

2022 GNLL Girls Travel Team GPS Tournament Rules & Policies

With the exception of the rules below; high school games adhere to 2022 NFHS rules and youth games adhere to 2022 USL Youth rules.

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 2022 NFHS or 2022 NCAA/NFHS specifications.
- Random equipment checks will not be performed and cannot be requested in pool play games. In bracket play games, they may be requested but will count as a time-out usage and cannot be conducted in the last 2 minutes of the game.

Time Factors

- **No on-field time is allotted for team warm-ups**
- **Girls games are one 30 minute running time period.**
- **The game clock does not stop for timeouts, injuries, or equipment checks.**
- In bracket play, the game clock will also stop in the last two minutes if within a 5 goal differential.

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.

Girls Play of the Game, Points of Emphasis

- Small Sided 6v6 (including Goalie) played on a 60x 40-45y field (cross field).
- One player (goalie counts) must remain behind the defensive half. A player is NOT required to remain behind the offensive half.
- Fouls in the critical scoring area will result in a possession to the player fouled and they will be placed on the 8m dot
- Players must wait for the whistle to re-start in the critical scoring area, all other areas are self-start
- 3 seconds will be instituted at the officials' discretion.
- Substitutions are done on the fly but a player cannot enter the field until a player exits.
- If a goal is scored, the goalkeeper will get a free clear which must stay on-side.
- Backup Rule for shots WILL stand. Players closest to the ball after a shot will get possession
- If a ref deems a foul flagrant, that player will sit out for an unreleasable 2 minute penalty, otherwise the player who fouls will be placed 4m to keep play going.
- If a player accumulates more than 4 minutes of unreleasable penalties, they must sit out the remainder of the game
- Games will start with a draw at each half, players must be 10m away.
- 12U Points of Emphasis-Modified Checking
- 10U Points of Emphasis-may use a modified pocket. No checking. Unreleasable penalties may be given, but a player may substitute on.
- No mercy rule

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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.
- The ball shall be placed at midfield for a draw, 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, if no goal is scored, additional 4-minute overtime periods will be added until a goal is scored.

Pool Play Tie Breakers (Advancing to Bracket):

Within Pools:

- Record
- Head to Head (In the case of a 3 or more team tie, head to head cannot be applied unless all teams in the record tie have played each other)
- 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.