



2018 Bulldog Brawl Rules and Championship Format

1. Team Certifications: All participants must complete online waiver online at the link [HERE](#)
 - Rosters must be submitted for all teams youth and high school prior to the event. June 4th for high school teams and June 8th for youth. Additionally, every player on the roster must complete a waiver form prior to the tournament. Rosters and waivers will be checked prior to all playoff games, and if any of the players are either not on the roster or have not filled out a waiver, **TEAMS WILL FOREFIT THEIR PLAYOFF GAME.** If a player needs to be added after you have submitted your roster, please email Spencer@PrimeTimeLacrosse.com with the additional player's info.
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. Time will be kept on each field by the scorekeepers. 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, 2026, 2027 divisions.

13. Body checks are permitted at all divisions except 2027. 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

26. Poles are allowed at all ages with the exception of 2027

CHAMPIONSHIP / TIEBREAKER FORMAT

2019 Black

Teams will play 3 round robin games and afterwards will be re-seeded for playoff and consolation games. The top two teams from each bracket will make the playoffs and be seeded for quarterfinal games. The remaining teams will play in consolation games.

2020 Black

Teams will play 3 round robin games in their pool. The top two teams from each pool will advance to the playoffs with the 1 seed in pool Yellow playing the 2 seed in pool White and vis-a-versa. The winners will compete for the championship while remaining teams will be placed in consolation games.

2020 Blue

Teams will play 4 round robin games and afterwards the top team teams in the division will compete for a championship.

2021 Black

Teams will play 4 round robin games, and after the top four teams will advance to the playoffs with the 1 seed playing the 4 seed and the 2 seed playing the 3 seed.

2021 Blue

Teams will play 3 round robin games in their pool. The top two teams from each pool will advance to the playoffs with the 1 seed in pool Yellow playing the 2 seed in pool White and vis-a-versa. The winners will compete for the championship while remaining teams will be placed in consolation games.

2022 Black

Teams will play 4 round robin games, and after the top four teams will advance to the playoffs with the 1 seed playing the 4 seed and the 2 seed playing the 3 seed.

2022 Blue

Teams will play 3 round robin games in their pool. The top two teams from each pool will advance to the playoffs with the 1 seed in pool Yellow playing the 2 seed in pool White and vis-a-versa. The winners will compete for the championship while remaining teams will be placed in consolation games.

2023 Blue

Teams will play 3 round robin games in their pool. The top 4 teams will advance to the playoffs. Those 4 will compete for the championship while remaining teams will be placed in consolation games.

2024 Black

Teams will play 3 round robin games in their pool. The top 4 teams will advance to the playoffs. Those 4 will compete for the championship while remaining teams will be placed in consolation games.

2024 Blue

Teams will play 3 round robin games in their pool. The top 4 teams will advance to the playoffs. Those 4 will compete for the championship while remaining teams will be placed in consolation games.

2025 Black

Teams will play 4 round robin games, and after the top four teams will advance to the playoffs with the 1 seed playing the 4 seed and the 2 seed playing the 3 seed.

2026 Black

Teams will play 3 round robin games and be re-seeded for playoffs.

Tie – Breakers – 2 Team

1. Head-to-head
2. Goal Differential (Capped at + or – 8)
3. Goals Against
4. Points of teams beaten (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 - If two teams need to advance, then the teams with the fewest goals against advance. If two teams need to advance and one team has the fewest goals against and other two are tied, then the fewest goals against team advances and the other two move to two team tie-breaker)
5. Points of teams beaten

Tie – Breakers – 4 Team (applicable until one or two teams is / are above the rest, then move with lower three teams or two teams to 3 / 2-team tie-breaker above)

1. Goal differential between all 4 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 teams move to two team or three team tie-breaker)
2. Goals against - If two teams need to advance, then the teams with the fewest goals against advance. If two teams need to advance and one team has the fewest goals against and other three are tied, then the fewest goals against team advances and the other teams move to two / three team tie-breaker)
3. Points of teams beaten

4. Coin Flip

Tie – Breakers – 5 Team (applicable until one or two or three teams is / are above the rest, then move with lower four teams or three teams or two teams to 4 / 3 / 2-team tie-breaker above)

1. Goal differential between all 5 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 others are tied, then the top goal differential team advances and the other teams move to two team or three or four team tie-breaker) If more than one needs to advance the highest goal differentials will advance and be seeded based on the 2/3/4 team tiebreakers needed
2. Goals against - If one team need to advance, then the team with the fewest goals against advance. If two teams need to advance, then the two teams with the fewest goals against advance. If two teams need to advance and one team has the fewest goals against and other three are tied, then the fewest goals against team advances and the other teams move to two / three team tie-breaker)
3. Points of teams beaten
4. Coin Flip

***** In order to guarantee the best possible experience for all tournament participants, we reserve the right to make changes such that teams in consolation games are able to play a team they haven't already played (Team Dolphin Blue is scheduled to play Team Dolphin Black, while Team Hippo and Team Giraffe play in the consolation, these would be switched such that the two Team Dolphin teams do not play in the consolation).