

## 2017 Great Pumpkin Shootout

With the exception of the rules below; high school games adhere to 2017 NFHS rules and youth games shall adhere to 2017 MN Boys Youth rules.

### **Pregame**

- Coaches will certify together.
- No coin toss, first team list on the schedule in Tourney Machine shall be the home team.
- Home team shall choose which goal to defend first, and wear white/light.
- Visiting team shall have 1<sup>st</sup> AP and wear color/dark.
- Brief line up, *if time permits*.

### **Equipment**

- Standard protective equipment rules apply.
- At all levels of play, heads may meet 2017 NFHS or 2018 NCAA/NFHS specifications.
- Coach-requested, equipment check are allowed subject to usual rules.
- For coach-requested checks, they must be made prior to the last 2-minutes in pool play games (game clock does not stop but penalty clock does).
- For bracket games, equipment checks may be made any time and the clock does stop.

### **Time Factors**

- No on-field time is allotted for team warm-ups
- Games are 2 x 22-minutes running time halves with 4-minute halftime.
- Field Managers at each track penalties and penalty time.
- For pool games, halves start and end on the central horn, updates will be delivered to the field managers by radio. Game clock does **not** stop for timeouts, injuries, or equipment checks. Officials and coaches should start their own unofficial clocks on the horn.
- For bracket games, a central horn shall start the games at all fields, but games time is kept at the table and the clock will stop for timeouts, injuries, and equipment checks.

### **Timeouts**

- One 60-second timeout per team per game
- Penalty time stops during timeouts
- In pool play, the game clock will not stop, and timeouts may not be taken in the last two minute of the game.
- In bracket play, the timeout may be taken in the last two minutes or in OT, and the game clock will stop.

### **Play of the Game, Points of Emphasis**

- Youth no one-handed checks.
- 14U no take out body checking.
- 12U no body checking of any kind.
- No 20 second clear timer for 14U & 12U.
- Over and Back applies at 12U & up.
- No mercy rule.

### **Suspending Games**

- Standard dangerous weather rules apply.
- Game schedule may be adjusted as needed if there are delays due to storms, injuries, or other issues at the discretion at the Event Director.
- Games may be shortened or cancelled if necessary without refund or rebate.

### **Ejections**

- Any athlete or coach ejected during a game, is required to complete an automatic *full* 4-halves suspension.
- Any previous GNLL suspensions may result in greater penalties.
- The suspension shall start at the beginning of the next full half and must be served consecutively prior to returning to competition.
- Great Northern Lacrosse League reserves the right to suspend or expel anyone without refund or rebate, at the discretion of the Event Director.

### **Tie Game and Overtime**

- Tie games shall stand in pool play games.

#### *Overtime in Bracket Games:*

- No coin toss.
- Teams do not change goals.
- No intermission is available, teams may sub/fly during officials 20-second timer.
- The ball shall be placed at midfield for a face-off, *unless possession carries over from a penalty situation*.
- Timeouts and penalties carryover from regulation.
- No additional timeouts are awarded for OT.
- At the conclusion of the 4-minute overtime period, any subsequent overtime periods shall follow [2017 UMLOA BOYS LACROSSE TIEBREAKER POLICIES](#).

### **Pool Play Tie Breakers (Advancing to Bracket):**

#### Within Pools:

- Record
- Head to Head
- Goals Allowed
- Goal Differential
- Goals Scored

#### Within Division:

- Pool Place
- Record
- Goals Allowed
- Goal Differential
- Goals Scored