

# The Showdown 10u Tournament Rules

## POOL AND BRACKET PLAY

- Each team will get 2-3 pool play games and 1-2 Bracket Games, 4 game minimum, played on Saturday and Sunday only
- Each pool/division will have a winner based on (W/L/T). Win = 3 points, Tie = 1 point, Loss = 0 points.
- In case of ties in standings we will use the following criteria:
  - Total Points (Win/Loss)
  - Head to Head
  - Goals Allowed
  - Goal Differential (up to 8 points)
  - Coin Toss

## 10U SPECIFIC RULES TO NOTE

- Games will be played 8v8, 7 field and 1 goalie
- Games will be played on a modified field (half field)
- We will follow USA Lacrosse Youth rules with a few modifications:
  - The start of the game and restart at the half will be done with a draw instead of a coin toss

## GENERAL GAME PLAY 10U

- Games will have (2) x 20 minute halves running clock with a 5 minute halftime.
- There will be 1x 1 minute time out per team per half.
- Teams are expected to be ready to play at the start of the horn as the clock will run on time
- Sticks will only be checked for each team's first game of the day
- There will be no overtime for tie games in Pool play and a single 2 minute sudden death overtime for Bracket play, followed by a Braveheart at the expiration of overtime

## HEAT ADVISORY – SCHEDULED WATER BREAKS

- Should there be extreme heat, we may incorporate a 1 minute water break each half. If a water break is instituted it will remain that way for the entire day. **Coaches may coach during water breaks, and substitutions may only be made if the game is at a stop in play.**
- The field manager will alert the officials approximately 10 minutes into each half, it will be up to the officials to determine an appropriate time to take a water break.

## PLAYERS EQUIPMENT/UNIFORM

- Jersey numbers should be worn on the front & back of all jerseys and be the regulation size
- Duplicate jersey numbers must be announced to the officials before the game begins
- It will be up to the officials' discretion to determine the safety and suitability of player equipment including the wearing of an orthopedic cast or hard brace.
- Mouth guards and eye protection are mandatory for ALL players as well as certified goalie helmets and full gear.

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## INCLEMENT WEATHER

- Delays, postponements, suspensions and cancellations will be at the Tournament Directors/Facility Directors discretion.
- The schedule may be modified if necessary due to inclement weather or poor field conditions. There is a lightening detection system in place. All fields will be cleared when it sounds and play may only resume when the all clear is given by the system. It is the coaches responsibility to have their team ready to play following a weather delay.
- Go to [Tourney Machine Tournament page](#) or [www.theshowdownlax.com](http://www.theshowdownlax.com) for updates. **Email updates will be sent to the Team Admin email address with which teams were registered.**
- **NO REFUNDS WILL BE GIVEN FOR WEATHER RELATED CANCELLATIONS OR CHANGES**

## SUSPENDED & TERMINATED GAMES

- If in the opinion of game officials, a game must be suspended for any reason, the game may be resumed but is subject to being terminated not less than 5 minutes prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games.
- Should a game be terminated early for weather, safety or other reasons, the score will stand as is. Some games may be rescheduled, if so they will continue from the point at which they left off or considered complete if 80% of the game was played.

## INJURY

- Delays of the game due to injury may result in shortened game times. All games must end 5 min prior to the next scheduled game on that field. Field Managers/table officials will be assigned to each field and can call the trainer to your field in case of injury or emergency.

## ROSTERS AND AGE DIVISIONS

- All rosters must stay set throughout the event.
- Players may not be on more than one team's roster.
- Any team found to have un-rostered or double rostered players on the field will vacate all of their previous wins and potentially may be allowed to play in all their remaining games but games will result in a forfeit.
- Age division rules in the youth divisions are strict, with case by case exceptions per USL age guidelines.

## HOME TEAM

- Home team will be the team that appears first on the schedule. The home team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the umpires. If the home team cannot supply alternate jerseys, the visitor team will change. HOME TEAM should be on the left bench when facing the field from the team sideline.

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## FORFEITS

- Teams failing to report to assigned games/field at their scheduled time will forfeit that game. If the team comes late, both teams may opt to play the remainder of the scheduled game. Officials must be present.
- Teams failing to field 7 field players and 1 goalie at the scheduled time will forfeit that game, teams may choose to complete the game anyways but the score will still result in a forfeit.
- Forfeits will appear on the schedule as 1-0
- Standard USL/NFHS rules will be followed

## DISPUTES/COMPLAINTS

- All disputes will be settled by the Tournament Director, their decision will be final.
- Only Team/Club staff may dispute any loss, officiating call or other matter. Anyone who is not official team personnel MAY NOT approach the tournament director with issues.
- Teams may be penalized if anyone other than an official team staff member approaches officials, table workers or tournament directors with disputes/issues regarding game play.