

# 2022 GNLL Summer Jamboree and Youth State Tournament Rules

Games will be conducted using 2022 GNLL Youth 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

- Jamboree and Pool Play Games consist of 4 x 8-minute running time quarters.
- Bracket Play 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 3 minutes during 4 x 8 and 5 minutes during 4 x 10
- 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 unless possession carries over due to an uneven penalty situation
- 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 Division |
|---------------------|-------------------------|
| Record              | Pool place              |
| Head to head        | Record                  |
| Goals allowed       | Goals allowed           |
| Goal differential   | Goal differential       |
| Goals scored        | Goals scored            |
| Coin toss           | Coin toss               |