



Sticks & Stones Invitational

March 26, 2011

Trabuco Hills HS, Mission Viejo, CA

UPDATED March 21, 2011

Dear coaches and team supporters:

Due to an administrative mistake in our transition between head coaches, Trabuco Hills Girls Lacrosse erred in the scheduling of our 4th annual Sticks & Stones Invitational. To allow the largest number of girls the chance to play, we have retooled our tournament format and schedule to have 14 teams participate on Saturday, March 26th.

YOUR TEAM'S SCHEDULE HAS CHANGED!

In advance, we apologize for any confusion or inconvenience created by our error and efforts to rectify the situation. Please read these instructions carefully. While the lacrosse basics are relatively the same, the tournament format and schedule have changed.

- ✓ **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 determined by the championship game.
- ✓ All-Tournament selections will be made by the coaches, so please carefully observe top players of the day on both your team and opposing squads!

This is a **Junior Varsity** tournament. Please refrain from bringing your younger Varsity players to this tournament. I understand there are occasions where a player may have been asked by their coach to play at a different level, but please adhere to the following rule. Any player who has participated in portions of five or more Varsity games/scrimmages should not be allowed to play in this Junior Varsity tournament.

What to Expect

Every school has been scheduled for three games. Seeding was conducted based in large part upon laxpower.com rankings for Varsity teams. There will be four pools: two with four teams; two with three teams.

All participating teams are guaranteed and committed to play a minimum of three (3) games (with two teams fortunate to play well enough to earn a 4th game, the championship match!) Please honor your school's commitment.

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.

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

Tournament Rules and Information

Umpire rulings are final. There is no protesting.

All CIF rules will apply with the following exceptions.

Game times: Each game will consist of two 20-minute time halves with a 5-minute halftime; excluding the championship game, which will consist of two 15-minute halves. 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 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.

Schedule: Please remember to check the official tournament scoreboard near the registration tent to see when and where your team will play next!

Ties: In the case of games outside of the Sticks & Stones semifinal and championship game, ties will be broken using a shootout format immediately after the game's regulation-time conclusion using only players on the field at that time. NO SUBSTITUTIONS. NO HUDDLES. (At end of field of the "home" team wearing the darker uniform.) Each team will get 1 shot per shootout inning until the tie is broken. A different player – chosen by the coach – will shoot until all players have participated in the shootout. For standings purposes, the shootout win will be recorded as one goal added to the tie score for the winner.

Weather: All games will be played rain or shine unless otherwise decided by the umpires. If weather is inclement and we are prevented from using our grass Upper Field, the entire tournament will be played on the turf Stadium. Due to time constraints, teams will play just two games with a rain schedule.

Pool Play

To accommodate 14 teams, we'll have a novel two-tiered pool play to determine our semifinalists.

✓ **GROUP TURQUOISE** has two pools consisting of:

POOL TEAL: Laguna Hills, Dana Hills, Foothill and La Canada.

POOL AQUA: El Toro, Esperanza, Newport Harbor and Tesoro.

This Group will run like a traditional tournament playoff. If there is a tie, we will use a shootout format to settle the winner of the contest.

Win your first-round game, advance to pool "final" vs. winner of your pool's other game. Losers go to a pool consolation game in the second round. After second round, pool will have a champion, runner-up, 3rd place and 4th place team.

Teams will then meet a similarly ranked team from the other pool in their third round match. Champion advances to the Group Turquoise final.

✓ **The other half of the tournament is GROUP BLACK, run in pool-play style. It consists of**

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POOL GRAY: Santa Margarita, Trabuco Hills and El Dorado.

POOL SLATE: Corona del Mar, Mission Viejo and Los Alamitos.

The first place teams from each pool will advance to semifinal games. Others will play a similar seed from the other pool in a third-round consolation match.

In the case of a pool play tie in the standings, the following tiebreakers for seedings for third round games will be used:

#1 head-to-head record

#2 fewest goals against (all games played within the pool)

#3 fewest cards (all games within pool, 1 point for a yellow card, 2 points for a red card)

#4 most non-shootout wins.

#5 most goals scored (all games, 10 maximum per game count toward tie-breaker)

#6 most shutouts.

#7 coin toss.

Third-round, semifinal and championship rounds

Semifinal will be between winners of the four pools. Championship will be between winners of semifinal. The championship game will consist of two 15-minute halves to meet the CIF tournament rules for Girls' Lacrosse (150 minutes maximum for a non-school day).

If there is a tie in a semifinal or final match, we will skip the US Lacrosse rules and go directly to sudden victory. NO BREAK OR HUDDLES. Teams will defend the same goal they were defending during the second half and play will continue, untimed, until a goal is scored. All other third-round matches ending in ties when time elapses shall use shootout format to settle the contest!

Schedule

Games will begin as scheduled so coaches need to pay attention to the schedule. A copy is on last page of this letter!

Please be ready for the opening draw at the scheduled time and please leave the field quickly after a game. On-field warm-ups are highly discouraged. (Post-game handshakes can be done off-field, if necessary!)

Coaches will be asked to sign each game's scorecard. Make sure that scorecard is correct, it's the official record! In addition, please note 3 players from your team (by uniform number) and three from your opponent (by uniform number) as nominees for All-Tournament team for each of your first two games.

When a team is scheduled to play on the Stadium Field, all food and beverages are prohibited (excluding water) inside the track fence.

Additional Items

Food (traditional tournament snacks, lunch items, and beverages) will be available for purchase at the tournament snack bar. Additionally, 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.

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.

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 itself. All fans should sit in the stadium stands

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.

Again, we apologize for any inconvenience caused by our retooling of the schedule. Thanks for attending the Sticks & Stones Invitational and please do not hesitate to ask any questions.

Sincerely,

Scott

Scott Leong
Trabuco Hills HS Girls Lacrosse
Junior Varsity Coach
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GROUP TURQUOISE

POOL TEAL	POOL AUQA
Laguna Hills	El Toro
Dana Hills	Esperanza
Foothill	Newport Harbor
La Canada	Tesoro

GROUP BLACK

POOL GRAY	POOL SLATE
Santa Margarita	Corona del Mar
Trabuco Hills	Mission Viejo
El Dorado	Los Alamitos

Game	TURF STADIUM	Time	UPPER FIELD (GRASS)	Game
1	Foothill vs. Dana Hills	8	El Toro vs. Esperanza	2
3	El Dorado vs. Santa Margarita	855	Corona del Mar vs. Mission Viejo	4
5	Laguna Hills vs. La Canada	950	Tesoro vs. Newport Harbor	6
7	Trabuco Hills vs. El Dorado	1045	Los Alamitos vs. Corona del Mar	8
9	WIN GAME #2 vs. WIN GAME #6	1140	WIN GAME #1 vs. WIN GAME #5	10
11	Mission Viejo vs. Los Alamitos	1235	Santa Margarita vs. Trabuco Hills	12
13	LOSE GAME #2 vs. LOSE GAME #6	130	LOSE GAME #1 vs. LOSE GAME #5	14
15	2ND GRAY vs. 2ND SLATE	225	3RD GRAY vs. 3RD SLATE	16
17	WIN GAME #9 vs. WIN GAME #10	320	1ST GRAY vs. 1ST SLATE	18
19	WIN GAME #13 vs. WIN GAME #14	415	LOSE GAME #9 vs. LOSE GAME #10	20
21	WIN GAME #17 vs. WIN GAME #18	510	LOSE GAME #13 vs. LOSE GAME #14	22

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| Pool Auqa final | Game #9 |
| Pool Teal final | Game #10 |
| Semi #1: Group Turquoise final | Game #17 |
| Semi #2: Group Black final | Game #18 |
| Sticks & Stones championship | Game #21 |