



## **Sticks & Stones 8**

**March 27-28, 2015**

**Trabuco Hills HS Stadium and Upper Fields  
27501 Mustang Run, Mission Viejo, CA 92691**

Dear coaches and team supporters:

Thanks for making it possible for your school to participate in the 8<sup>th</sup> annual Sticks & Stones Junior Varsity tournament. We anticipate a fun two days of lacrosse for our 28 participating schools coming from all over Southern California.

The 2015 Sticks & Stones will be broken into 4 divisions: Blue, Gray, Pink and Orange. Each will have its own champion and runner-up – trophies for both!

### **WHAT TO EXPECT**

All coaches are required to check-in at the tournament check-in/headquarters tent one (1) hour prior to their first scheduled game.

There is no player check-in.

Please bring a copy of this letter to Sticks & Stones to serve as your guide to any question that may come up during the day!

Every school has been scheduled for three games and we've tried to match up teams of somewhat like skills. We know that's never a perfect endeavor, especially at the JV level. There will be 4 divisions of competition each with their own champion.

Reminder, this is a **Junior Varsity** tournament. We know some programs have challenges with player numbers, but please do your best to respect the spirit of the competition in terms of your roster choices for the weekend.

All participating teams are guaranteed and committed to play three (3) games. Please honor your school's commitment, win or lose.

Abuse of the umpires or tournament officials 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.

A Trabuco Hills trainer will be onsite all day, but teams must provide their own supplies if players need pre-games wraps, etc.

## **TOURNAMENT RULES AND INFORMATION**

Umpire rulings are final and there is no protesting.

**Schedule:** Please remember to check the official tournament scoreboard near the registration tent to see the progress of the Sticks & Stones schedule.

### **Fields:**

- "Stadium" is the big turf field with bleacher seating.
- "Upper 1" field is the one closest to the school facilities.
- "Upper 2" field is the one furthest from the school facilities.

**Parking:** Please respect the marked parking spots in Trabuco Hills HS lots. Teams arriving later in the day may have to park in the school's front lots. NO PARKING PAST YELLOW GATES ON BASKETBALL COURTS!

**Weather:** All games will be played rain or shine unless otherwise decided by the umpires.

**Fans:** On the Upper Fields, no one but players and coaches should be in the alley between the two fields.

**Uniforms:** Home team will be the team with school name first in alphabetical order. They will wear white/lighter uniform colors.

**Playing rules:** All CIF rules will apply with the following exceptions.

- **Game times:** Each game will consist of two 20-minute halves with a 5-minute halftime. All halves will be running clock. There will be no timeouts in this tournament.
- **Game starts:** Each field will have a separate air horn for all pool play games so teams must be ready to play at their assigned time. 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.
- **Stick checks are at the umpires' discretion.**

## **STICKS & STONES TIEBREAKERS**

Since time is tight, in the case of games tied outside of the Sticks & Stones division championship game, ties will be broken using our “Mustang Shootout” format immediately after the game’s regulation-time conclusion. How does it work?

### **MUSTANG SHOOTOUT**

1. Only players on the field at that time are eligible. NO SUBSTITUTIONS. NO HUDDLES.
2. Both goalies will go to the end of field of the “home” team wearing the lighter uniforms. Visitors will shoot first. GOALIES CANNOT BE A SHOOTER!
3. Each team will get 1 free position shot from the top hash in each shootout inning until the tie is broken.
4. In each inning, a different player – chosen by the coach – will shoot from until all players on the field at game’s end have participated in the shootout. A PLAYER WHO ENDS THE TIED GAME WITH UNFINISHED YELLOW CARD IS INELIGIBLE!
5. “Defensive” team gets to have 2 players on the nearby hash marks, like a regular free position. Yes, fouls can be called – and shots retaken.
6. Shooter must go forward and shoot! Any pullback or the like will be called a “No Goal”
7. For standings purposes, the shootout win will be recorded as one goal added to the tie score for the winner.

### **CHAMPIONSHIP GAME OVERTIME**

If needed, the 4 division championship games will go to Sudden Victory overtime IMMEDIATELY after the full-time horn. NO SUBSTITUTIONS. NO HUDDLES. NO CHANGE OF FIELDS.

## **POOL PLAY (GRAY AND ORANGE DIVISIONS)**

Each division has a pair of 3-team pools. Each team will play two games against each member of their pool during 2 opening rounds.

Standings of the pool will determine your final game in the divisional playoff competition.

Here's how the final pool ranking will be determined:

Each traditional win (that is, without the aid of a shootout) is worth 5 standings points. A shootout win is worth 3 points. Shootout loss is worth 2 point. A loss gets no points.

Thus, the team with the most points is ranked first for playoff purposes; next is 2<sup>nd</sup>; and the final team is 3<sup>rd</sup> ranked. The official standings will be kept at the Information tent.

Coaches, please note: This system gives added value to traditional wins and, to a lesser degree, shootout losses. As an example: If you lose your first match in a shootout, you may still have a chance at the big prize! Win your second match and force the team that beat you in the shootout to earn a traditional win against the team you beat. If they can't, you are the pool champion head to the division title game!

## **POOL STANDINGS TIEBREAKERS**

In the event that points standings do not produce clear 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place teams in a pool, the following tie-breaking procedure shall be in place, in this order. (In the case of 3-way tie, each tie-breaker can "eliminate" a team in this process)

1. Fewest goals allowed in 2 games.
2. Head-to-head
3. Fewest goals allowed in loss
4. Fewest cards, red equals 2
5. Coin toss

All tie-breaking decisions made by Tournament Staff are final.

## **POOL PLAYOFF ROUND**

After pool play, your final game in the tournament will be in the Playoff Round. Your opponent will be determined by your final pool ranking. No. 1 seeds meet for championship; No. 2s play each other – as do No. 3s. See tournament brackets for time and location!

## **BRACKET-STYLE PLAY (BLUE AND PINK DIVISIONS)**

After opening round matches, time/location/opponent for second round and third round games will be determined by wins and losses of your team and others.

Please carefully review your schedule – and the tournament scoreboard by the Information Tent at the stadium -- to make sure your team is ready for the later-round matches!

## **SCHEDULE**

Coaches need to pay attention to the schedule. Routinely check the official tournament schedule near the Information Tent!

Please be ready to play at the scheduled time and please leave the field quickly after a game. (Post-game handshakes can be done off-field, if necessary!)

And coaches will be asked to sign each game's scorecard.

## **ADDITIONAL ITEMS**

- Food (traditional tournament snacks, lunch items, and beverages) will be available for purchase at the tournament snack bar as well as at food trucks that will be on our nearby basketball courts.
- **When a team is scheduled to play on the Stadium Field, all food and beverages are prohibited (excluding water) inside the track fence.**
- A limited number of tournament t-shirts will also be offered for sale.
- 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.
- Bathrooms are by the stadium entrance.
- Teams are encouraged to bring canopies, folding chairs, and blankets to form their own team headquarters at the tournament. The area around the Upper Field is best suited for such gatherings. Parents and fans are also encouraged to bring folding chairs and umbrellas.
- NO FIRE OR BBQs, PLEASE!
- Please be considerate not to litter the fields and please use the trash receptacles provided.
- For Stadium games, only teams (players and coaches) are allowed on the Stadium Field itself. All fans should sit in the stadium stands.

- For Upper Field games, fans should sit only on the sidelines opposite your team and keep a healthy (5 yards) distance back from the field.
- Please tell your players not to use the many fences that line our facility as practice surfaces for shooting etc. Please also respect the baseball and softball backstops, as well.

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.

### **TRABUCO HILLS HELP**

Any problems or complaints shall be brought to the attention of the Tournament Staff.

Trabuco Hills contacts:

Head Coach Scott Leong: 949-374-6413  
Assistant Coach Rich Ransom: 949-275-8350  
Assistant Coach Melanie Page: 949-677-2615  
Tournament Co-Chair Jon Lansner: 949-922-3100  
Tournament Co-Chair Delora Sandoval: 949-246-0807