

King of the Mountain Fall Classic

Official Rules – Youth

1. Games will consist of two 22-minute running time halves and a 2-minute half time.
2. Each team will play three games
3. **Federation Rules will be used for All Divisions**
 - 20 Seconds to get the ball over the Midline
 - 10 Seconds to touch it in the box (only have to touch it in once)
 - Leading team must keep it in the box under two minutes
 - 4 Second Goalie Count
 - Mercy Rule will be in effect if a team is losing by 5 or more goals. The trailing team will be awarded the ball after a goal at the midline.
4. Penalty time will be kept exclusively by the officials on the field. Penalty time will not start until the player assessed with the penalty is on one knee in the penalty box.
5. There will be NO timeouts.
6. Fighting will result in immediate ejection from game and possible expulsion from tournament.
7. Every player must wear the issued uniform of their team with corresponding roster numbers. Every player must be properly equipped, including mouth guard.
8. Teams will be assessed a delay of game penalty if they are not ready to begin play at their scheduled field at their scheduled time.
9. Overtime will consist of a 3 on 3 Braveheart. A face off man and 2 wing players. Only 1 Pole is allowed. Each team has a Goalie who cannot go over the midline, unless another player stays on-sides. No substitutions will be allowed. Sudden Victory.
10. Play Hard, Compete, and Have Fun!