

# 2018 GNLL Youth State Tournament

Games will be conducted using 2018 GNLL rules with the following modifications:

## Pregame

- Coin toss w/coaches, for AP or choice of goal to defend.
- There will be a brief starting lineup if time allows
- Home team = white, away team = dark.

## Time factors

- Games consist of 4 x 10-minute running time quarters.
- Quarters may be shortened if needed to keep the games on schedule.
- Quarter breaks are 2 minutes long
- Halftime will be 5 minutes (or shorter if need be to keep on schedule).
- The central clock begins running at the scheduled start time for the game regardless of whether the teams are ready to play.
- No on-field time is allotted for warm-ups.
- If a team is not on the field and ready to play at the scheduled start time, a delay-of-game violations will be assessed.

## Time-outs

- No timeouts during pool games.
- Bracket games only, one timeout per team, per half. Clock stops

## Penalties

- All penalties will be running time.
- Penalty time starts when the player is in the penalty area on a knee and the whistle has blown to restart play.
- If a penalty expires during a dead ball, the player is not released until play restarts.
- Penalty time does not run during a charged time-out, official's time out between quarters or halftime.

## Equipment

- All standard equipment rules apply, including mouth guard requirements.

- Officials will perform random equipment inspections
- Coaches may call for equipment checks prior to the last three minutes of the game.

## Overtime

- No overtime in pool games. Games shall end in a tie.
- In bracket games only, if the game is tied at the end of regulation time, the ball shall be reset for a faceoff.
- 20-seconds shall be given to teams to substitute.
- Teams will continue to defend the same goal as the 2<sup>nd</sup> half.
- AP shall carry over from regulation.
- Penalties carry over from regulation
- No timeouts are allowed in overtime, even if a team had a timeout remaining at the end of regulation.
- First goal wins

## Conduct

- If a player or coach is ejected, there will be an automatic suspension for the remainder of the current game, plus a minimum two-game suspension assessed.
- The league reserves the right to suspend, eject, or expel any player, coach or spectator from the event without refund.

Tiebreaker: In pool	Tiebreaker: In age division
Record	Pool place
Head to head	Record
Goals allowed	Goals allowed
Goal differential	Goal differential
Goals scored	Goals scored
Coin toss	Coin toss

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