

Game play rules for Boys Indoor Tournaments 2019/2020

- Games are 20 minutes long. No timeouts, no horns. Only time the clock will stop is if there is a serious Injury. (Only exception to this is in all playoff games with under a minute to go....the clock will stop after a goal is scored, ball goes out of play, or if a penalty is called. Clock will restart on the whistle.)
- Teams will have minimal time between games to warm up on the field. Be early or on time to every game.
- All penalties will be served full time. (ex: slash will be served for 1 minute, off sides will be served for 30 sec.)
- Each team will have 1 goalie, 1 long pole defender, 3 midfielders, and 1 attackman. However, teams are allowed to have 2 long poles on the field if they choose to have an LSM.
- **New:** There will only be 1 faceoff to start off each game. After a goal is scored, the team that got scored on will clear the ball starting below their own GLE. The referee will allow a "minimum" of 5 seconds in between the goal being scored and when the ball is whistled back in to play. This will allow for teams to sub players on/off and prepare for the next possession. **Note:** If there is a 1 minute (personal) penalty on the defensive team during play, then the Offensive team scores on that possession, we will have a FACEOFF at midfield instead of the Defense being awarded the ball after being scored on. All 30 sec. (technical) penalties are wiped out if a goal is scored.
- Tie games will be decided by a 3 vs 3 "sudden victory." Overtime starts with a faceoff. All 3 field players are considered midfielders in this case so they can be in the offensive and defensive zone. Each team also has a goalie. If the goalie crosses the midfield line, one of his teammates must stay back to remain on sides. Teams are allowed to sub players during this 3 vs 3.
- You must always keep one offensive player back (typically an attackman) and 2 defensive players back (typically the long pole and goalie)
- NO HITTING INTO THE BOARDS OR WALLS! No running hits. If you take more than 3 steps to run into a man, it will be called as a penalty.
- The only time that you are not allowed to go "over and back" is when a team is winning and there is under 1 minute left in the game. The team with the lead will be instructed by the ref to keep the ball in on their offensive side of the field once they cross over the midline. ("Keep it in".) If the team in the lead crosses back over with the ball into their defensive side of the field, this will result in a turnover. This rule is in place to prevent stalling and to keep the game competitive until the end.
- The ball is always in play unless it leaves the field of play or goes into the player's bench area and the ref sees it as unsafe conditions. This will be a judgement call by the referee.
- If one team is winning by 8 or more goals, the team that is losing gets to start with the ball at the midfield after each goal. (no faceoff.)
- All other NFHS rules will apply
- Games start on time. If a team is not ready to go, a delay of game penalty (30 second man down) will be assessed and the opposing team will start with ball at midfield.