

TC27 Unity Holiday Tournament Rules - Boys

Game Play:

- High School Rules except as noted below
- **■** 7v7 (2 A, 2 M, 2 D, 1 GK)
- No Body Checking
- 3 long sticks on field permitted at one time
- Game starts with faceoff, w/ one midfielder from opposing team lined up on side of boards. Play starts with goalie clear after goal, 5 goal advantage leading team must retreat to defensive side of field after goal
- Over and back rule in effect
- Stall warning to advance by referee, 15 seconds to have shot on goal after warning
- No time outs
- Home team wears white, Away team wears dark
- **3/4 Division 4v4 (3 Field Players, 1 Goalie), No long poles, no over and back rule, no

<u>offsides</u>

Penalties:

- Offending team plays man down for each penalty. Penalty time starts on whistle to resume play.
- **3/4 Division Fast Break from midfield

Overtime:

- ≤ Sudden Death, 4v4 (3+GK), no offsides. After 4 minutes of play Braveheart

Unsportsmanlike:

Unsportsmanlike behavior or play by coaches, players or spectators will not be tolerated



- Automatic Ejection from tournament for fighting / punch thrown
- ■ Verbal abuse of officiating from coaches or players will result in non-releasable 1:00

penalty.

Champion Determination Rules in order:

Win Loss Record Head-to-Head Fewest Goals Allowed

Goal differential: 10 goal differential max per game

Coin Toss

After each level of criteria is used, tie-breaker resets.



TC27 Unity Holiday Tournament Rules - Girls

Game Play:

- High School Rules except as noted below
- 7v7 (2 A, 2 M, 2 D, 1 GK)
- 1-25 Minute, Running Time Period
- Game starts with a draw. Play starts with goalie clear after goal, 5 goal advantage leading team must retreat to defensive side of field after goal
- Midfield is the restraining line
- Players will sit for 2 minutes for yellow and red cards, red carded players cannot re-enter the game.
- No time outs
- Home team wears white, Away team wears dark

Overtime:

Sudden Death, 4v4 (3+GK), no offsides. After 4 minutes of play

Braveheart

Unsportsmanlike:

- Unsportsmanlike behavior or play by coaches, players or spectators will not be tolerated
- Automatic Ejection from tournament for fighting / punch thrown

penalty.

Champion Determination Rules in order:

Win Loss Record

Head-to-Head

Fewest Goals Allowed

Goal differential: 10 goal differential max per game

Coin Toss

After each level of criteria is used, tie-breaker resets.