



## LAKER LIGHTNING CLASSIC TOURNAMENT RULES

1. Game runs total of 45 minutes - 20 minutes running for each half with five minutes used for half-time. There will be a central horn at the Start, End of Half, Start of Second Half and the Stop of all games. A double blast for 2 minute warning preceding half and end of game.
2. Same rules as modified boys' lacrosse apply.
3. Substitutions will be done on the fly.
4. Each team must have an adult coach (21 years of age or older) who will be in charge of team discipline and act as the team's representative.
5. Penalties are called and served as they are in regular field lacrosse. The referee releases penalized players when their serve time has expired. Penalty time does not start until the penalized player takes a knee, out of bounds, at the midline, on the bench side of the field.
6. Each team is allotted one timeout per game. No time outs in the last 5 minutes before the end of the game.
7. Team members must wear matching jerseys, which are numbered (8" numerals or larger).
8. ANY PLAYERS OR COACHES INVOLVED IN A FIGHT WILL BE EXPELLED FROM THE TOURNAMENT. NO second chances. Laker Lightning Classic has ZERO tolerance for fighting.
9. Flagrant fouls: 1st offense- expulsion from game; 2nd offense (occurring anytime during tournament after first offense) – expulsion from tournament. The certified referee will be the sole determinant as to the whether a foul is flagrant or not.
10. GAME SCORES; Officials will keep track of all game scores that will be reported to the Registration Tent. There is no overtime. Any game ending in a tie at the end of regulation remains a tie, except in the playoff games. Playoff game ties will be broken by a 5-minute "Sudden Victory overtime period. First goal in sudden death wins the game. The Tournament will use the following:

### **Point System**

- 2 points for a win
- 1 point for a tie
- 0 points for a loss

### **Tiebreaker for playoff games**

- 1) Head to Head
- 2) Overall record
- 3) Fewest goals allowed
- 4) Coin