

2023 Seaside Showdown Boys Tournament Rules

Rosters and Sidelines

- All teams must submit a roster form prior to the event, and all players must complete an online waiver form
- Teams are limited to 4 coaches on the sideline

Scoring

- After each game, coaches must confirm the score with the scorekeeper

Game Time

- All Divisions
 - 50 Minute Game Block
 - 2-20 Minute halves (3 Minute halftime, 7 Minutes between games)
 - No timeouts
 - **CENTRAL CLOCK AND ALL GAME TIME AND PENALTY TIME WILL BE KEPT BY THE SCOREKEEPERS ON FIELD. REFS WILL NOT HAVE GAME TIME OR PENALTY TIME.**
- Penalties
 - All penalties are time and half and running time (30 seconds → 45 Seconds, 60 second → 90 seconds, 120 seconds → 180 seconds etc.)
- Injuries
 - The clock will continue to run and no additional time will be added to the clock

Game Play Rules

- Varsity
 - NFHS Rules
 - All teams play both days, and play 4 games against the teams in their pool and a 5th game against a team from the other pool. After the 5 games, the top team from each pool will compete in a 6th championship game
- JV
 - NFHS Rules
 - All teams play both days, and play 4 games against the teams in their pool and a 5th game against a team from the other pool. After the 5 games, the top 2 teams from each pool will compete in a 6th championship game (2025/26 Championship and 2026/2027 championship)
- 2028 / 2029
 - NFHS Rules

- All teams play both days, after the 4 pool play games teams will be seeded for playoff and consolation games and will at least 5 total games
- 2029/2030
 - 12U USA Lacrosse rules for gameplay
 - All teams play both days, after the 3 pool play games teams will be seeded for playoff games playing 5 total games
- 2030/2031
 - 12U USA Lacrosse rules for gameplay
 - All teams play both days, after the 3 pool play games teams will be seeded for playoff games playing 5 total games

Tiebreakers

All tiebreakers are based on advancing the number of teams needed, and if more than the number of teams needed to advance are tied in a category, the weakest team(s) in that category will be removed and the remaining teams will move to the appropriate tiebreaker based on the number of teams remaining.

- Tiebreakers
 - **1. Head to Head** (If more than 2 teams are tied, the team that is 2-0, 3-0 etc. against tied teams advances. If all tied teams haven't played each other, move to next tiebreaker)
 - **2. Goal Differential** (Capped at + or - 10 goals each game. Highest Goal Differential advances or lowest goal differential eliminated if multiple teams are advancing)
 - **3. Goals Against** (Team with the fewest Goals Against across all of their pool play games advances or team with most goals against is eliminated if multiple teams are advancing)
 - **4. Coin Flip**
- Pool Play Game
 - Games in pool play that are tied at the end of regulation will end in a tie
- Playoff / Championship Games
 - Playoff games ending in a tie will proceed to a 4 v 4 braveheart
 - Each team will have 3 field players and a goalie (4 total)
 - Teams line up for opening face off with goalies in the nets, and three field players lined up for faceoff at faceoff x and on wings)
 - Once the overtime begins, players are allowed to substitute as needed
 - One of the 4 players must remain on the defensive half of the field (Goalie can go over if one player stays back on defensive half of

field)

- First team to score wins
- Penalties in overtime will result in penalized team losing 1 player
 - 1st Penalty (4 v 3)
 - 2nd Penalty (4 v 2)
 - 3rd Penalty (5 v 2) (Man up team gets additional player)

Ejections and Disputes

- 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 JUDGMENT OF THE TOURNAMENT DIRECTORS IS FINAL.
- 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

