

GENERAL RULES

Each team must have an adult coach who will be responsible for each team. Younger players may play at their coach's discretion.

- Full Field – 10 players – 3 attack, 3 midfielders, 3 defense, 1 goalie
- Modified Field – 8 players – 2 attack, 3 midfielders, 2 defense, 1 goalie

No long poles in 2nd, 3rd or 4th grade divisions. Players may only play for 1 team during the tournament. Any fighting or flagrant disrespect towards an official will result in expulsion for the remainder of the tournament. No exceptions, no refunds. Teams must be available for all games.

Coach must initial scorecard at the end of the game.

PENALTI ES

2nd and 3rd grade B division penalties will result in fast break situations with the player committing the foul must come off of the field for a brief period of time. 3rd grade and up will play man up/down.

The tournament is 'running time' so all penalties will be a minimum of 1 minute. Penalties can be longer than 1 minute and/or 'non-releasable' at referee's discretion, as in standard game play. Penalties begin on the officials re-start.

GAME PLAY

- No time outs
- Time will be kept at Tournament Headquarters
- One long air horn blast starts and stops each half
- Games consist of two 20 minute halves with a 2 minute half time
- The clock will not stop any time during the game, including for injuries
 - No clearing times will be in effect, though the 4 second crease rule for goalies still applies.

Revised
5/13/16

Point System Two (2) points for a win. One (1) point for a tie. Zero (0) points for a loss. Tiebreaker for play off: 1) Overall record 2) Head to Head 3) newest goals allowed (it is not goal differential) 4) Coin flip
Braveheart only applies to championship games.

Girls General Rules ** SCGYL Rules
Apply **

Revised
5/13/16