



2017 PrimeTime Fall Classic Rules and Championship Format

1. Team Certifications: All participants must complete online waiver that can be found at the event home page. All programs must submit roster form found at event home page. All Coaches/Program directors must complete the rules and tiebreaker confirmation page that can be found at the event home page.
2. Players playing for other teams: Players will NOT be allowed to play in games across the same level (i.e. A player rostered on Team Dolphin Black in 2020 CANNOT play for Team Dolphin White in 2020). Players however can play up across a division (i.e. A player playing on Team Dolphin Black 2021 is ALLOWED to play for Team Dolphin 2020).
3. Length of Game: All games will consist of two, 20-minute running-time periods with a 2-minute half time and 3 minutes between games.
4. There will be a central horn at the START and END of the game. No overtime periods will be played (with the exception of championship and playoff games).
5. Substitutions: Substitutions will be done on the fly.
6. Timeouts: There will NOT be any timeouts given in either regular or championship game play.
7. Injury Stoppage: In the event of an injury to a player during a game the clock will not stop and no extra time will be added to the game.
8. Slaughter Rule: A 10-goal rule will be used for all games. As long as a team has a ten-goal lead, the opposing team will have the option to receive the ball at the centerline following the goal or facing off. All coaches are requested to take appropriate steps to manage the total goals scored by their teams in a slaughter situation.
9. NCAA Lacrosse Rules apply with the exceptions below:
10. No penalties for 3+ faceoff violations in a half
11. No shot clocks

12. Advancing the ball: No count 2025 and 2026 divisions.
13. Body checks are permitted at all divisions. No take out checks are permitted by any player at any level. DEFINITION: A takeout check occurs when a player lowers his head or shoulder with the force and intent to take out (put on the ground) the other player.
14. Stick Checking: Controlled one-hand checking is allowed, as a point of emphasis, however, officials will be directed to call such checks closely, watching for stick control and off-hand activity. Any stick contact with the helmet including "the brush" shall be considered slashing.
15. The team that is leading the game must keep the ball in its attack area during the last two-minutes of the game.
17. Time Serving Penalties – Personal and Technical Fouls: All time serving Personal and Technical Fouls will be kept by score keeper and will be running time penalties. All penalties will be time and a half (60 second penalty will become 90 second running time).
18. Ejections: If a referee determines that any player's safety is in jeopardy, he reserves the right to eject anyone from a game, including players, coaches or any other person associated with the team. ALL EJECTIONS WILL BE REVIEWED BY TOURNAMENT DIRECTORS AND WILL DETERMINE IF FURTHER DISCIPLINARY ACTION NEEDS TO BE TAKEN. THE JUDGEMENT OF THE TOURNAMENT DIRECTORS IS FINAL.
19. Number of Coaches on a Sideline: Each team will limit the number of coaches in the bench area to three, a Head Coach and two Assistant Coaches. Only the head coach can communicate with the Referee at any point during the game.
20. Game scores: Each field will have an official tournament scorer that will be responsible for scoring all games. Scores will be communicated to the scorers tent at the end of each game via radio after confirmation with each team's head coach.
21. Water: Each team is responsible for bringing a water container and water to the tournament.
22. Clean up of bench areas after games: Each coach is requested to ensure that the bench area is picked-up after each game. Trash cans are available near bench areas and trash bags, if needed, are available in the Registration Tent.
23. Resolution of problems or disputes: The Tournament Director (in consultation with the Head Official, if required) will make all final rulings/decisions on any and all problems or disputes.
24. Round-robin games that are tied after the final horn will be considered a tie

25. Playoff games that are tied will immediately go into a 3 v 3 braveheart

- * Each team will have three players, plus a goalie (4 total)

- *Substitutions are allowed

- * Overtime period will begin with a faceoff with non-faceoff players on the two wings

- * Teams need to keep one player back at all times and can only have three players max in the attacking end of the field (Goalie can go over, if one field player stays back)

- * If a penalty is called in overtime, the penalized team will play man down 3 on 2, then 3 on 1. Once down 3 on 1, each subsequent penalty will result in a 4 on 1, 5 on 1, 6 on 1.

- * First team to score wins

CHAMPIONSHIP / TIEBREAKER FORMAT

2022 Black

Teams will compete in 3 round robin games with the top two teams playing in a 4th championship game

2022 Green

Teams will compete in 2 round robin games within their pool. The top team from each pool will play in semi-finals games and the winners of those will play for a championship. After the 2 round robin games, the remaining teams will be re-bracketed to play their 3rd game against a team with a similar record from the other pools

Green 1st place will play Red 1st place in Semi-final 1

Blue 1st place will play Black 1st place in Semi-final 2

Green 2nd will play Red 2nd in a Consolation game

Blue 2nd will play Black 2nd in a Consolation game

Green 3rd will play Red 3rd in a Consolation game

Blue 3rd will play Black 3rd in a Consolation game

2022 White

Teams will play 3 round robin games within their pool, and the top team from each pool will then compete in a 4th championship game

2023 Black

Teams will compete in 3 round robin games with the top two teams playing in a 4th championship game

2023 Green

The teams will compete in 2 round-robin games. After those 2 games, the top four teams will play in the semi-finals and compete for a championship, the other six teams will be re-seeded and play their third and final game against the next seed. (5th seed will play 6th seed, 7th seed will play 8th seed, 9th seed will play 10th seed)

2024 Black

Teams will each play 3 round-robin games within their pool. The top team from each pool will then play each other in the championship game.

2024 Green

Teams will compete in 3 round robin games with the top two teams playing in a 4th championship game

2025 Black

The teams will compete in 2 round-robin games. After those 2 games, the top four teams will play in the semi-finals and compete for a championship, the other six teams will be re-seeded and play their third and final game against the next seed. (5th seed will play 6th seed, 7th seed will play 8th seed, 9th seed will play 10th seed)

2026 Black

Teams will play 3 round robin games with the top two teams playing in a 4th championship game

2026 Green

Teams will play 3 round robin games with the top two teams playing in a 4th championship game

Tie – Breakers – 2 Team

1. Head-to-head
2. Goal Differential (Capped at + or – 8) (+12 is advances over +11 etc.)
3. Goals Against
4. Points of teams beaten (Add up the total points of the teams you beat. 3 points for win, 1 for tie – beating two teams that go 1-1 puts you ahead of someone beating two teams that go 0-2)
5. Coin Flip

Tie – Breakers – 3 Team (applicable until one team is above the rest, then move with lower two teams to 2-team tie-breaker above)

1. ***If each team has played each other and one team is 2-0 against the other two, the 2-0 team will advance and the other two proceed to 2 team tie-breaker above (team with most points, 3 points for a win and 1 point for a tie is pulled out and advances with other two moving to two team tie-breaker)
2. ***If each team has played one another and each team is 1-1 in those games continue to tie-breaker 3
3. Goal differential between all 3 teams (capped at + or – 8 per game) (team with highest goal differential advances. If two teams need to advance, then the top two goal differentials advance. If two teams need to advance and one team is the highest and other two are tied, then the top goal differential team advances and the other two move to two team tie-breaker)
4. Goals against
5. Points of teams beaten

Tie – Breakers – 4 Team (applicable until one team is above the rest, then move with lower two teams to 2-team tie-breaker above)

1. Goal Differential (Capped at + or – 8) (If only 1 team is to advance, the top goal differential advances. If two teams are tied for goal differential ahead of other two teams, those two advance to two-team tie-breaker, or three team if three teams are tied for goal differential) (If 2 teams are to advance, see above, but with top two goal differentials advancing. If three teams are tied for goal differential and only two are to advance, move to three team tie-breaker) (If 3 teams are to advance, see above, but with top three goal differentials advancing and lowest goal differential is out)
2. Goals Against (If only 1 team is to advance, the lowest goals against advances. If two teams are tied for lowest goals against ahead of other two teams, those two advance to two-team tie-breaker, or three team if three teams are tied for goals against) (If 2 teams are to advance, see above, but with two lowest goals against advancing. If three teams are tied for goals against and only two are to advance, move to three team tie-breaker)

(If 3 teams are to advance, see above, but with lowest three goals against advancing and highest goals against is out)

3. Points of teams beaten (Add up the total points of the teams you beat. 3 points for win, 1 for tie – beating two teams that go 1-1 puts you ahead of someone beating two teams that go 0-2) (If only 1 team is to advance, the greatest points of teams beaten advances. If two teams are tied for points of teams beaten ahead of other two teams, those two advance to two-team tie-breaker, or three team if three teams are tied for points of teams beaten) (If 2 teams are to advance, see above, but with highest points of teams beaten advancing. If three teams are tied for points of teams beaten and only two are to advance, move to three team tie-breaker) (If 3 teams are to advance, see above, but with highest points of teams beaten advancing and lowest is out)

Tie – Breakers – 5 Team (applicable until one team is above the rest, then move with lower two teams to 2-team tie-breaker above)

1. Goal Differential (Capped at + or – 8) (If only 1 team is to advance, the top goal differential advances. If two teams are tied for goal differential ahead of other two teams, those two advance to two-team tie-breaker, or three team if three teams are tied for goal differential) (If 2 teams are to advance, see above, but with top two goal differentials advancing. If three teams are tied for goal differential and only two are to advance, move to three team tie-breaker) (If 3 teams are to advance, see above, but with top three goal differentials advancing and lowest goal differential is out)
2. Goals Against (If only 1 team is to advance, the lowest goals against advances. If two teams are tied for lowest goals against ahead of other two teams, those two advance to two-team tie-breaker, or three team if three teams are tied for goals against) (If 2 teams are to advance, see above, but with two lowest goals against advancing. If three teams are tied for goals against and only two are to advance, move to three team tie-breaker) (If 3 teams are to advance, see above, but with lowest three goals against advancing and highest goals against is out)
3. Points of teams beaten (Add up the total points of the teams you beat. 3 points for win, 1 for tie – beating two teams that go 1-1 puts you ahead of someone beating two teams that go 0-2) (If only 1 team is to advance, the greatest points of teams beaten advances. If two teams are tied for points of teams beaten ahead of other two teams, those two advance to two-team tie-breaker, or three team if three teams are tied for points of teams beaten) (If 2 teams are to advance, see above, but with highest points of teams beaten advancing. If three teams are tied for points of teams beaten and only two are to advance, move to three team tie-breaker) (If 3 teams are to advance, see above, but with highest points of teams beaten advancing and lowest is out)