



## Girls Tournament Rules Varsity and JV Divisions

1. Each team **MUST** have a coach or parent on the sideline at all times. He or she is responsible for the conduct of the team at all times.
2. All games will start and stop on a central horn. Any team not on the field and ready to play within 1 minute after the horn will start the game defending a fast break.
3. Games will consist of one 25-minute, running time period; 5 minutes between games.
4. **ONLY 7 PLAYERS ON THE FIELD AT A TIME:** goalie plus 6 field players.
5. Fields are 70 yds. long by 35 yds. wide.
6. Each player needs to have required equipment including mouthpiece, cleats, sticks, and goalie equipment. All players **MUST** wear tournament-provided jersey.
7. **CHECKING:** Checking rules will be applied according to the NFHS rulebook.
8. Any player ejected from a game will not be able to participate in the next game.
9. There are **NO** time-outs.
10. Ties will be broken by a sudden-victory "Braveheart" (1v1 from a draw, goalie must stay on sides, no substitutions)

11. Draw to start game only. All players will remain outside of center circle until whistle is blown.
12. After a goal, the scored-upon goalie will get possession and start on the official's whistle - goalie will be entitled to protection of crease for 10 seconds.
13. When there is a 5-goal margin, after a goal by either team, the team trailing will be awarded the ball at midfield.
14. All substitution is on-the-fly, even after goals.
15. PENALTIES: **Penalties will be administered according to the NFHS and USL rules.**
16. Each team must keep 2 players behind the midfield line on the offensive half and 3 players in the defensive half of the field at all times. (4v4 on offense/defense)

### **7/8 and 5/6 Rules**

Same as varsity rules with the following adjustments:

1. Modified Checking is allowed.

### **5/6 Rules**

Same as U13 rules with the following adjustments:

1. NO CHECKING will be allowed if a U11 team is on field.

### **Pool Tie-Breaking Procedures**

1. **Head to Head Result**
2. **Goal Differential** (goals for minus goals against)