removed from the tournament.

If a team forfeits 1 (one) game in playoff/tournament play and cannot present a valid reason to tournament administration for doing so, the team will be removed from the tournament.

Note: All forfeit situations will be considered on a case by case basis by tournament administration.

Fighting

Fighting will not be tolerated at NDP events. Any player, coach or spectator that is involved in a fight will be immediately ejected from the game and the remainder of the tournament. If the ejected person refuses to leave the field of play or continues to cause a disturbance that prohibits the game from proceeding, NDP staff reserves the right to eject that person from the facility or contact local law enforcement.

In the case of a fight during a game, NDP staff will defer to the game officials to determine which players were involved and should receive punishment. NDP staff will not take suggestions from anyone other than a tournament official (game official, scorer’s table staff, or NDP staff) as to what players were involved in a fight.

The game officials reserve the right to end a game if the game cannot be safely controlled.

Ejection from a game

If a player or coach or any other team representative (players & coaching staff) is ejected from a game for any reason other than fighting (player receives 5 penalties in one game, coaches or bench are given game misconduct) that person will be removed for the rest of the current game.

Also they will serve an additional suspension of the team's next scheduled game including overtime that is attached to the said scheduled game.

Protests

Referee calls of any kind are not grounds for protest. NDP tournament administration will stand behind calls made by game officials and will not change or override any call made on the field of play.

Note on roster checks: If a team suspects that another team is playing with an illegal roster of any kind, the head coach must alert game table staff. Table staff will contact tournament administration. See the definition of an illegal roster below.

Each team in the tournament is allowed to call for only one (1) roster check during an entire tournament and it must come from the head coach. If a roster check is called for NDP staff will check the rosters of BOTH teams involved in the game in question. The game clock will stop and remain stopped during a roster check and will not start again until NDP staff gives the go-ahead to start the game again.

All roster checks must be called for during the game in question. Once the game is over, no roster check will be performed.

The following scenarios are deemed by NDP Lacrosse as teams using "illegal rosters":

- *Players not listed on the team's official tournament roster
- *Players participating on more than one team in the tournament
- *New players appearing for games that are not listed on the official roster
- *Players participating that are too old for the division

If during the course of a roster check, it is determined that a team is using an illegal roster, tournament administration will take appropriate disciplinary action. Disciplinary actions may rise to the level of team disqualification from the tournament if the facts of the case warrant such a penalty. The tournament administration reserves the right to administer punishment as it sees fit.

Note: It is allowable for a player to appear for a team after the tournament has begun as long as that player was listed on the original roster before the team's first game began.

If a jersey switch of any kind becomes necessary during the tournament for any reason (inclement weather, jersey damage, etc) the team must get the approval of tournament administration

Note on Helmets

Hockey helmets (box helmets) are allowed to be used at NDP events.

Note on Penalties/Ejections for Goalies

Goalies will serve their own penalties at NDP tournaments. If a goalie is ejected from a game, the game clock will be stopped if needed to allow a replacement goalie time to suit up in the proper equipment.

Note on Stick Checks

Each team is allowed to call for one (1) stick check per game. The call must be made to the game official and/or table staff and it must occur during a dead ball situation. The clock will stop during a stick check situation.

Note on Longpoles

Longpoles are allowed in all divisions including U11.

Note on Body Checks

Body checks are allowed, however, takeout checks are NOT allowed.

Note on Weather

Tournament staff will make any and all decisions concerning delaying or cancelling of games due to inclement weather. Officials, coaches, parent or any other non-tournament staff member should not attempt to stop a game because of inclement weather. Any concerns over weather should be addressed to tournament staff.

Tournament administration reserves the right to final say on all matters and sole right to make interpretations on any tournament rule.