

## 2021 Minnesota Meltdown Modified Olympic Style Tournament Rules

With the exception of the rules below; high school games adhere to 2021 NFHS rules and youth games adhere to 2021 USL Youth rules.

### Pregame

- Teams consist of up to 12 players and 1 coach.
- At least 7 of the 12 players must attend the same school/play for the same high school program.
- 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/Field Dimensions

- Standard protective equipment rules apply.
- At all levels of play, heads may meet 2021 NFHS or 2020 NCAA/NFHS specifications.
- Random equipment checks will not be performed.
- No long sticks are permitted (boys games).
- Field of play will be 70-80 x 30-35 yards. (Olympic rules propose 70x36yards).

### Time Factors

- **No on-field time is allotted for team warm-ups**
- **Games are 2 x 12 minute halves with a 2-minute halftime.**

- Game clock will begin at the scheduled time regardless of whether teams are ready to play.
- Shot clock is 45 seconds once the ball has crossed the midline.
- 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

- Play will consist of 5 field players and one goalie
- Field will be 55x 27m
- No requirements on staying behind the defensive half
- Face-offs/draws only begin halves; play restarted immediately after goals
- Missed shots are turnovers regardless of who is closest to the ball

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- Goalies have 5 seconds to clear the ball
- If a ref deems a foul flagrant, that player will sit out for an unreleasable 2 minute penalty, otherwise the player who fouls will go 4m behind to keep play going and no player will take their place to play defense on the person with possession. The team may sub in a player to allow there to be 5 field players at all times.
- Players who commit flagrant fouls must serve their penalty but goalies may have someone serve for them.
- Players who accumulate 6 (3 flagrant fouls) minutes of penalty time in a game foul out the remainder of the game.
- No mercy rule
- Boys: No body checking is allowed (flagrant foul)
- Girls: No shooting space violation and fouls in the critical scoring area will result in a possession to the player fouled; no 8m shots will be awarded.

### 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 on the fly
- 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 given for OT.
- At the conclusion of the 4-minute overtime period, any subsequent overtime periods shall follow the following tie breakers.

### 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

### REFUND POLICY

The GNLL has a strict NO REFUNDS policy for all events and clubs unless cancelled by GNLL