

Tournament Rules

SotaLax Tournament

1. This event will follow [MN Youth rules](#) with tournament modifications for time factors and time outs. The 2 pass rule will be enforced at 10U.
2. There will not be a game clock at each field. Fields 1 thru 8 will be timed by Central Clock A at the HQ East tent. Fields 9 thru 12 will be timed by Central Clock B in the HQ West tent. Stadium field will use stadium clock.
3. The air horn/buzzer on the Central Clock A will start and stop all games on Fields 1 thru 8. The air horn/ buzzer on Central Clock B will start and stop games at Fields 9 thru 12.
4. Due to the use of central clocks, **there are no team or injury time outs allowed**. One timeout per team, per game will be allowed in Championship games at the Stadium.
5. Time Factors
 - a. **Two 20 minute running time halves**
 - b. 5 minute half-time break
 - c. **No overtime in pool play**. Overtime for bracket games is 4 v 4.
 - d. Game clocks will be started by an air horn at the top of each hour whether teams are ready to start or not
6. Each team is responsible for placing five game balls on the end line nearest their bench before the start of the game and replacing them at half-time.
7. Head coaches of each team should decide which team wears white and which team wears dark before the teams arrive at the benches.
8. There are no home or away teams. Teams will start defending the goal nearest their bench in the first half and switch sides for second half.
9. Teams should complete warm ups **before** they get to the game field.
10. A coin flip during coach certification will determine which team gets first alternate possession.
11. **All players** will be called to center of field for a brief lineup before game.
12. Schedules, brackets and results will be available online only. Download the [Tourney Machine app](#) for best results on a smart phone.

Link to Tournament Schedule <https://admin.tourneymachine.com/R41103>