



# Fall Brawl Tournament Rules

## GENERAL RULES:

- Mouth guards, gloves, arm pads, and shoulder pads are required
- Tournament is in “running time” format; all penalties will be time serving, 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. This tournament has an extensive waiting list. 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)
- 2 pts Win, 1pt for Tie, 0 for a loss
- The official score is kept by the ref; please confirm the final score prior to signing the card. Cards will be collected and will be entered into tourney machine by the tournament staff.
- **PLAYOFF Tie Breaker (2 Teams): Points, Head-to-head (if teams played each other), Goals Against, Coin Flip**
- Injuries need to be reported to head trainer or tournament staff
- **ANY TEAM THAT HAS 4 GAMES, THEIR 4<sup>TH</sup> GAME WILL NOT COUNT TOWARDS STANDINGS!**

## GAME PLAY:

- **Games consist of ONE 40-minute game.**
- NO Time outs
- Time will be kept at Tournament HQ
- Sub on fly at all levels
- Refs keep the time on penalties and **penalties are running time**
- One long air horn blast starts the game and One long air horn will end the game.
- No Mercy Rule for all Grade Levels.
- Teams don’t need to keep ball in offensive box within final two minutes of the game
- Braveheart will **only** take place in playoff and championship games.
  - Each team fields 3 position players (One Defensemen, one midfielder, one attackman) and 1 goalie. Starts with a face-off. Only 1 player per team allowed on offensive side of the field, or the play is off-sides. 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 (Grades 2-8)

- No clearing times will be in effect, though the 4-second crease rule for goalies still applies.
- Body checking limited to a “1 step rule”
- No one handed checks

## HIGH SCHOOL SPECIFIC RULES

- All clearing times are in effect (20 seconds to mid-line, and 10-seconds to get it in the box).

## RULES RELATED TO INCLEMENT WEATHER:

- Rain date November 25<sup>th</sup>, 2018