

****SCOREKEEPERS/TIMERS INFORMATION****
2018 South Sound Lacrosse Tournament Game Rules

The following includes information needed for the timing and scoring of each tournament game. Please read prior to the start of each game. If there are questions, please contact Curtis Estes at 253-405-9972

1. Game Length - Each game will have 20 minute running halves with 5 minute halftime. Game times are run from a central clock (listen for the horn).

- The game must start and stop on the central clock. NO EXCEPTIONS.
- The table should keep a clock to record scores and penalties but this is not the official clock. The clock should also be kept in order to alert the referees of two minutes remaining in the game. This will allow them to enforce the “keep it in the box” rule for the team in the lead.
- Each team will be allowed one (30 sec.) timeout per half, game clock will not stop.
- There will be no timeouts allowed in the last 2 minutes of the game.

2. Penalty Timing – Penalties will be assessed 1.5 (time and a half).

- Penalty clock starts when official signals the resumption of play.
- On a second penalty, the first penalty clock stops on the whistle and resumes when play is resumed (meaning, the penalty clock does not run when the official is instructing the table regarding a 2nd penalty).

3. Tie Games – No overtime play in Pool Play. There is overtime in Play-offs.

- If a playoff game ends in a tie, there will be 1 sudden victory 5 minute overtime period, then a Braveheart if needed.
- Braveheart will be 2 vs 2 (1 field players and 1 goalie for each team).
- No timeouts during overtime periods. There will be a one-minute break prior to the OT period or Braveheart.

4. The HOME team Scorekeeper will provide the official score to the Tournament Scorekeeper (located by the Concessions stand) immediately after the end of the game.

5. Ejections

- The Scorer’s Table needs to report all Ejections to the Tournament Director.
- If ejected from a game, a player or coach will not be allowed to participate in any way in the team’s next game, and is prohibited from being on the field during the game. NO EXCEPTIONS.
- If ejected for fighting, the player will be ejected for the balance of the tournament. The HOME team Scorekeeper must notify the Tournament Director if there are any ejections during the game.

****THANK YOU AND GOOD LUCK!!****