



## BOYS TOURNAMENT RULES

- **GAME LENGTH:** Two 23 minute halves; 3 minute half-time; teams change field direction in the 2nd half. Running time; officials will start and end the game on their own clock, as there is no central horn for start and stop of play.
- **WEATHER:** A separate weather plan has been developed and will be distributed prior to the event.
- **TIMEOUTS:** One 30 second timeout per team per half. Officials will stop the clock during team timeouts.
- **GAME RULES:** All 2015 National Federation High School Rules (non-amended) are in effect, with the following exceptions:
  - **HS-A, HS-B, and U15 Divisions:**
    - No changes/exceptions.
  - **U13 Division:**
    - One handed checks are **NOT** permitted.
  - **U11 and U9 Divisions:**
    - One handed checks are **NOT** permitted.
    - Body checking of any kind is **NOT** permitted.
    - The defensive 20-second count will **NOT** be used; the offensive 10-second count will **NOT** be used.
    - The final two minute stalling rule will **NOT** be in effect.
    - **U11:** Length of a short crosse can be 37-42 inches. Long crosses are permitted and can be 47-72 inches in length.
    - **U9:** All crosses for field players must be 37-42 inches in length (long crosses are **NOT** permitted).
- **PENALTIES:** Penalty time kept by officials on the field and is running time, beginning with the re-start of play.
  - Technical Fouls – 45 seconds
  - Personal Fouls – 90+ seconds
  - **U9 only:** Technical Fouls – Player committing foul remains on the field, offended team is awarded a fast break.
  - **U9 only:** Personal Fouls – Player committing foul is replaced, offended team is awarded a fast break.
- **OVERTIME – POOL PLAY:** 3v3 (plus goalie) sudden-victory Braveheart for a maximum of 2 minutes to determine the winner. If neither team scores, the game will end in a tie. All field players must line-up in the midfield positions for the faceoff, and at least 1 player must remain in the defensive half of the field (goalie or field player) at all times. No substitutions permitted after the faceoff.
- **OVERTIME – BRACKET PLAY:** 3v3 (plus goalie) sudden-victory Braveheart to determine the winner. Each overtime period will last 2 minutes, with a 30 second break prior to the beginning of the next overtime. All field players must line-up in the midfield positions for the faceoff, and at least 1 player must remain in the defensive half of the field (goalie or field player) at all times. No substitutions permitted after the faceoff, however, players may be changed at the beginning of each overtime period.
- **TIE BREAKER PROCEDURE:** Ties in the standings/seedings will be broken as follows. If at the conclusion of step 3, only two teams remain tied, return to step 2.
  1. Won-Loss Record
  2. Head-to-Head
  3. Least Goals Allowed
  4. Coin Flip