

**Boys NFHS Rules Apply with below-2019 Border Wars Tournament Supplement**

<b>Rules of the Game</b>	<b>1/2 &amp; also 3/4C Divisions</b>	<b>3/4 A&amp;B only Divisions</b>	<b>5/6 &amp; 7/8 Divisions</b>	<b>Comments</b>
Spectators and Fans Restricted Areas	NFHS	NFHS	NFHS	Spectators are only allowed to view games from the side-line opposite from the bench area. End-line spectator viewing is also not permitted.
Crosse Dimensions	All players 37" - 42" No Long Poles	All players 37" - 42" No Long Poles	NFHS	
Number of Players	8v8 (2D,2A,3M,1G)	10v10	10v10	1/2 division will play with a full size goal and goalie
Field Size	modified	NFHS	NFHS	
Coaches on Field	Yes 1- Offense Side Only	No	No	
Game Timing	Central Horn	Central Horn	Central Horn	Games will run on 50 minute blocks. 1 horn starts game, 1 horn halftime, 2 horns for 2 minute warning, 1 horn ends game.
Length of Game	Two 22 min running halves (44 min)	Two 22 -min running halves (44 min)	Two 22 min running halves (44 min)	Game time is on central horns only. Games will start and stop on the central horn under all circumstances.
Halftime	Two minutes on central horn	Two minutes on central horn	Two minutes on central horn	
Penalties	No Time Served (possession only)	NFHS	NFHS	For 1/2 Division players committing a time served foul are to be substituted for another player. If a <b>team</b> reaches 5 time served fouls they will then have to serve time going forward and play man down upon penalties.
Penalty Time Keeper	N/A	Standard Penalty Time - kept at stop time by field scorer	Standard Penalty Time - kept at stop time by field scorer	Game officials on the field <b>will not</b> keep time for penalties, or game time. Standard Penalty Time - kept at stop time by field scorer. ( <b>NOT</b> 1.5X)
Game Scoring	Score kept on field during game at score table	Score kept on field during game at score table	Score kept on field during game at score table	Game scores will be recorded in Tourny Machine at the end of each round of games.
No Overtime during Saturday pool play	Saturday Pool Play Tie games allowed	Saturday Pool Play Tie games allowed	Saturday Pool Play Tie games allowed	<b>No</b> overtime games on Saturday. Games end in a will end in a tie.
Saturday Division Play Advancement Hierarchy	Record, Head to Head, Goals Against, Goal Diff, Goals For	Record, Head to Head, Goals Against, Goal Diff, Goals For	Record, Head to Head, Goals Against, Goal Diff, Goals For	All teams will be guaranteed 3 games on Saturday
Sunday Bracket Play Advancement	Win move up bracket lose move down	Win move up bracket lose move down	Win move up bracket lose move down	All teams will be guaranteed 2 games on Sunday
Overtime - <b>will</b> be played during Sunday playoff games	Gladiator 3v3 plus a goalie	Gladiator 3v3 plus a goalie	Gladiator 3 v 3 plus a goalie	Penalties WILL be assessed as would usual during Gladiator, including time served penalties will be served. No substitutions allowed in Gladiator except for injury. One player (typically goalie) must stay back on defense.
Overtime for Final Championship games	8 v 8	10 v 10	10 v 10	Penalties WILL be assessed First team to score will be the winner.
Final Two Minutes of Regulation Play	Do Not have to keep the ball in the restraining box	Do Not have to keep the ball in the restraining box	NFHS	
Facing Off	Slaughter Rule at 7 goal lead	Slaughter Rule at 7 goal lead	Slaughter Rule at 7 goal lead	Losing team coach may decline slaughter rule and continue to face off.
Goalie Crease Time	10 Seconds	10 Seconds	NFHS	
Advancing the Ball	No Counts	No Counts	NFHS	
Team Time-Outs	1 per half, 30 seconds	1 per half, 30 seconds	1 per half, 30 seconds	No timeout allowed in final 2 minutes of game.
Body-Checks	No body checking (boxing out only)	No body checking (boxing out only)	NFHS	No take out checks or defenseless player checks allowed at any level.
One Hand Checks	Not allowed	Not allowed	NFHS	Properly executed legal one hand checks are allowed at 5/6 and 7/8 divisions
Over and Back	Not enforced	Not Enforced	Enforced	