

2018 King of the Mountain Fall Classic

Official Rules – Youth

1. Games will consist of two 22-minute running time halves and a 2-minute half time.
2. Each team will play three games – with playoffs to follow for the top seed in each division. Playoffs will be one 30-minute game, no halftime.
3. Tie breakers as follows:
 1. Head to Head
 2. Goal Differential
 3. Goals Against
 4. Goals For
 5. If there is a 3 way tie, and you can eliminate one of those teams with the tie breakers above, you go back to head to head with the remaining two teams.
4. **Federation Rules will be used for 2023, 2024, 2025, & 2026**
 - 20 Seconds to get the ball over the Midline
 - 10 Seconds to touch it in the box (only have to touch it in once)
 - Leading team must keep it in the box under two minutes**Federation Rules will be used for 2027 & 2028**
 - No Counts to get it in the box
 - 4 Second Goalie Count
 - Do not have to keep it in the box under two minutes
 - Mercy Rule will be in effect if a team is losing by 5 or more goals. The trailing team will be awarded the ball after a goal at the midline.
5. Penalty time will be kept exclusively by the officials on the field. Penalty time will not start until the player assessed with the penalty is on one knee in the penalty box.
6. There will be NO timeouts.
7. Fighting will result in immediate ejection from game and possible expulsion from tournament.
8. Every player must wear the issued uniform of their team with corresponding roster numbers. Every player must be properly equipped, including mouth guard.
9. Teams will be assessed a delay of game penalty if they are not ready to begin play at their scheduled field at their scheduled time.
10. Overtime will consist of a 3 on 3 Braveheart. A face off man and 2 wing players. Only 1 Pole is allowed. Each team has a Goalie who cannot go over the midline, unless another player stays on-sides. No substitutions will be allowed. Sudden Victory.
11. Play Hard, Compete, and Have Fun!