

Boys Lacrosse Tiebreaker 2017

Because US Lacrosse has specifically stated that Braveheart tiebreakers should not be used for youth games and because many tournaments need a quick resolution to tournament games in order to stay on schedule, the following tiebreaker may be adopted by tournaments when time does not permit having regular overtime periods or when there is time for a limited number of overtime periods. When the tiebreaker is used for pool play, most tournaments use a system of 3 points for a regulation (or OT) win, 2 points for a tiebreaker win, 1 point for a tiebreaker loss, and 0 points for a regulation (or OT) loss. The rules are as follows:

- Coach-requested equipment checks are allowed, subject to the usual rules, prior a tiebreaker goal being scored to end the tiebreaker
- Each team has a goalie, one long-stick player, and two short-stick players for a total of 4 players (except for 10U there will be a goalie and three short-stick players).
- If there are penalties being served at the end of regulation, they carry over to the tiebreaker.
- Possession does **not** carry over from regulation, but could be awarded due to a dead-ball foul after the end of regulation. While possession does not carry over, being short for the tiebreaker face-off is a significant disadvantage and the man-up team is very likely to gain possession.
- If a team is down 3 or more players at the end of regulation, the penalties will stack so that the team will be down only 2 players for the face-off.
- If a team is down one or two players for the tiebreaker face-off, they can choose whether one of the players on the field for the face-off will have a long stick. However, if the penalties expire to take the team back to 3 players, they must have one long stick player on the field when the penalties are released.
- Teams defend the same goal they defended in the second half and must use the goalies on the field at the end of regulation.
- Two players face off at center, with 1 player from each team behind each wing line (or with a foot on the sideline for 10U). Goalies must stay behind their restraining lines (or in the crease for 10U) until the face-off ends.
- It is a technical foul for a goalie to step on or over the midfield line. Other players may go anywhere.
- The first team to score a goal wins.
- Every two minutes, at the first opportunity that does not interfere with an imminent scoring opportunity **and** with a team in possession, the officials will stop play and all non-goalkeepers will sub out of the game.
- At the stoppage after 2 minutes, the three field players will be replaced with two short-stick players (so each team will have a goalie and two short-stick players, assuming no penalties).
- Substitution will continue approximately every two minutes after that—using the same criteria for a stopping point—with 2 field players per team, assuming no penalties.
- Other than these substitution points every two minutes, there are no live-ball or dead-ball substitutions permitted, except in the case of an injury timeout, in which case the injured player must sub out of the game (the opposing team may also substitute one player at this time).
- A team will never play with fewer than 1 field player plus a goalie. If a penalty would take a team below this minimum, the penalty stacks: the penalized player must wait to start serving the penalty until a previous penalty expires, at which point his team continues to play man-down. This is similar to the standard stacking rule. If a team is down two players at the 2-minute substitution point, one of the penalties must be converted to a stacked penalty during the stoppage substitution.
- If an on-field player is penalized and has to be replaced on the field with another player due to the stacking rule, the opposing team will also be allowed to substitute a player, but it is not required to do so.
- There are no team timeouts permitted.
- For 10U, it is preferred that ties stand, but if the tiebreaker is used there is no two-pass rule.
- All other standard rules apply, including counts.