

2018 South Sound Lacrosse Tournament Rules

- All games governed by the 2018 Boys Lacrosse NFHS rules, with the following exceptions.
- Each Head Coach must check in at the Tournament Booth prior to the first game to ensure all paperwork and payments are complete and in order.
- Rosters – A complete picture roster with name and US Lacrosse member numbers must be provided to the tournament booth prior to the first game. Players must be on the team roster during the regular season to participate and there is no swing players or playing on multiple team allowed. Teams will forfeit all games played that do not comply with this rule.
- The Format for the SSL Tournament will be pool play followed by playoffs.
 - Using the South Sound League Standings team will be placed in pools that are balanced with team from the top to the bottom of the standings. (Example: 12 team age group we would have 3 pools of 4 teams seeded as follows – Pool A teams 1,6,7,12. Pool B 2,5,8,11. Pool C 3,4,9,10.)
 - This format will accurately seed teams in the Gold or Silver Brackets for the Play-off portion and is standard for tournament formats.
- Each team will be guaranteed a total of 4 games with typically 3 Pool Play games on Saturday and a minimum of 1 game on Sunday in the play-offs. Team that continues to win will have addition games.
- 3/4 Teams in Jamboree play will be guarantee 3 game on Saturday only.
- Home teams are responsible for jersey being distinguishable – the home team is the first team listed on the schedule.
- All games will start at the top of each hour and a central horn will be used.
- A 2 minute warning “quick double horn” will sound before half and end of games to let teams and refs know the end of the period is near.
- Pool play results will determine seeding for playoff rounds.
- Teams can tie in pool play, NO Overtime.
- Tie breakers for pool play will be in the following order. Head to head, goals allowed, goal differential and finally coin toss.
- Play will consist of two 20 minute running halves with a 5 minute halftime.
- All substitutions will be on the fly to keep play moving.
- One 30 second timeout per half, not in last 2 minutes, clock does not stop.
- Checking rules are clearly defined in US Lacrosse rules and will be strictly enforced by age group accordingly.
- At 3/4 No long poles are allowed, and man-down for penalties will be enforce.
- No one handed checks at any age division.
- The team in lead, at all age groups, in the last 2 minutes of the game must “get it in and keep it in the box” or it will be a turn over.

- 5/6 and 7/8 Only will play with the 20/10 Failure to Advance and Over and Back rules.
- Due to the running clock, penalties will be timed at 1 ½ times a normal penalty (.30=.45, .60=.90 seconds, etc.)
 - The penalty clock does not run when;
 - the official is instructing the table regarding the penalty,
 - during play stoppage,
 - during time outs,
 - or the end of a period.
- Goalie penalties will be as follows - If a team has a second goalie suited up they must enter the game and the goalie serves the penalty. If no second goalie ready then technical fouls is to be served by In-home.
- Any player, coach or fan ejected from a game for behavior will not be allowed at any games the rest of the tournament.
 - If a player is ejected for fighting, the ejection is for the balance of the tournament.
 - Players fouling out for reaching the maximum minutes will be allowed in next game.
 - The team is responsible for the conduct of its fans. Unruly, disrespectful or threatening fans will be asked to leave the tournament facilities. The team may be penalized for the conduct of its fans.
 - As with the regular season, each team is required to provide a Sideline Marshall. The sideline managers for each team.
- All disputes from the field or about the tournament will be decided by the tournament committee.
- Home team has first alternate possession; Home team is listed first on the schedule.
- Each team is asked to supply volunteer to help with penalties at score table each game like in the regular season.

Overtime Rules in Playoff Bracket

- In all playoff games besides the championship, if the game is tied after regulation time periods the game will be decided by 2 vs 2 Braveheart to determine the winner.
 - Teams will each supply one field player and one goalie to play. Teams will faceoff with their field players. One player must remain on each half of the field to prevent off-sides.
 - If a penalty occurs during a Braveheart the penalized player must start 5 yards behind the opposing player to create an advantage for the penalty.
 - No timeouts during any overtime periods
 - No substitutions during the Braveheart except for injury on a dead-ball.
- During championship games only, consecutive 5 min. over-time periods will be used for tied games. Standard rules will apply. No timeouts. First team to score wins.