

Sticks & Stones Invitational

April 18, 2009, Trabuco Hills HS

Thanks for making it possible for your school to participate in the Sticks & Stones Invitational. We anticipate a full and fun day of lacrosse for our 12 participating schools coming from places as far north as Beverly Hills and as far south as San Diego.

All coaches are required to check-in at the tournament check-in/headquarters tent one (1) hour prior to their first scheduled game. Team trophies will be awarded to the first and second place teams. All-Tournament selections will be made by the coaches, so please turn in your selections at the completion of pool play. To make selecting the All-Tournament team easier, **please email your roster to scott.mann@svusd.org by Monday, April 13, 2009.**

What to Expect

Every school has been scheduled for three games and efforts have been made to make sure schools that have played each other multiple times throughout the season will not meet each other in pool play. There will be four pools consisting of three teams apiece.

After pool play, teams will be seeded to play another team with a similar pool record. The first place teams from each pool will advance to the championship bracket for semifinal games and the winners will play a fourth championship game. The championship game will consist of two 15 minutes halves to meet the CIF tournament rules for Girls' Lacrosse (150 minutes maximum for a non-school day). All participating teams are guaranteed and committed to play a minimum of three (3) games (exception: championship game) so please honor your school's commitment.

A trainer will be onsite all day, but teams must provide their own supplies.

Tournament Rules and Information

All CIF rules will apply with the following exceptions. Each game will consist of two 20 minute halves with a five minute halftime; excluding the championship game, which will consist of two 15 minute halves. All halves will be running clock. Overtime will be played for the championship semifinals and finals only; if necessary. There will be no timeouts in this tournament. Each field will have a separate airhorn for all pool play games so teams must be ready to play at their assigned time. Stick checks will be conducted at the beginning of each team's first game. All other stick checks are at the umpires' discretion. Teams are responsible for being ready to play before the scheduled time for each game and it is possible for games to start even without the entire team on the field. Umpire rulings are final and there is no protesting. All games will be played rain or shine unless otherwise decided by the umpires.

In the case of a pool play tie, the following tie breakers will be used. #1 head-to-head record, #2 fewest goals against (all games played within the pool), #3 fewest cards (all games played within the pool), #4 coin toss.

The format for overtime during the championship semifinals and finals will be a sudden victory. We will skip the US Lacrosse rules involving a break and two (2) three minutes halves and go directly to sudden victory. Teams will defend the same goal they were defending during the second half and play will continue, untimed, until a goal is scored.

The following point system will be used to determine seeding after pool play: four points per win, two points per tie, and zero points per loss.

Abuse of the umpires will not be tolerated, and flagrant violations may result in team disqualification. Teams and individuals that are abusive, destructive, or in any other manner reflect negatively on the tournament both on and off the field will be disqualified at the discretion of the Tournament Director and prohibited from returning in the future.

Any problems or complaints shall be brought to the attention of the Tournament Director, Scott Mann.



Schedule

Pool play games will begin as scheduled so coaches need to pay attention to the schedule listed on the following page. Field locations are shown on the parking map. **Finally, when a team is scheduled to play on the Stadium Field, all food and beverages are prohibited (excluding water).**

Additional Items

Food (traditional tournament snacks, lunch items, and beverages) will be available for purchase at the tournament. Additionally, a limited number of tournament t-shirts will also be offered for sale. Parking (see map) at the school site is at a premium so teams should not consider leaving the tournament site during the day. Parents should consider parking in the lots alongside Los Alisos, while buses should park on Mustang Run.

Dogs or other pets, with the exception of licensed service dogs, ARE NOT allowed on the fields, the school grounds and tournament grounds. Owners with their pets will be advised of this policy and asked to leave the premises.

Teams are encouraged to bring canopies, folding chairs, and blankets to form their own team headquarters at the tournament. Parents and fans are also encouraged to bring folding chairs and umbrellas. Please be considerate not to litter the fields and please use the trash receptacles provided. Only teams (players and coaches) are allowed on the Stadium Field.

Patience and understanding is important throughout this tournament. We hope you enjoy yourselves and please provide us with any feedback so we may improve as Trabuco Hills continues to host the Sticks & Stones Invitational.

Thanks for attending the Sticks & Stones Invitational and please do not hesitate to ask any questions.

Sincerely,
Scott Mann
Tournament Director
Sticks & Stones Invitational

scott.mann@svusd.org
(949) 768-1934 ext.7104



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Tournament Schedule

Team Pools

Stadium Field

Pool A

- 1-Laguna Hills (Pacific Coast League)
- 2-Dana Hills (South Coast League)
- 3-Los Alamitos (Sunset League)

Pool B

- 4-Santa Margarita Catholic (Trinity League)
- 5-Trabuco Hills (Sea View League)
- 6-Beverly Hills (Bay League)

Upper Field

Pool C

- 7-Aliso Niguel (South Coast League)
- 8-Corona del Mar (Pacific Coast League)
- 9-El Dorado (Sunset League)

Pool D

- 10-Mission Viejo (South Coast League)
- 11-Foothill (Sea View League)
- 12-Patrick Henry (San Diego Section)

Pool Play Schedule

The first team (number) listed in the “away” team and should wear a dark color jersey. The second team listed in the “home” team and should wear a light color jersey.

Game Number – Teams – Location

- 1 (8:00am) – 1v2 – Stadium
- 3 (8:55am) – 4v5 – Stadium
- 5 (9:50am) – 1v3 – Stadium
- 7 (10:45am) – 4v6 – Stadium
- 9 (11:40am) – 2v3 – Stadium
- 11 (12:35pm) – 5v6 – Stadium

Game Number – Teams – Location

- 2 (8:00am) – 7v8 – Upper Field
- 4 (8:55am) – 10v11 – Upper Field
- 6 (9:50am) – 7v9 – Upper Field
- 8 (10:45am) – 10v12 – Upper Field
- 10 (11:40am) – 8v9 – Upper Field
- 12 (12:35pm) – 11v12 – Upper Field

Championship/Consolation Game Schedule

- 13 (1:45pm) – 2ndA vs. 2ndB – Stadium
- 14 (1:45pm) – 2ndC vs. 2ndD – Upper Field
- 15 (2:40pm) – 1stA vs. 1stB – Stadium
- 16 (2:40pm) – 1stC vs. 1stD – Upper Field
- 17 (3:35pm) – 3rdA vs. 3rdB – Stadium
- 18 (3:35pm) – 3rdC vs. 3rdD – Upper Field
- 19 (4:30pm) – Winner 1A/1B vs. Winner 1C/1D – Stadium

5:15pm – Awards Ceremony (1st, 2nd Place Trophies, All Tournament Selections)



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Field and Parking Lot Information

Bus Parking

It is suggested that buses park along Mustang Run as parking in the lots may prove to be difficult due to the tight corners.

Fan Parking

Please utilize the parking lots alongside Los Alisos. There will be other school activities through the day so it is suggested that fans do not move their cars during the day as parking will be at a premium.

