

# Boys Event Rules

## Rosters and Sidelines

- All teams must submit a roster form prior to the event, and all players must complete an online waiver form
- Teams are limited to 3 coaches on the sideline

## Scoring

- After each game, coaches must confirm the score with the scorekeeper

## Game Time

- **All Divisions**
  - 45 Minute Game Block
  - 2-20 Minute halves (2 Minute halftime, 3 Minutes between games)
- **Injuries**
  - The clock will continue to run and no additional time will be added to the clock

## Game Play Rules

- **All Divisions**
  - Modified NCAA Rules
    - No 80 Second Shotclock
    - Teams have 20 seconds to clear over midfield
      - Under 2 minutes, winning team will have 10 seconds to get the ball into the box and must keep it in so long as the game is within 4 goals
  - All penalties are time and a half and those will start as soon as play resumes and continue to run even on stoppages. (30 seconds → 45 Seconds, 60 second → 90 seconds, 120 seconds → 180 seconds etc.)
  - No Timeouts
  - Long poles allowed at all ages
  - One handed stick checks allowed at all ages

## Tiebreakers

All tiebreakers are based on advancing the number of teams needed, and if more than the number of teams needed to advance are tied in a category, the weakest team(s) in that category will be removed and the remaining teams will move to the appropriate tiebreaker based on the number of teams remaining.

- Tiebreakers
  - **1. Head to Head** (If more than 2 teams are tied, the team that is 2-0, 3-0 etc. against tied teams advances. If all tied teams haven't played each other, move to next tiebreaker)
  - **2. Goal Differential** (Capped at + or - 10 goals each game. Highest Goal Differential advances or lowest goal differential eliminated if multiple teams are advancing)
  - **3. Goals Against** (Team with the fewest Goals Against across all of their pool play games advances or team with most goals against is eliminated if multiple teams are advancing)
  
- 4. Coin Flip**

## Overtime Playoff Rules

- Playoff games ending in a tie will proceed to a 4 v 4 braveheart
  - Each team will have 3 field players and a goalie (4 total)
  - Teams line up for opening face off with goalies in the nets, and three field players lined up for faceoff at faceoff x and on wings)
  - Once the overtime begins, players are allowed to substitute as needed
  - One of the 4 players must remain on the defensive half of the field (This would typically be the goalie, but the goalie can go over if one player stays back on defensive half of field)
  - First team to score wins
  - **CHANGE FOR 2023 And On. OT PENALTIES WILL GIVE THE OTHER TEAM AN EXTRA PLAYER RATHER THAN THE PENALIZED TEAM LOSING A PLAYER**
    - 1st Penalty (4 v 3)
    - 2nd Penalty (5 v 3)
    - 3rd Penalty (6 v 3)

## Ejections and Disputes

- Ejections
  - If a referee determines that any player's safety is in jeopardy, he reserves the right to eject anyone from a game, including players, coaches or any other person associated with the team. ALL EJECTIONS WILL BE REVIEWED BY TOURNAMENT DIRECTORS AND WILL DETERMINE IF FURTHER DISCIPLINARY ACTION NEEDS TO BE TAKEN. THE JUDGMENT OF THE TOURNAMENT DIRECTORS IS FINAL.
- Disputes
  - The Tournament Director (in consultation with the Head Official, if required) will make all final rulings/decisions on any and all problems or disputes.