

## **2026 Kamiakin Shootout General Rules - All Levels**

### **Sportsmanship:**

- SPORTSMANSHIP IS TO BE EXHIBITED BY ALL COACHES, PLAYERS AND SPECTATORS.
- The Referee Staff will strictly enforce intentional and/or unnecessary roughness, and it will not be tolerated.
- The Head Coaches are responsible for their coaching staff, players and spectators' conduct and may be assessed as a penalty up to and including forfeiting their game.
- Any coach, player, or spectator ejected from a game will not be allowed to attend the following game and may be assessed as a penalty up to and including expulsion from the rest of the tournament.
- The game ejections severity, beyond the 1-game expulsion, will be made in collaboration between the game referee, the Head Referee, and the Tournament Director.

### **Team Rosters and Waivers:**

- All final rosters must be submitted, with complete coaches & player waivers to the tournament staff by April 11th, 2026.
- This is a club team event and select travel teams and conglomerates teams made up of players from multiple teams are not allowed.
- Players may only play on 1 team during the tournament.
- Any team knowingly or unknowingly playing a non-registered player will be disqualified from the tournament.
- Players will not be allowed on the field without a waiver on file.

### **Disputes**

- Judgement calls are never disputable and are at the discretion of the game referees.
- Any tournament/game rule issues will include the Head Referee at an appropriate time.
- Conflicts/issues that occur outside of game play will be handled by Tournament Directors.

### **Timers/Scorekeepers:**

- Two timers/scorekeepers (1 from each team) are REQUIRED for all games and no more than two from any team.
- Games start on-the-hour (1/2 hour for K-2). A central horn will signal the on the hour start times. All other timing will be done at the score table for the match.
- Timekeepers will work with the referees to start and end of each half, halftime, time-outs, penalties (1.5 times), 2-minute warnings, and end of each half time countdown.

### **Tournament Format:**

- The format for the tournament will be Pool Play qualifiers on Saturday followed by Bracket Play elimination games and-or consolation games on Sunday.
- In Pool Play games, TIES ARE ALLOWED and there will not be Overtime.
- Tie breakers for Pool Play standings will be in the following order: 1) head-to-head, 2) goals allowed. 3) coin toss
- In Bracket Play, for games that result in a tie, there will be a 5-minute Overtime (first to score wins). If it is still tied after 5-min OT, there will be a Braveheart to more quickly decide the winner. (see Bracket play OT and Braveheart rules below).

### **Team Format:**

- Boys K/2 and Girls: 4 v 4, no goalie. No officials.
- Boys 3/4: 7 v 7
- Boys 5-6 and 7-8: 10 v 10
- Girls 3-4, 8 v 8
- Girls 5-6, 7-8: 12 v 12

## **Game Rules and Format:**

### **Rules - All game rules will follow CWLL rules unless otherwise specified.**

- Penalty time will begin on the restart whistle and will be 1.5 X standard penalties due to the running clock. (Example – 1-minute penalty serves 90-seconds)
- Penalty time stops during the timeout and carries over at halftime.
- No takeout checks - These are serious offenses and will be strictly enforced.
- Time-outs – Each team will be allowed 1 time-out per game. No timeouts will be allowed in the final 5 minutes.
- Mouthguards must be worn during all play and must be a visible color.
- The team listed first on the schedule is considered the “home” team and decides which goal to defend first; first alternative possession goes to the other team.
- All coaches must be US Lacrosse approved and no more than 3 coaches are allowed on the sideline.

### **Boys 3-4, 5-6 and 7-8 and Girls 3-4, 5-6, 7-8**

- Length of game: Play consists of two 22-minute runtime halves with a 5-minute halftime.
- Games will start on-the-hour, and all game time will be handled by each game’s score table.

### **Game Format Boys and Girls K-2**

- Length of game: Play will consist of two 10-minute halves with a 4-minute halftime and 6-minutes between games.
- Games will start at the top of each half-hour, and all game time will be handled by each game’s score table.

### **Injuries:**

- Clock will not stop for an injury, unless the injured player cannot be removed off the field due to the severity of the injury. If needed time/games will be handled case-by-case.
- If an injury occurs to a player of the team with the lead within the last 4 minutes of a game, and the game is within 2 goals, the referee may extend play by a maximum of 2 minutes (to be timed at the table) to ensure the trailing team is not denied an opportunity to close the scoring game.

### **Ties & Overtime**

- Tie games ARE allowed in Pool Play, no overtime.
- If elimination Bracket Play ends in a tie game, we will use Overtime and if needed a Braveheart (see rules below).
- For Overtime, it will be a normal 10 vs 10 format with a five-minute sudden death period. If there is still no winner, it will be decided by a Braveheart.
- No warm-up prior to the Overtime period and no time-outs are allowed.

### **Braveheart Rules**

- 1 v 1 field players & a goalie, 2 total players per team.
- A long pole player may be used (7/8 & 5/6).
- One player must stay on the defensive side.
- Technical fouls will result in the other team being awarded the ball with a normal restart.
- Personal Fouls, the player who is fouled is given the ball at the spot 5 yards in front of his opponent.