

2020 GNLL Tournament Rules & Policies

With the exception of the rules below; **high school games adhere to 2020 NFHS rules and youth games shall adhere to 2020 USL Youth rules.** Canadian Teams are allowed to wear CAFL certified equipment (which may include helmets that appear more like box or ice hockey helmets)

Pregame

- Coaches will certify together.
- No coin toss, first-team list on the schedule in Tourney Machine shall be the home team.
- The home team shall choose which goal to defend first, and wear white/light.
- The visiting team shall have 1st AP and wear color/dark.
- Field Managers will be provided at each field to track penalties and penalty time.

Equipment

- Standard protective equipment rules apply.
- At all levels of play, heads may meet 2020 NFHS or 2019 NCAA/NFHS specifications.
- Random equipment checks will not be performed.
- Coach-requested, equipment checks are allowed subject to usual rules.
- For coach-requested checks, they must be made prior to the last 2-minutes in pool play games (game clock does not stop but the penalty clock does).
- For bracket games, they may be made any time and the clock does stop.

Time Factors

- **No on-field time is allotted for team warm-ups**
- **Games are 2 x 22 minutes running time halves with a 2-minute halftime.**
- Field Managers track penalties and penalty time.
- **The game clock does not stop for timeouts, injuries, or equipment checks.**

- Officials and coaches should start their unofficial clocks on the horn.

Timeouts

- **One 60-second timeout per team per game**
- **Penalty time stops during timeouts**
- **In pool play, the game clock will not stop, and timeouts may not be taken in the last two minutes of the game.**
- In bracket play, the timeout may be taken in the last two minutes or in OT, and the game clock will stop. The game clock will also stop in the last two minutes if within a 5 goal differential.

Play of the Game, Points of Emphasis

- Youth: no one-handed checks.
- 14U: no take out body checking.
- 12U: no body checking of any kind.
- Over and Back applies at 12U & up.
- Get it in Keep it in applies to 12U and up with 4 goal (or less) lead in 2nd half.
- No mercy rule.

Suspending Games

- Standard dangerous weather rules apply.
- Game schedule may be adjusted as needed if there are delays due to storms, injuries, or other issues at the discretion of the Event Director , Jing Peng who can be reached at (608) 395-5312.
- Games may be shortened or canceled if necessary without refund or rebate.

Tie Games

- Tie games shall stand in pool play games.

Overtime

- Overtime occurs in Bracket Games only.:
- No coin toss.
- Teams do not change goals.
- No intermission is available, teams may sub/fly during officials 20-second timer.

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- The ball shall be placed at midfield for a face-off, unless possession carries from a penalty situation.
- Timeouts and penalties carry over from regulation.
- No additional timeouts are awarded for OT.
- At the conclusion of the 4-minute overtime period, any subsequent overtime periods shall follow the tie breakers listed below.

Pool Play Tie Breakers (Advancing to Bracket):

Within Pools:

- Record
- Head to Head
- Goals Allowed
- Goal Differential
- Goals Scored

Within Division:

- Pool Place
- Record
- Goals Allowed
- Goal Differential
- Goals Scored

WEATHER POLICY

The safety of our players, coaches, referees, fans, and staff comes first. In the event of adverse weather or unplayable field conditions, Adrenaline reserves the right to:

- Cancel games partially or entirely
- Reduce game times, eliminate halftime or shorten the time between games.
- Finish games before inclement weather arrives.
- Reschedule and/or relocate games
- Convert a tournament to a "festival" format without a playoffs or championship

If there is a lightning strike within 6 miles of the facility, play will be suspended immediately and will not resume until 30 minutes after the last

lightning strike within 6 miles of the facility. If a game stoppage occurs in the second half of a game, that game will be considered final and the score at that time will be recorded as final. If a game stoppage occurs in the first half, when play resumes it will be the start of the second half.

We will make every attempt to play every minute of every game but our ability to do this is dependent on field availability and lighting. We will post schedule delays, changes, and cancellations on Tourney Machine and on the event web page. Weather conditions can change rapidly and all teams MUST be prepared to play as soon as the weather clears and fields are playable or risk forfeiting a game.

Facility management often has the final say on weather and field condition delays and cancellations.