



## RULES, WARNINGS, COVID INFORMATION

### Game Rules:

- **2020 NCAA Rules Apply** (Dives are allowed)
- **Exceptions:**
  - There are NO Shot clocks of any kind ever.
  - NO stick checks by refs unless requested by coach and any heads can be used still.
  - Teams must clear midline in 20 seconds but there are NO shot clocks or touch it in requirements.
  - No clearing counts or shot clocks ever for 2028 & 2029.
  - Winning Team must 'Keep it in the Box' only in final 2 minutes of game if winning by 3 goals or less. 4 or more they do NOT have to keep it in. There is no stalling call allowed ever.
  - FACE-OFFS: A standing neutral grip is required (no knee down)
  - Delaware games only: Players MUST wear either a Cascade face shield (covering their facemask, a mask over the face, or a mask over the facemask.

### Game Timing and Management:

- Four 11-minute quarters, 2 minutes between each quarters and halves
- One 30 second time-out per game and in one in OT can be taken at any time and the clock stops.
- Ties are allowed for the HS division, for youth there will be a untimed period (starting immediately) until a goal is scored.
- All penalties are running time starting on official whistle. The Field Manager at the table and official will BOTH keep running game clock and penalty clocks. If a dispute, go by table clock.

### Playoff Tie-Breaker criteria:

1. Overall record
2. Head to Head (only if all tied teams have played each other)
3. Lowest Goals Allowed vs common opponents
4. Goals Scored vs common opponents
5. Lowest Goals Allowed
6. Most Goals Scored
7. Highest Goal differential

Note: Each Grade has unique playoff selection process so defer to Tourney Machine.

### Other Information:

- A [COVID Waiver](#) is ABSOLUTE REQUIRED to be eligible. Failure will result in a team forfeit.
- All spectators MUST comply with NAL event [COVID Guidelines](#) or risk being removed from the event. Such guidelines will be posted on Tourney Machine
- Teams must always wear reversible game jersey or carry two jerseys. Failure results in loss of ball in opening possession.
- Please be aware that balls can and will fly from fields (shots or passes) and cause serious bodily harm. Do not sit directly behind goals or within reach of errant shots that could travel up to 100 yards from a goal.
- NO team tents are allowed.

