



# 2024 Tournament Scoring & Rules

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

## POOL PLAY / CONSOLATION GAME FORMAT

- 21 minute running halves, 3 minute running halftime
- No timeouts. No overtime.
- Central horn regulates time for all pool-play & consolation tournament games
- **2023** NFHS rules with modifications below
- During stopped play for an injury, time will remain running

## PLAYOFF GAME FORMAT

- 21 minute running halves, 3 minute running halftime
- Playoff game time is kept by referees on the field
- One 1 minute time out is allotted per team in regulation.
  - The timeout does NOT roll over to OT. No timeouts in OT.
  - Timeout can be called when the team calling the timeout is in possession of the ball, anywhere on the field or any dead ball (NFHS).
  - The clock will stop.
- During stopped play for an injury, time will stop
  - Any injury within 2 minutes 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
  - 1 minute rest period and then Sudden Death Overtime. First team to score wins.
  - Teams defend the same goal they defended in the first half.
  - OT will have a running clock on all whistles.

## RULE SPECIFICATIONS

- 2023 NFHS rules in effect for **ALL DIVISIONS** (except girls 2031/32 division)
- Penalty time and score 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

## SCORING POLICY

- A field marshal is assigned to each field to keep score. **Coaches of both teams are to confirm the score at halftime and again at the conclusion of the game.** Each coach will sign the scorecard at the conclusion of the game. Once the scorecard is signed by the coach, no disputes can be made. 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 (before the scorecard is signed). The Tournament Director / Official may be requested by a coach to the field as needed via the Field Marshal.

## PLAYOFF STANDINGS AND TIE BREAKERS

- Seeding for playoffs is based on:
  - Points accrued during pool play
    - Win = 3 points
    - Loss = 0 points
    - Tie = 1 point
      - In the event that a team needs to play a 4th pool game in order to give a second team their 3rd game:
        - 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 teams head to head being their fourth game, that has been identified with '\*\*' the head to head will NOT be applied.
  - If 2 teams are tied with POINTS:
    1. Head to Head
    2. Goals Against TOTAL
    3. Goals Against Common Opponent. If multiple common opponents, take the sum.
  - If more than 2 teams tied with POINTS:
    1. If 1 team beat the other 2 teams - that team will advance and the second 2 will fall back into tiebreaker rules
    2. Goals Against **Total**
    3. Goals Against Common Opponent (only used if all teams played common opponent. If multiple common opponents, take the sum)
    4. Coin Toss/Braveheart
      - a. If a team is still tied after these tie breakers and is eligible for championship playoff bracket, a Braveheart may be used to determine who advances. The Tournament Director will determine the scheduling of a Braveheart based on fields and availability

## GIRLS RULE SPECIFICATIONS

- **Full checking in effect for high school and middle school**
- Free movement will apply to all ages
- If a horn sounds at the end of time and a free position is being awarded in the critical scoring area, the game will continue until the scoring play is over. The Free position show will be awarded as one shot, no passes, no follow up shots.
- Clock
  - The clock will stop at or under 2 minutes in each half (playoff games only)
  - The clock will stop on each whistle during the last 2 minutes of each half (playoff games only)
  - If at 2 minutes or under time period for either half of the game and a team has a lead of 10 goals more, then the game clock will remain a running clock. If the score changes to less than a 10 goal differential at any point during the final 2 minutes of either half, the clock goes back to stop clock (playoff game only)
- **Yellow / Red Card Policy**
  - If a player receives 2 yellow cards, the player must sit out for the remainder of that game, but may participate in the next tournament game for their team
  - If a player receives 1 red card, the player must sit out for the remainder of that game. The Head Official and Tournament Director will determine if the player will be permitted to play in any remaining games.
  - If a team accumulates 4 or more cards in one game, they will play a player down for the remainder of the game, and each additional yellow card, another player will sit out the remainder of the game.
  - If a penalty is deemed as vicious, intentional or hateful, officials have the right to request tournament dismissal. The Tournament Director & Head Official will decide the level of penalty.
- **2030 Girls and younger / Mercy Rule** If one team has an 8 goal lead or more the team who is trailing has the option to start with the ball in lieu of a draw after a scored goal. If the deficit goes below 8, there will be a faceoff
- **2032 Girls**
  - 8v8 including a goalie.
  - 4'x4' foot goal.
  - At the draw players line up in both offensive and defensive end, traditional line up.
  - Introduction of the 8-meter arc and restraining line at midfield.
  - After a goal, resets with a draw
  - No checking and 3 seconds closely guarded applies
  - Must play 1v1 defense.
  - There is a one attempted pass rule.

## **BOYS RULE SPECIFICATIONS**

- All levels sticks must comply with NFHS specifications.
- A maximum of 4 poles on the field is permitted
- Counts
  - 30 seconds to advance the ball into the box (Pool Play and Playoffs)
  - 2024-2031 - Clearing Counts\_
  - 2032 and younger - No Counts except the 4-second goalie count
  - Championship/Playoff Games Only: The leading team must keep it in the box under 2 minutes if they are ahead by 2 goals or less.
    - If a score changes to 2 goals or less under 2 minutes the clock will stop and start with the whistles
    - If teams are ahead by 3 goals or more, the clock will remain running
- Checking
  - 2028 – 2032 – limited body checking. Big hits & physical play (even within three yards of a loose ball) constitute unnecessary roughness (90 sec penalty)
- Penalties
  - Penalties are running time starting on the whistle (45 or 90 seconds). Penalty time stops during injuries, end of quarters and while another penalty is being assessed.
- **2030 Boys and younger / Mercy Rule** - If one team has an 8 goal lead or more the team who is trailing has the option to start with the ball in lieu of a faceoff after a scored goal. If the deficit goes below 8, there will be a faceoff