



## Boys Tournament Rules

### GENERAL RULES:

- All required equipment is to be worn, including mouthpieces.
- The tournament is in “running time” format; all penalties will be time serving. Personal fouls can be 1-3 minutes and/or “non-releasable” at referee’s discretion. A referee reserves the right to eject a player on any 3 minute non-releasable fouls, just as in standard game play. Penalties begin on the official’s re-start and are running time.
- Any fighting or disrespect towards an official will result in expulsion. The length will be determined by the director.
- Teams are required to play ALL scheduled games. If a team leaves early, they will not be invited back in future years.
- Man ball is played at all levels.
- Long Poles are permitted at all levels, no more than 4 on field at a time.
- 2 pts Win, 1pt for Tie, 0 for a loss
- The official score is kept by the officials and/or tournament personnel on the field. **Coaches must confirm the final score prior to signing the card.** Cards will be collected and will be entered into Sports Engine (Tourney Machine) by the tournament staff.
- **PLAYOFF Tie Breaker (2 Teams): Points, Head-to-head (if teams played each other), Goals Against, Goal Differential, Coin Flip**
- **PLAYOFF Tie Breaker (3+ Teams): Points, Goals Against, Goal Differential, Coin Flip.**
- **Spectators must remain on the spectator sideline and as far off the field as possible. Spectators at no time should malign any player, coach or official. If such infraction occurs it may result in suspension of the game and/or removal from the facility.**
- **If a team has an extra game due to uneven brackets, the extra game will not count towards standings.**
- Injuries must be reported to the head trainer or tournament staff.

### GAME PLAY:

- **There will be four 10 minute running time quarters with 1 minutes in between quarters and a 3 minute halftime**
- Teams are allowed 1 time out in the first half ONLY. Time will continue to run, but NO timeout will be granted with under 2 minutes left to play in either quarter of the first half.
- Sub on fly at all levels
- Referees and/or tournament personnel will keep the time on penalties
- All penalties are **running time**.
- One long air horn blast starts the game and one long blast ends the game. **At no point should a game start before the horn sounds.**
- No Mercy Rule for all Grade Levels.
- NO “keep it in” during last two minutes
- A team may be called for a stall at any time during the game at the discretion of the officials.

### Overtime Rules:

- In the event of a tie, one 4-minute overtime will be played until sudden victory.
- Play will begin immediately after regulation play. Officials will keep time.
- Teams will face-off to start the 4-minute overtime.
- If the score remains tied at the end of the 4-minute overtime, teams will both receive 1pt for the tie. Unless it is a playoff/championship game- play will continue until sudden victory.
- There are no time outs in overtime
- Teams will go off of the officials time, not the central horn in OT

### **YOUTH SPECIFIC RULES (Grades 2-6)**

- No clearing times will be in effect, though the 4-second crease rule for goalies still applies.
- Over and back will be enforced once the ball enters the offensive box.

### **HIGH SCHOOL SPECIFIC RULES (7-12)**

- All NFHS rules will be followed including clearing times (20 seconds to mid-line, and 10-seconds to get it in the box).

### **RULES RELATED TO INCLEMENT WEATHER:**

- There are no “rain dates”. Assume that games will be played on their scheduled dates.
- If inclement weather causes a game stoppage (i.e. lightning) during the event, the following rules apply:
  - Play will stop until the Tournament Director deems the weather suitable for resuming play.
- If the delay is substantial, Tournament HQ may decide to shorten all remaining games until the tournament is back on time.