

10U SCLL Youth Lacrosse Game Clock Management:

(4) 12-Minute Running Clock Quarters

- Team Timeouts: Both Teams are allowed (2) Timeouts Per Half, during which the clock stops.
- Injury Timeouts: Clock stops for injury assessment and player care.
- Officials Timeout: Clock may stop for discussions with officials (they will call "Official's Timeout").

Penalties:

- Reported penalties will be increased by 50% due to the running clock.
- 30-second penalty = 45-second running time penalty
- 60-second penalty = 90-second running time penalty
- 2-minute penalty = 3-minute running time penalty
- 3-minute penalty = 4-minute 30-second running time penalty
- Once the referee has reported the penalty to the bench, the penalty time will start as soon as play is whistled to commence
- The table should handle these penalties in a consistent manner for both teams.
- Penalties will carry over into the next quarter, half, and/or overtime.

Clock Stoppage in Final Two Minutes:

- IF the score is within 5 goals (i.e. 9-5, not 9-4), **THEN...**
- Clock stops on all whistles.
- Dead Ball Situations: Clocks stop for goals, out of bounds, penalty administration, etc.
- Penalty Administration: Only penalties called within the last 2 minutes will be "straight" time – 1 minute penalty equals 1 minute in the penalty box.
- Earlier Penalties: Penalties occurring before the final 2 minutes are administered as usual, even if they carry over into the final 2 minutes.

Mercy Rule Application:

- The clock rules apply in Mercy Rule scenario.
- Losing Head Coach Request: The losing head coach may request the clock to run continuously. This request is one-time only.
 - Limitations: If the losing team reduces the goal difference and narrows the score margin, they may not request a stop clock implementation.

Overtime:

- 4-minute overtime period. The first team to score wins.
- One team timeout is awarded to each team.
- Unused timeouts from regulation play are not carried over into overtime.
- If the score is still tied after the 4-minute overtime period, a second 4-minute overtime period will be played.
- If the game is tied after the two overtime periods, the game will be considered a tie.

Game Preparation:

- Home teams must ensure that table personnel and clock administration are ready to begin as soon as previous game finishes, or 5 minutes before game time.

Spectator Seating:

- Each program shall sit all spectators on the opposite side of the field from players.