



2024 BOYS PLAYING RULES

LENGTH OF GAMES: Four (4) 11-minute quarters; 3-minute halftime; 1-minute break between quarters, running clock except for start and stop during last 2 minutes of each game.

PLAYING RULES: Default to NCAA rules unless otherwise noted. No crease dives.

CLEARING: 20 secs to clear over fifty-yard line. Over and back only applies when the shot clock is under 60 seconds. Players do not need to touch it in the box.

Shot Clock: The shot clock will reset to 80 when there is a change of possession. Shot clock will reset to 60 after a penalty or a shot hits the goalie/pipe.

PENALTY TIME: Penalty time will be kept at the table.

TIMEOUTS: Each team will receive one timeout per half. Timeouts not used in the first half do not carry over to the second half. Clock will STOP during timeouts. No timeouts will be granted in overtime periods.

STICK CHECKS: No stick checks unless requested by coaches. 1 per game.

OVERTIME: If a game is tied after regulation, goalies will switch sides and a 5-minute sudden victory overtime period will be played. If necessary, goalies will switch ends at the end of every 5:00 minute overtime period. Games cannot end in a tie.

TIE BREAKERS: To Determine Playoff Position/Seeding

1. Winning Percentage
2. Head-to-Head*
3. Goals Allowed
4. Goal Differential (capped at 10 Per Game)
5. Coin Flip

***Head-to-Head:** Does not apply if all the teams tied do not play each other an equal number of times. For example, if there are 3 teams tied and one team played the other two, but the other two did not play each other, this tie breaker will be ignored (regardless of the outcome of the two games played by the first team)

UNSPORTSMANLIKE CONDUCT: If a player or coach is ejected from a game, at the discretion of the Tournament Director the player or coach may remain ineligible for the next game of the event.

WEATHER DELAY: We will follow the Howard County Parks and Recreation (HCPR) Weather Policy using their lightning detection system. Games will pause immediately if lightning is detected, and all participants must seek shelter as directed.

- **If a game is 50% or more completed** at the time of delay, the score is final. If the game is tied, the overtime procedure will be followed when it is safe to resume play. ***Exceptions to this rule may be made for playoff or championship games***
- **For games less than 50% completed**, play will resume from the point of delay and continue to at least the 50% mark when safe. Updates on safety conditions will be provided, with our goal being to safely maximize game play for all teams.

Management has the authority to adjust the schedule as needed, including shortening games. In extreme weather conditions, tournament directors, officials, and site managers will determine if it is safe to play. All

decisions are final, and no refunds will be issued for game cancellations due to acts of God (rain, severe wind, and lightning). Thank you for your cooperation.