

WEST COAST SHOWDOWN TOURNAMENT RULES

U10

- For U10, we will be using NCJLA Rules as modified by the rules below.
- Please note, all players must be properly equipped.
- Teams will take the goal closest to their bench.
- 8 players per team - 2 Attack, 3 Mid, 2 Def, 1 Goalie
- There will be no overtime on the first day.
- All West Lacrosse will provide lacrosse balls for every game on every field.

At the conclusion of each game:

- All goals scored will be recorded by the assigned score keeper provided by All West Lacrosse.
- Team Coaches and Referee must sign their initials to confirm the results on both scorecards
- Tournament staff will bring the scorecard to the tournament Command Center .
 - a. *This is critical for the seeding of teams on Day 2 of the event.

AGE/GRADE ELIGIBILITY

- Boys U10 (or 3rd & 4th Grade)
- We follow the NCJLA regulations for birth-date cutoffs. See details to right...
- The player's age on August 31st 2018, will be the division the player plays in for the rest of the year i.e. if the player is 9 years old on Aug 31st, 2018, then the player would play for the U10 division for the 2018/2019 year. This rule is applicable in all divisions
- Grade Eligibility- is determined by the player's grade of the current (2018/2019) school year
- Players are permitted to play UP one age division. Players are NOT permitted to play down an age division for any reason.
- ** Violating eligibility rules is subject to disciplinary action. See rules for details.

GAME SCORING

- All goals scored will be recorded by each Team Contact.
- Following each game Team Contacts will:
 - a. Fill out scorecard.
 - b. Team Contact, Coach and Referee will sign/initial both scorecards
 - c. Any discrepancies MUST be addressed before signing.
 - d. Scorekeeper will bring scorecard to All West Command Center

GAME TIE BREAKERS:

No Braveheart. Regular non-playoff games may end in a tie. Playoff games will have 4 minute running time OT period until a goal is scored. Teams will switch goals each OT period until a winner is determined.

SEEDING TIE BREAKERS:

1. Overall record within relevant bracket.
2. Head to Head Competition
3. Least # goals allowed
4. Overall goal differential
5. Least goals scored against in Game #1
6. Least goals scored against in game #2
7. Least goals scored against in game #3
8. Least goals scored against in game #4

GAME RULES

- **U10:** NCJLA Rules
 - a. Body Checking NOT allowed at U10
 - b. One handed checks NOT allowed at U10. Even an attempt that misses is considered a slash.
 - c. No counts, with the exception of the Goalie 4-Seconds
 - d. NO TIMEOUTS
 - e. NO COIN TOSS:
 - i. Teams take goal closest to your bench for the 1st half.
 - f. ALTERNATE POSSESSION:
 - i. Officials will flip a coin at the beginning of the game and make the determination for AP. Players will NOT be needed for the coin toss.
 - g. SUBSTITUTIONS:
 - i. NO HORNS- All substitutions are made on the fly.
 - h. NO STICK CHECKS- UNLESS STICK IS OBVIOUSLY ILLEGAL.

GAME TIMES:

- 25 minute running halves with a 5 minute half time and a 5 minute changeover period. The game clock will be centrally controlled by air horn.
 - a. 1 long blast signifies beginning of the game, halftime, and the end of the game.
 - b. 2 short blasts signify 2 minutes before start of game, halftime, or end of game.
 - c. Because there is only 5 minutes allowed for changeovers, it is essential that teams exit the field immediately at their game's conclusion and the next teams to play be ready to occupy the field immediately.
 - d. We encourage player handshakes at game's end. Please do so off the playing field near the sideline.
 - e. All teams are expected to clean their bench area after every game. Please do not leave any garbage.

Game Officials are responsible for:

COMMENCEMENT OF PENALTIES

- Penalties begin at the sound of the Game Official's whistle and the resumption of play.
- All penalty time will be kept on the field by the Game Official.
- Team Contacts will release all penalties.

PENALTY TIME FOR TECHNICAL AND PERSONAL INFRACTIONS

- All Penalty times are 50% longer because of running time
- Technical Infractions – 45 seconds
- Personal Infractions – 90 seconds

EJECTIONS:

- Player Ejected From Game- at the discretion of the Game Officials.
- Player Ejected From Tournament- at the discretion of the Tournament Director.
- Parental /Crowd ejections – will be dealt with on a case-by-case basis by Tournament Director. Sportsmanship is expected from the players, coaches, and fans. Any display of poor sportsmanship will result in that person being asked to leave the Facility.