

Event TD: Zakk Mabrey 317-435-0216
Pre-event TD: John Rempel (J.R) 317-985-5018

RULES OF PLAY

All Games: Games to 15 (win by two), hard point cap at 17.

Half-time is 10 minutes.

Each team has two timeouts per half. Each team has one timeout in overtime.

SOFT & HARD CAP HORN: One long blast

Soft time cap at 90 minutes. Highest score + 2.

Hard time cap occurs at 110 minutes (20 min after the soft cap).

Round length 120 minutes.

In the event the horn doesn't blow and/or is not heard, time caps still go into effect at their scheduled time.

A late start does not give teams the right to a late finish.

Caps do not affect timeouts.

11th Edition Rules Apply

WEATHER ISSUES: (Immediately clear fields) Five short blasts!

Please keep in mind that the forecast for this weekend could present weather problems.

If need be, we may adjust round start times, round end times, length of game/point totals, etc., as necessary.