



Official PrimeTime Warrior Shootout Rules

1. Team Certifications: All Coaches will be required to check-in to the Registration Tent at least 45 minutes prior to the start of their first game to certify their teams, pick up a final game schedule and coordinate any last minute changes.
2. Rosters and Waivers: A roster will need to be submitted prior to first game on Saturday as well as waivers. Each team is allowed a maximum of 25 players and 3 coaches.
3. Players playing for other teams: Players will NOT be allowed to play in games across the same level (i.e. A player on Team Dolphin Black in U15AAA **CANNOT** play for Team Dolphin White in U15 AAA). Players however can play across a division (i.e. A player playing on Team Dolphin Black U13AAA is **ALLOWED** to play for Team Dolphin U15 AA). **PrimeTime Warrior Shootout Staff will be monitoring this closely, and both teams that ineligible player participates for will forfeit ALL games.**
4. Length of Game: All games will consist of two, 25 minute running-time halves, with a 1-minute halftime. There will be a central horn at the START and END of the game. No overtime periods will be played. Semifinal and Championship round games will be ONE 40 minute running time game.
5. Substitutions: Substitutions will be done on the fly and when the ball goes out of bounds on the sideline. Substitution should be on the whistle and on the fly with delay of game strictly enforced for any substitution on the whistle that takes longer than ten seconds. For a sideline substitution, *there will NOT be a horn. The referee will hold the game for sideline substitutions.*

6. Timeouts: There will NOT be any timeouts given during regular game play. A ONE minute timeout will be given for Semifinal and Championship rounds games.
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. This includes Semifinal and Championship rounds.
8. Slaughter Rule: A ten-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. Advancing the ball: There will be no ten second counts--No delay for failing to advance in either the defensive or offensive half of the field for the U11, U-13, and U-15 four-second counts for goalie clears will apply to all teams.
10. Body checking: For the U-13 and U-15 Divisions, body checking is permitted ONLY against a player in possession of the ball. 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. There will be NO body contact for U11.
11. 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.
12. Long Poles: Four long poles are allowed at the U-13 and U-15 divisions. There will be NO long poles allowed at the U11 level.
13. Offensive Stalling: The team that is leading the game must keep the ball in its attack area during the last two-minutes of the game.
14. Time Serving Penalties - Personal and Technical Fouls: All time serving Personal and Technical Fouls will result in a fast break for the offended team. A player who has committed a violation of the rules must leave the field and may be substituted (delay of game will be strictly enforced for any substitution that takes longer than twenty seconds). Prior to the whistle, all middies for both teams will be behind the midfield line (except one middle for the offended team who will line up 5 yards from the midfield line on their offensive side of the field) and all defensemen for the offending team shall line-up in their defensive area. Offending Personal Foul players shall be withheld from the game for a period of 2 minutes, offending Technical Foul players shall be withheld from the game for 1 minute, coaches shall be responsible for keeping track of the time. PLEASE NOTE: A Time Serving, man-down penalty will be given for any serious unsportsmanlike or unnecessary roughness infractions.

15. 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.

16. Code of Conduct Violations: In addition to the Federation or the US Lacrosse rules, any player, coach or anyone associated with the team who violates the Code of Conduct will be subject to a Warning, Ejection from a Game or Ejection from the Tournament depending on the severity of the infraction.

a. An ejection of a coach also results in the coach being ineligible to coach during the next game.

b. Any player ejected from a game will not be allowed to participate in the next scheduled game.

c. Anyone ejected from the tournament will not be allowed to participate in any remaining games in the tournament.

17. 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.

18. Game scores: Each field will have an official tournament scorer that will be responsible for scoring all games. Scores will be handed in to the scorers tent at the end of each game. **A win will be given three points, a tie will be given 1 point and a loss will be given zero points.**

19. Seeding and Playoffs: At the end of regular game play the TOP 4 Teams in each Division and Level will go on to a Semifinal Round. The final two teams will go on to play in the Championship Game

20. Championship Round Timeouts: One time-out will be allowed to each team, which will stop the clock. In the event of an injury the clock will also stop. Last two minutes of the game will be stop time.

21. In the event of a tie at the end of a semi-final or championship game, a four-minute running time sudden death will ensue. If there is no winner, then another four-minute sudden-death round will ensue until the tie is broken

22. Rules for Addressing Ties in Brackets: In the event of a tie in a Bracket, after all teams complete their five games, the following strategy will apply to determine the champion:

- If teams in a bracket are tied, those teams shall be subject to the following tie-breakers:

1. Direct head to head competition
2. Goal differential (not to exceed +4 or - 4 in any game)
3. Least goals against
4. Most wins
5. Points of common opponents

6. Goals against of common opponents

23. Water: Each team is responsible for bringing a water container to the tournament. A water source will be available at the tournament site.

24. 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.

25. 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.

26. At the conclusion of the tournament one champion from each Division and Level will be decided. Champions from each bracket will be awarded a PrimeTime Warrior Shootout Champion Hat.