



2011 TripleEDGE ICE BREAKER TOURNAMENT

Rules and Schedule

The ICE BREAKER Tournament is designed to be a fun tune-up for players, coaches, parents, and the referees as we all prepare for the upcoming season.

The tournament serves as the on field certification for new PLOA officials. There will be a senior (mentor) referee and a PLOA observer/evaluator on each field. Parents and coaches please be supportive and patient with all officials. ALL games will be supervised by TripleEDGE adult field supervisors. If you have any comments or concerns, please speak to a TripleEDGE field supervisor.

.ALL Coaches and Players MUST Check-In at the TripleEDGE Information Tent 30 minutes prior to their first game

TOURNAMENT GENERAL RULES – ALL AGE DIVISIONS

All divisions will play modified NFHS and USLYC Rules

* DIVISION specific rules are listed below Schedule

- **ONLY PLAYERS LISTED ON OFFICIAL TEAM ROSTER MAY PARTICIPATE IN THE TOURNAMENT – NO EXCEPTIONS** If a player who was not on the official team roster submitted the MUST be added to the roster on the field
- **GAME CLOCK:** All games will be 25 minute RUNNING clock. 5 minutes between games. Game clock starts at scheduled game time – ALL games MUST start and end on time. ALL games will start and stop with a central horn between the two fields. Any team not on the field and ready to play within 1 minute after the horn will start the game defending a fast break.
- **PENALTIES:** Personal and technical time serving penalty enforcement is served while the ball is in play. STOP and START time is enforced for penalties while game time is a running clock.
- **NO HORNS:** All substitutions are “on-the-fly”, even after goals. Good bench management by coaches is critical.
- **ALL Teams MUST provide a goalie and goalie equipment**
- **NO TIME OUTS**
- **FACE-OFFS:** Face-off to start the game only. After a goal, the scored-upon team will get possession of the ball at goal line extended outside the box - start on the official's whistle
- **5 GOAL MARGIN:** When there is a 5-goal or more margin, after a goal by either team, the team trailing will be awarded the ball at midfield.
- **TIE BREAKER:** NO OVERTIME in the event of a tie after regulation. The win will be awarded to the team that scores the FIRST goal of the game.
- **EQUIPMENT.** All personal equipment rules are in effect for the Fall League, including, an NOCSAE approved helmet with 4-point chinstrap, shoulder pads, arm pads, gloves, and a **MOUHPICEE**. Check your equipment BEFORE you leave for the tournament.
- **FIGHTING WILL NOT BE TOLERATED!!** A player who STARTS a fight or RETALIATES will **BE EJECTED FROM THE TOURNAMENT--NO WARNINGS.**
- **UNSPORTSMANLIKE CONDUCT:** (taunting, cursing, or disrespect shown to players, coaches or game officials) will not be tolerated by Players, Coaches or Spectators.. Disciplinary action is at the discretion of game official and TripleEDGE field staff and could result in suspension or ejection from a game or the tournament.

Referees and TripleEDGE Field staff **WILL NOT ALLOW ANYONE TO PLAY** without all of the equipment required for their age group.

2011 Ice Breaker Tournament Schedule U-13 & U-11 "A" and "Rec"
Saturday March 19

U-11 A	U-11 Rec
Games highlighted in	Games highlighted in
GOLD Teams 16- 19	GREEN Teams 20 - 23
16 - Bethesda	20 - Braddock Road
17 - Dulles South	21 - Falls Church
18 - W Loudoun	22 - South County
19 - Ashburn	23 - Annandale

U-13 A Games highlighted in BLUE Teams 1-5	U-13 Rec <u>NORTH</u> Games highlighted in YELLOW Teams 6-10	U-13 Rec <u>SOUTH</u> Games highlighted in TAN Teams 11-15
1 - Ashburn	6 - Braddock Road	11 - Bethesda - Kenety
2 - Annandale	7 - Ashburn - McFarlane	12 - W Loudoun
3 - Braddock Road	8 - Falls Church	13 - Ashburn - Miller
4 - Chantilly	9 - Great Falls - Tofil	14 - Springfield
5 - Dulles South	10 - Bethesda - Elsberg	15 - Great Falls - Okeson

Game Time	Field 1	Field 2	BYE
8:30am	20 v 21	22 v 23	
9:00am	16 v 17	18 v 19	
9:30am	20 v 22	21 v 23	
10:00am	16 v 18	17 v 19	
10:30am	20 v 23	21 v 22	
11:00am	16 v 19	17 v 18	
11:30am	1st v 2nd	3rd v 4th	
12:00pm	1st v 2nd	3rd v 4th	
12:30pm	1 v 2	3 v 4	5
1:00pm	6 v 7	8 v 9	10
1:30pm	1 v 5	2 v 3	4
2:00pm	6 v 10	7 v 8	9
2:30pm	1 v 3	4 v 5	2
3:00pm	6 v 8	9 v 10	7
3:30pm	1 v 4	2 v 5	3
4:00pm	6 v 9	7 v 10	8
4:30pm	2 v 4	3 v 5	1
5:00pm	11 v 12	13 v 14	15
5:30pm	7 v 9	8 v 10	6
6:00pm	11 v 15	12 v 13	14
	15 minute Break		
6:45pm	11 v 14	12 v 15	13
	15 minute Break		
7:30pm	11 v 13	14 v 15	12
8:00pm	12 v 14	13 v 15	11

All players should arrive and check-in at least 30 minutes prior to their first game. Teams must be dressed and ready to take the field at least 5 minute prior to all other games.

ALL Games MUST start and end on time

DIVISION SPECIFIC RULES

U-15 A and Rec

- **ADVANCEMENT:** Advancement of the ball rules shall be enforced. 20 seconds to cross mid-field and 10 seconds to get into offensive box.
- **BODY CHECKS:** Take-out body checks are permitted as long as the player uses reasonable force and no attempt to injure the opposing player is made. NOT PERMITTED: Body checks made with the intent to injure the opposing player or where unnecessary/excessive force is utilized. Players are not permitted to lower their head while delivering a body check.
- **GOALIE EQUIPMENT:** Goalies may wear soccer style shin-guards under their socks or hard-plastic shin-guards (such as used in baseball and field hockey) over their socks. Goalies are required to wear shoulder pads and are encouraged to wear arm pads.

U-13 A

All rules are the same as U-15 with the following EXCEPTIONS

- **GOALIE EQUIPMENT:** Goalies MUST wear arm pads.

U-13 Rec

All rules are the same as U-13 A with the following EXCEPTIONS

- **ADVANCEMENT:** Advancement rules shall NOT be enforced.

U-11 A

All rules are the same as U-13 Rec with the following EXCEPTIONS

- **STICK LENGTH** - Teams have the option to have up to but no more than 3 "long sticks" on the field. Long sticks must be between 42" and 60". All other stick lengths shall be between 36" - 42"
- **BODY CHECKS:** Upright Body checking is allowed. However no take-out body checks i.e.: checks delivered to take-out or put the other player on the ground are not permitted by any player.

U-11 Rec NVYLL Rules

All rules are the same as U-11 A with the following EXCEPTIONS

- **NO BODY CHECKS:** Official's control of the game: stick checks must be controlled checks. No body checks. If the ball is not moving the referee will start play following the alternate possession rule.
- **ONE PASS RULE:** 1 pass in offensive end of the field PRIOR to a shot on goal. Legitimate passes include any attempt, either completed or attempted in the air or on the ground, towards a teammate. Once one pass is completed or attempted in the offensive end, no other restriction on the offensive team will be in effect until a change of possession or timeout has occurred after which the 1 pass count starts over. If a goal is scored without one pass attempt, the goal SHALL NOT count and the ball shall be awarded to the opposing team at mid-field line. **Clarifications:** Both the player attempting the pass and the player receiving the pass must be on the offensive side of the field for the one pass count to be satisfied. A pass or clear made from the defensive end of the field into the offensive end of the field does not satisfy the one pass count. A change of possession is considered to have occurred if the goalie has made a save or any defender has obtained control of the ball. Deflected shots or passes are not considered a change of possession. A penalty does not reset the count.
- Stalling shall not be called in the last two minutes.
- All sticks must be between 36" and 42" in length. No long sticks at U11B and U11C.

Here are a few administrative / logistical bullets to help make the tournament run smoothly and is a positive experience for your team and parents.

PARKING: IMPORTANT NOTE!!! Please be aware that the management company for the buildings and parking lots immediately adjacent to and across the street from Word of Grace post "no parking tow-away" signs and are enforcing these zones vigorously 24 hours -7 Days a week. Cars parked in areas marked "no parking" may be towed away at the owner's risk and expense.

ADDITIONAL PARKING: If the parking lot and the street parking are full you are welcome to park in the lot of "Touchdown Deli" – this lot is located just prior to the first WOG entrance on the right.

- **Check-in:** All Coaches and Players MUST check-in at the TripleEDGE tent at least 30 minutes prior to their first game.
- **Warm-ups:** The facility has very little space for warming up prior to games. There is a warm up area within the industrial complex see WOG MAP.
- **Shoes:** Players may wear football or soccer (all purpose) cleats or tennis shoes. The fields are state-of-the-art "pro-turf" artificial grass and play much like real grass. We recommend you bring both types of shoes and wear what is most comfortable.
- **Team Areas:** Teams are welcome to set up team areas/tents in designated areas around the fields – NO grills allowed. Please check with the TripleEDGE Field Staff PRIOR to setting up a tent.