



2023 Tournament Scoring & Rules

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

TOURNAMENT (POOL PLAY) GAME FORMAT

- 5 full field games in a championship format
- 21 minute running halves, 3 minute running halftime
- No timeouts. No overtime.
- Central horn regulates time for regular tournament games (ie-pool play)
- Teams change field direction for the 2nd half
- **2022** NFHS rules enforced, including equipment
- During stopped play for an injury, time will remain running

PLAYOFF GAME FORMAT

- 15 minute running halves, 3 minute running halftime
- Playoff time is kept on the field by the officials
- One 1 minute time out is allotted per team in regulation. Timeout can be called when the team calling the timeout is in possession of the ball. The clock will stop.
 - The timeout does NOT roll over to OT. No timeouts in OT
- During stopped play for an injury, time will stop
 - Any injury within 2 minute and under that requires the game to be stopped, the clock stops with the injury.
 - Any injury with more than 2 minutes remaining when the game is stopped, a maximum of 1 minute will come off the clock to assess the injury before the clock is stopped.
- 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 1 minute rest period is allotted and then sudden victory will begin. First team to score wins.
 - OT will have a running clock on all whistles. First goal scored wins the game.

RULE SPECIFICATIONS

- 2022 NFHS rules in effect for **ALL DIVISIONS** (except girls 2031/32 division)
- Penalty time will be kept at the field table by the field marshal
- Officials may inspect sticks and equipment
- Officials have the right to eject any player, coach or spectator from the field

TIE BREAKER PLAYOFF STANDINGS

Seeding for playoffs is based on:

1. Points accrued during pool play
 1. Win- 3, Tie- 1, Loss- 0
2. Head to head result if two teams tied
3. Goals against during pool play
4. Goals against common opponent/first place team in respective pools
5. Coin toss (1. team alphabetically calls the flip)

If a team needs to play an extra game to give a second team their 3rd game of the day:

- The 4th game will be identified and acknowledged with a '*' on Tourney Machine
- The 4th game will not count for any potential points or Goals Against for the team playing their 4th game
- For the team playing their 3rd game, the results will count for points and goals against
- In the event that there is a tie breaker scenario, which includes a team's head-to-head being their fourth game, that has been identified with '*' the head to head will NOT be applied.

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.

GIRLS RULE SPECIFICATIONS

- **Full checking in effect for ALL DIVISIONS, high school and middle school** (except 2031/32 division)
- If the horn sounds indicating the end of the half or game and a free position is being awarded in the 8m the game will continue until the scoring play is over.
- [2022 Youth USL 10U Rules](#) in effect for 2031/32 Division except a draw will be taken after each goal (instead of goalie clear)

BOYS RULE SPECIFICATIONS

- All levels sticks must comply with NFHS specifications.
- A maximum of 4 poles on the field is permitted
- There is no mercy rule
- Each team has 20 seconds to clear half field
- Over and back 2026 and older. No over and back 2027 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 two 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