



August 22-23, 2020

Little Brother of War Lacrosse Tournament
Tournament Director: Bobby Gallagher
rdgallagher@ymail.com
(302) 547 - 2883

Benefits:

- Competitive match ups
- Two short days with plenty of time to hit the beach!
- Multiple Beer vendors on site
- First class venue with fun, summer atmosphere
- Twelve (12) brand new, award-winning synthetic AstroTurf fields, one (1) location
- Concession stands & built-in restrooms on-site. No Port-O-Potties!
- Certified Athletic Trainers provided by Premier Physical Therapy
- Free public Wi-Fi
- Convenient location – less than one and a half hours from Philadelphia International (PHL) and Baltimore/Washington International Thurgood Marshall Airport (BWI)
- Located off Delaware's Rt 1 Highway, less than one (1) hour from I-95 and easily accessible from any direction.
- Short Drive (30 minutes or less) from Delaware's Coastline, Award-Winning Beaches, State Parks, Camp Sites, Water Parks, Golf, Restaurants and Tax-Free Shopping. You'll find something to do while in Delaware.
- Close Proximity to Dover Downs Casino and Race Track, Delaware State Fair, DogFish Head Brewery and plenty of places of eat.

Age Divisions:

Men:

- 18 & Over (Eagle)
- 30 & Over (Hawk)
- 35 & Over (Deer)
- 45 & Over (Owl)
- 50 & Over (Bear)
- 55 & Over (Great Turtle)

Women:

- 18 & Over (Eagle)
- 35 & Over (Hawk)



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Pricing:

- Team fee: \$1,500.00
- Teams can pay via credit card online (fees apply) when you register or make checks made payable to: Kent County Regional Sports Complex Corporation.

Registration:

- All registrations must be done online at www.DETURF.COM/littlebrotherofwar. No registrations will be accepted outside of online registration.
- Registration deadline: August 1, 2020. All rosters must be complete and submitted by this date as well.

Format:

WOMEN'S DIVISION

- Points will be kept: 3 points for each win; 1 point for a tie.
- The top team from each pool, plus the next two overall wild card winners (best record and least goals against), will advance to playoffs on Sunday.
- Forfeit score: 1-0.
- Ties in overall standings will be broken by goals against *average*.
- Note that the Virtual Tent "Team Standings" page does not calculate the average goals against; only the total.

18 & Over

At the conclusion of Pool play, the winner of each pool will proceed to play offs on Sunday.

- The winner of a pool will be determined by the team's win/loss record.
- If there are two teams in a pool with a 3-0 record, both teams will advance to Pool play offs.
- Play offs consist of a 30 min. game on Saturday afternoon.
- If a pool has no 3-0 team, the top 3-1 team will be determined by head to head play in the pool (if applicable), and advance to the play offs.
- If the teams have not met in head-to-head play, then the two 3-1 teams will meet in a 30 min. match on Saturday afternoon to determine the pool winner.

30 & Over / 35 & Over

At the conclusion of Pool Play on Saturday, the #1 and #2 teams in each Pool will move forward into Bracketed Tournament play on Sunday. The #1 and #2 teams will be determined by:



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- 2. Head to Head Play (if applicable)
- 3. Goals against (average per games played)
- 4. If all the preceding is equal, then a 30 min. play-off game between the tied teams will be held at a time and place to be determined by team captains and tournament director.

45 & Over

At the conclusion of Pool Play on Saturday, the #1 and #2 teams in each Pool will move forward into Bracketed Tournament play on Sunday. The #1 and #2 teams will be determined by:

- 1. Record in Pool
- 2. Head to Head Play (if applicable)
- 3. Goals against (average per games played)
- 4. If all the preceding is equal, then a 30 min. play-off game between the tied teams will be held at a time and place to be determined by team captains and tournament director.

50 & Over

- At the conclusion of play on Saturday, the #1, #2, #3, and #4 teams will move forward into semifinal playoffs on Sunday.
- Semifinal playoffs: the #1 team plays the #4 team, while the #2 team faces #3.
- The #1, #2, #3, and #4 teams will be determined by: (1) Record; (2) Head to Head Play (if applicable); (3) Goals against (average per games played); (4) If all the preceding is equal, then a 30 min. play-off game between the tied teams will be held at a time and place to be determined by team captains and tournament director.

Rules:

Woman's Rules

- Per NCAA, the number of student athletes from any one institution shall not exceed five (rule 17.15.8.1.1.1). This means that you may not have more than five players from one university or college with existing eligibility on a roster.
- Per NCAA, incoming college freshman are not eligible to play in this tournament.
- Players MAY NOT be rostered on more than one team.
- There will be NO borrowing of players from other teams or inviting other teams' members to play for you. You can, however, borrow a goalkeeper only if she is willing to play.

General Rules

- If nine players are not at the field by the start of the game, that team will forfeit.
- GOGGLES AND MOUTH GUARDS ARE MANDATORY.



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- Two-25 minute halves with running time.
- Five minute half time.
- Overtime is sudden death that will not exceed three minutes: the first goal wins. If the score remains the same after those three minutes, the game will end in a tie.
- Points will be kept: 3 points for each win; 1 point for a tie.
- Forfeit score: 1-0.
- Ties in overall standings will be broken by goals against average.
- The top team from each pool plus the next two overall wild card winners (best record and least goals against) will advance to the playoffs on Sunday.
- Flip a coin if both teams have the same color jersey to decide who wears the pinnies.
- If there is a foul in the 8-meter and time runs out, play out the 8-meter.
- Score will be kept by the officials.

Men's Rules:

- **Time Factors:** 25 minute running time periods, including playoff and championship games. Exceptions are: the clock stops on all whistles during the last 2 minutes of the second half if within a 3 goal margin.
- **Penalty Time:** Penalty time does not start until the whistle is blown to start play and the player is in the penalty area. Penalty time is stop start.
- **Time-outs:** One time out per half. Live ball time-outs can be called with the ball ANYWHERE on the field. Time outs in the last 2 minutes stop the clock
- **Substitution:** No horn, done on the fly and through the scorer's table area, except after a goal is scored.
- **Restart:** VERY QUICK restart, except goalie gets 5 seconds when he has legitimately chased a shot.
- **Time-served penalty:** A restart shall occur after foul is signaled to scorers table and the ball is set.
- **Automatic stall warning at end of 4th period:** a team does not have to "get it in" unless they are stalling as stated in Section 11 of Rule 6. If they are being played closely, they could conceivably keep it out of the "box" the entire 2 minutes. The NCAA "box" is used, not side line to side line.
- **Dive Rule:** the NCAA dive rule is NOT USED. A goal is disallowed only when an offensive player is in the crease BEFORE the ball crosses the goal line.
- **Long sticks:** The allowable number of long sticks on the field is four (4).
- **Expulsion from game:** officials must report to their assignor, the name and the number of any player expelled from a game for using racial epithets, receiving two maligning-of-officials fouls, or violating Section 13 of Rule 5 (fighting). Ejected players will be excluded from participating in Obscene language: Minimum of two minutes. The penalty time is non-releasable.
- **Proof of age/Illegal Players:** the Team Manager/Coach is responsible for ensuring that all age requirements are met prior to each game. No underage players will be tolerated, and will result in a team's disqualification.



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- No player is allowed to play for more than one team in each age group. Rosters will be checked at random and before every playoff game to ensure compliance with these rules. The only exception is if a team's goalie is injured, in which case, by the mutual agreement of both teams, a substitute goalie may be allowed to play for more than one team.
- **Delay of game:** If a team is not ready to begin their scheduled game within 5 minutes of official game time then a delay of game penalty is assessed and the opposing team is awarded the first possession. A team may elect to begin play with 8 or 9 players without a delay of game penalty.

Rosters:

- MAX of 24 Players, Minimum of 18 players.
Player's code of conduct

Schedule:

- Schedule will be released two weeks prior to event.

Hotels:

- IF YOUR TEAM NEEDS HOTEL ROOMS, PLEASE CONTACT CHRIS@DETURF.COM. WE GET DISCOUNTED RATES SO TAKE ADVANTAGE OF THE SAVINGS!

Concession Stands:

- MAKE TAILGATING EASY – NO MORE HASSLE – NO MORE PACKING THE CAR.
- At DE TURF, you can call ahead to have your team meals prepared and delivered right to your tent from Highwater Management, the complex's exclusive concessionaire and caterers. Our concessions have spent countless hours researching and preparing a menu that meets the needs of the athlete.
- ORDER YOUR TEAM TAILGATE AT DETURF.COM/CONCESSIONS OR CALL 302-245-7570. ORDERS MUST BE PLACED AT LEAST THREE DAYS BEFORE EVENT.



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Location/Directions: DE TURF Sports Complex – 4000 Bay Road, Frederica, DE 19946

From the north (PHL)

- Take I-95 S toward Wilmington. Take exit 4A to merge onto DE-1 S for 54 miles.

From the south (Virginia Beach)

- Take 13 N through the Chesapeake Bay Bridge Tunnel. Stay on 13 N for 92 miles. Turn right onto US-113 N. Continue on US-113 N for 74 miles. Take the ramp onto DE-1 N/Bay Rd. Drive 5 miles on DE-1. DE Turf will be on your right.

From the west (Washington, DC)

- Take US-50 E for 67 miles to MD-19 E. Follow MD-19 E for 30 miles to DE-1 S in Kent County from Cypress Street.

[Link for Directions](#)
[Field Map](#)

Weather Policy:

- The DE TURF COMPLEX staff reserves the right to cancel, suspend, or postpone any DE Turf events due to inclement weather that jeopardizes human safety and/or integrity of the facility.
- In the event of thunder or lightning, the DE Turf's Weatherbug Alert System will sound a horn to notify that lightning or thunder is within a 10 mile radius. If the horn blows, all activity must be postponed immediately for 30 minutes or until the system sends the 'All CLEAR' signal of three consecutive horns. Players and spectators must seek shelter in their vehicles immediately.

Prohibited Items:

- Items prohibited from being brought onto the DE TURF COMPLEX include, but are not limited to, the following:
 - Alcohol, animals (except service animals), bicycles, drones, electronic cigarettes and vaporizers, firearms, fireworks, glass containers, grills, illegal drugs, inline skates, scooters (automated and non-automated), skateboards, projectile-like objects, tobacco products, weapons of any kind, whistles, vuvuzelas, or noisemakers of any kind.
 - Coolers with alcohol are not permitted. Beer vendors will be on-site where alcohol can be available for purchase.



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- Any amplified sound or music must not include foul/explicit language, terms that can be considered racial slurs or inappropriate content.

Tents:

- Tents are permitted on premise. All tents, canopies, flags and/or banners are required to be sufficiently weighted or secured to the ground and should not obstruct official DE TURF signage.

Reckless Behavior:

- Any person that endangers or threatens to endanger, as determined by the DE TURF COMPLEX management in its sole discretion, the safety, well-being, and peace of participants, visitors, or the DE TURF COMPLEX staff may be ejected from the complex immediately. This includes behavior considered lewd, public urination, and possession of any prohibited item.

Solicitation:

- Marketing is not permitted without the prior written approval of the DE TURF COMPLEX Management.

All remaining policies can be found at: <https://www.deturf.com/parents>