



## 2022 Tournament Scoring & Rules - BOYS

All participants are expected to read the official rules prior to arriving onsite

### TOURNAMENT (POOL PLAY) GAME FORMAT

- 5 full field, 45 minute games (weather permitting) in a championship format
- 22.5 minute running halves, 5 minute running halftime
- No timeouts. **No overtime.**
- Central horn regulates time for regular tournament games (ie-pool play)
- Teams change field direction for the 2<sup>nd</sup> half
- **2021** NHFS rules enforced, including equipment
- During stopped play for an injury, time will remain running

### PLAYOFF GAME FORMAT

- 18 minute running halves, 5 minute running halftime
- One 1 minute time out is allotted per team
- Playoff time is kept on the field
- During stopped play for an injury, time will stop
- If there is a tie at the end of a playoff game, teams defend the same goal they defended in the first half. A one 2 minute rest period is allotted and then one 4 minute sudden victory will begin. If there is still a tie at the end of the sudden victory, teams defend the same goal they defended in the second half. One 1 minute rest period is allotted and then a brave heart will begin.
  - A brave heart consists of each team having a goalie and one field player. Officials may inspect field sticks before the brave heart begins; no coach-requested stick checks. The field players face off at the center. Goalies must remain behind their retraining lines during the faceoff. No timeouts or substitutions are allotted with the exception of a substitution due to injury. First team to score a goal wins.

### RULE SPECIFICATIONS

- Penalty time will be kept at the field table by the field marshal
- All levels sticks must comply with NFHS specifications. **40-42 in and 52-72 in plus goalie stick.**
- Officials may inspect sticks and equipment
- A maximum of 4 poles on the field is permitted
- There is no mercy rule
- Officials have the right to eject any player, coach or spectator from the field
- Each team has 20 seconds to clear half field
- **Over and back 2025 and older. No over and back 2026 and younger.**
- No 10 second count to get the ball in the offensive box until the last two minutes
  - During the last two minutes of the game, the team in the lead must clear the ball in 20 seconds to half field and 10 seconds into the box and keep the ball in the box unless the score differential is five goals or more.
- **Exceptions:**
  - 45 second technical foul
  - 90 second personal foul
  - Penalty time starts on the restart of whistle
  - In Home can serve a goalie penalty if no second goalie available

## **TIE BREAKER PLAYOFF STANDINGS**

For playoff standings, the following sequence will determine tie breaker:

1. Head-to-head (if only two teams are tied)
2. Most wins
3. Least goals allowed
4. Net goal differential (capped at 7 per game)
5. Coin toss (1<sup>st</sup> team alphabetically calls the flip)

## **SCORING POLICY**

- A field marshal is assigned to each field to keep score. Coaches of both teams and the on field officials are to confirm the score at halftime and again at the conclusion of the game. Once confirmed, the field marshal is responsible for reporting scores to the site headquarters.
- All scoring issues / disputes must be addressed on the field during or immediately following the game. The Tournament Director / Official may be requested by a coach to the field as needed via the Field Marshal

## **ROSTERS/WAIVERS**

- Rosters are required to be submitted by the set deadline before each tournament and a player may only participate on that team for the duration of the tournament
- Only currently registered players who agree and complete the "Release and Waiver of Liability, Assumption of Risk, and Indemnity and Parental Consent AGREEMENT," may participate in tournament games. Synapse Sports will notify a coach if a player did not properly complete the waiver.
- Teams may not move or transfer players between teams within or outside the club regardless of eligibility. Players can only play for the team they are rostered on.

## **GENERAL RESPONSIBILITY AND CONDUCT**

- *Athletic trainers are available onsite for emergencies and tournament injuries only. Athletic trainers are not permitted to tape prior injuries.*
- Only the head coaches are permitted to address the officials. Coaches are expected to do so in a courteous manner. Please treat all officials, opponents, spectators and tournament staff with the same respect that you would like to be shown.
- This tournament is a hate-free environment. There will be zero tolerance for racist, homophobic, sexist or derogatory language of any kind. This includes on the field, off the field, in the stands, players, coaches and spectators. If this type of language is heard, that person will be issued a "Purple Card" and asked to leave the tournament immediately.
- Verbal abuse of officials and staff from players, coaches or spectators will not be tolerated. Flagrant violations may result in a team disqualification at the tournament director's discretion; no refunds will be given to any team that is dismissed.

## **WEATHER/SAFETY POLICY**

- Synapse Sports reserves the right to cancel, shorten, convert format (no playoffs) or reschedule tournament games due to inclement weather, poor field conditions, or player and fan safety concerns. No refunds will be granted if these actions are necessary.

## **THUNDER/LIGHTNING POLICY**

- If lightning is observed, the staff will suspend play immediately. Players and fans will be asked to leave the fields. Play will be allowed to resume 30 minutes after the last sight of lightning is observed.
- Games will re-start in real time for whatever is scheduled when they resume.

## **REFUNDS**

- No team will receive a full refund
- No refund of any kind for a team that registered and withdraws after the final payment deadline, October 20, 2021.
- No refunds will be issued if the tournament is cancelled or shortened for any reason, including inclement weather or any other force majeure.

## **DISPUTES**

- Disputes of any nature are settled by the Tournament Directors and are final