

2020 Events Rules and Procedures

1. Team Certifications: All participants must complete an online waiver online at least 48 hours prior to the event.
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 2023 CANNOT play for Team Dolphin White in 2023). Players however can play up across a division (i.e. A player playing on Team Dolphin Black 2023 is ALLOWED to play for Team Dolphin 2022).
3. Length of Game: All games will consist of two, 20-minute running-time periods with a 2-minute half time and 8 minutes between games.
4. Time will be kept on each field by the scorekeepers. No overtime periods will be played.
5. Substitutions: Substitutions will be done on the fly.
6. Timeouts: There will NOT be any timeouts given
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. Mercy 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
 - Players may use the “motogrip” and one knee down on faceoffs

- No Crease Dive
- 20 Seconds to clear over midfield, 10 seconds to get the ball in the box
- No shot clocks
- Advancing the ball: No count for clearing for 2028 and 2029 divisions.

10. 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.

11. The team that is leading the game must keep the ball in its attack area (box) during the last two-minutes of the game (Below the restraining line and inside of the two box lines).

12. Time Serving Penalties – Personal and Technical Fouls: All time serving Personal and Technical Fouls will be kept by scorekeeper and will be running time penalties. All penalties will be time and a half (60 second penalty will become 90 second running time, 30 second penalty will become a 45 second penalty).

13. 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.

14. 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.

15. 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.

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

17. 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.

18. 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.

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