



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. 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](mailto: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. There will be a central time for all fields sent over radio to each of the field scorers. 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:

- No penalties for 3+ faceoff violations in a half
- No shot clocks
- Advancing the ball: 30 seconds to get the ball into the offensive box

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. There is no “keep it in” while under 2-minutes

16. 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).

17. 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.

18. 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.

19. 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.

20. Water: Each team is responsible for bringing a water container and water to the tournament.

21. 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.

22. 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.

23. Round-robin games that are tied after the final horn will be considered a tie

24. 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
- First team to score wins