



### **Rules & Warnings:**

**NCAA Rules Apply.** We understand that many players, coaches and even referees still do not play these rules so be sure to be up to speed on the 2023-2024 [NCAA rulebook](#) so there are no arguments or issues.

#### **Exceptions:**

1. There are NO stick checks unless requested by a coach. A request that fails results in loss of TO.
2. Dives into the crease in attempt to score are allowed as per NCAA rules if they land in crease after scoring a goal. We are making the exception for safety that if a diving player on his own accord touches the goalie the goal does NOT count. However, pushes by a defender of an attacking player into the crease or goalie, do NOT disallow a goal.
3. Everyone plays 20 seconds to clear the ball past midline. There is NO touch it in the box after that.
4. Referees can put on a 30 second shot clock at ANY time if they believe a team is stalling who is winning. A losing or tied team can NEVER receive a 30 second shot clock. Referees should be quick to put on 30 second shot clocks in the 4<sup>th</sup> quarters if games are within 2 goals.
5. If a game is within 2 goals ONLY in the final 1 minute of the game, the clock is start-stop.
6. All Games are four, 11-minute running quarters. 1-minute break between quarters and 2 minutes at half-time.
7. All penalties are running normal length times starting on ref whistle. Referees keeps running game clock, penalty clocks and official score. The Field Coordinator also keeps both scores and times as a backup, but they are not official. The FC sends scores to HQ for Tourney Machine after each game after getting signed confirmation from refs.
8. No Ties allowed. If tied go to 'Sudden Victory' with no clock until a team scores.
9. One 30 second time-out per half can be taken only once ball is in the offensive box or on dead ball (as per NCAA rules). One time-out in OT allowed. Clock stops for all TO's.

#### **Tie-Breakers:**

Head to Head, then lowest Goals Against vs common opponents, then lowest goals against all opponents, then highest Goals For, then Goal Differential. Some divisions may have specific tie-breakers & seedings explained in their division section on Tourney Machine.

#### **ELIGIBILITY:**

All players must submit [ONLINE WAIVER](#) to be eligible. All programs must submit an accurate roster to be eligible. Players must play in the grade in which they are in as of 12/1/22. No players can play for two teams unless it is a younger player playing up a grade but only within the same program. Directors and coaches of programs who wish to do this with players are REQUIRED to give names and numbers of those players in advance to the tournament directors. The player must be rostered on the younger

team. If you're rostered on two teams, you will not be able to play. Failure to submit a roster or player waiver will result in a player and/or team forfeit.

**Safety Notes:**

- Team tents (not personal tents) are permitted only if they are away from fields in designated areas. We will not allow any tents near the fields.
- No pets or grills.
- We strongly encourage carpools to alleviate parking lots
- All attendees must do a health self-assessment health check prior to attending the event. If you have any symptoms, please stay home.
- Provide own water and clean up sideline well after each game

**Please be aware that balls can and will fly from fields (shots or passes) up to 100 yards and can 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.**

Players, Coaches & Fans are always expected to act with class & sportsmanship. Failure to do so will risk player & team disqualification. If asked to leave the premises, please do so immediately or the proper authorities will be called. Player, coach, or fan ejection from a game result in sitting away from the field for the following game as well. In some incidences, at the Director's discretion, an ejection may result in completely removal from the entire tournament.