

Tournament Director: Adam Orr

LOCATION

Adirondack Sports Complex, 326 Sherman Avenue, Queensbury, New York. Take Exit 18 off the Northway (I-87); Turn right toward Glens Falls off the Exit ramp; Turn left at the traffic light on to Richardson Street; At Volunteer Fire Station take an immediate left and right on to Veterans Way; Turn left onto Sherman Avenue at the end of the Veterans Way; Follow Sherman Avenue over the Northway; The Adirondack Sports Complex is on the left.

DATE & TIME

Sunday, February 22nd, 2009 [10 AM - 3 PM / TBA]

FORMAT

7 V 7, with 3-Game Pool Play, leading to a seeded Single Elimination Tournament. Each team is guaranteed a minimum of four games [3 games in Pool Play and at least one in the Single Elimination round].

TIME LIMITS

All games will be 25-minutes with running time. A central horn will start & stop all games on time. Officials will be provided for all games. Quarter-field games are played on 50x31 yard fields. Half-field games are played on 70x50 yd. fields.

DRAWS

The Pool Play brackets will be determined through a draw conducted prior to the start of the tournament. Coaches will receive the brackets prior to the start of the tournament. The seeding for the Single Elimination rounds will be based on team records from the Pool Play [win=2 points / tie=1 point / loss=0 points]. For teams with the same record in pool play, the first tie breaker is head-to-head, the second tie breaker is total goals allowed, and the third tie breaker is total goals scored.

TIE SCORES

Pool Play games may end in a tie. In the Single Elimination Tournament, any game that is tied at the end of the 25-minute time limit, play will immediately continue (uninterrupted) into sudden-victory.

Tournament Rules

- NO BODY CHECKING, equal pressure ONLY [Personal Foul=1 min. penalty].
- All teams field: 2 attack, 2 midfield and 2 defense, with a goalie.
- Maximum of three long-sticks are allowed on the field at any time.
- Onsides is in effect: 2 players on the offensive half and 3 players on the defensive half of the field.
- Each team must have an adult coach who will be in charge of team discipline and act as the team's representative.
- Each game begins with a face off. Wing middie must be positioned to the left of his face-off man at the intersection of the sideline and the midfield line. Defensemen and attackmen must remain behind the goal line extended until the referee's signal of possession. The goalie must remain in the crease area until possession is called.
- After a goal is scored the ball is awarded to the scored upon goalie who puts the ball in play from his crease area. A referee must whistle to indicate play has resumed. When the goalie is ready, the whistle will blow.
- If a team scores during a flagdown, slow-whistle situation and the infraction is a personal foul, the goal counts and the offended team receives the ball at midfield for a 4 on 3 Man Up situation. If the team scores during a technical foul, the goal counts and the penalty is wiped out.
- Each team is allotted 1 timeout per game. TOs are 1 minute long. No timeouts in the last min. of a game.

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