



Mustang Classic Rules



GENERAL RULES:

- All required equipment is to be worn at all times
- Tournament is in “running time” format; all penalties will be timeserving, 30 seconds or a minute. Penalties can be longer than 1 minute and/or “non-releasable” at referee’s discretion, just as in standard game play. Penalties begin on the official’s re-start.
- Any fighting or disrespect towards an official will result in expulsion. The length will be determined by the director.
- Teams are required to play ALL scheduled games. If a team leaves early, they will not be invited back in future years.
- Man ball is played at all levels
- Long Poles are permitted at all levels (4 poles)

GAME PLAY:

- Games consist of one 40-minute game.
- Play off tie breakers
 - Head to head (If they play each other head to head, if not goes to goals against)
 - Goals against
 - Coin toss
- **TEAMS THAT HAVE 4 GAMES, THEIR 4TH GAME WILL NOT COUNT TOWARDS THERE RECORD**
- NO Time outs
- Time will be kept at Tournament HQ:
- One long airhorn blast starts and stops each game
- 3 V 3 Braveheart will only take place in playoff and championship games.
 - Each team fields 3 position players and 1 goalie. Starts with a face-off. NO SUBSTITUTIONS ALLOWED. Goalie cannot cross the midfield line. First goal wins.
 - Braveheart Penalty: Fast break at mid-field line 3 step head start.

YOUTH SPECIFIC RULES

- No clearing times will be in effect, though the 4-second crease rule for goalies still applies.

RULES RELATED TO INCLEMENT WEATHER:

- There are no “rain dates” for the Mustang Lax Classic. Assume that games will be played on their scheduled dates.
- If inclement weather that causes a game stoppage (i.e. lightning sighting) during the event, the following rules apply:
 - Play will stop for until the head official deems the weather suitable for resuming
 - If the delay is substantial, Tournament HQ may make a decision to shorten all remaining games until the tournament is back on time.

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