

## Rock the Cages Game Play

1. **Game Length** - 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> & 8<sup>th</sup> grade games will be 25 minutes with a running clock. Time will be kept on the scoreboard. K-2<sup>nd</sup> will be 15 minute games and time will be kept locally.
2. **Running Clock** - There are no called timeouts. The play will stop for an injured player but the clock will continue to run.
3. **Draws** - A draw is performed after every goal. Free positions are not awarded regardless of score.
4. **3<sup>rd</sup> & 4<sup>th</sup>** – There is not a 3 pass rule but please encourage good team play. You may have 7 field players and a goalie. If you do not have a goalie, you may use 7 field players and our staff will attach a net protector. Only tournament provided protectors may be used.
5. **K-2** – Coaches will run these games. They will be 4v4. Please coach from on the field.
6. **Tied games** - Ties are permitted in pool play. If a bracket level game ends in a tie, a braveheart with two field players and a goalie will be performed immediately.
7. **End of game** - Games are over when the horn sounds regardless of the situation on the field. Referee decisions are final.
8. **Yellow cards** - Scorers will track time on yellow cards. Time starts once play restarts. 1 minute for a yellow card.
9. **Checking** – 7/8 Full, 7/8 Ivy Transitional, 5/6 modified, 3/4 None.
10. **Score Confirmation** - Coaches must sign the scorecard after the game. Any dispute of the score must be made prior to signing.
11. **Rostering** - Players must play for their rostered teams. In the event of injury sickness or no-shows please notify HQ prior to having

a player play for multiple teams. Players may not play down an age group.

12. **Rankings** - Standings are determined in the following order:  
Record, Head to Head, Goals Against, Goal Differential. If still tied a coin flip will determine order.