



Tournament Rules & Conditions

Tournament format

In all divisions, the majority of pool play games occur on Friday and Saturday with the potential of extending into Sunday morning. Most bracket play will be on Sunday for the teams that qualify, with some divisions starting as early as Saturday.

Brackets will be updated when pool play completes. Any teams that leave early and are not ready for their bracket game will forfeit their position.

Conditions

- **Rosters:** Coaches must turn in roster forms online prior to Sunday, June 1, 2025.
- **Weather:** Tournament format, game length, and number of games are subject to change based on weather. The Tournament Director reserves the right to shorten the length of games in the event of bad weather.
- **Forfeit:** The score will reflect a 1-0 loss for the forfeiting team.
- **Protests:** All protests will be settled on the field, referee decisions are final.
- **Sportsmanship:** Heckling of the referees will not be allowed. The coach of the team whose fans violate this rule will be warned once. If heckling continues, fans will be asked to leave the premises. Fans not complying within two minutes will cause the forfeiture of the game to the opposing team.
 - Association leaders and coaches, please discuss this with your fans prior to the tournament to avoid any confusion.
- **Trash:** Teams must remove all trash from the team area after each game.
- **Food & drink:** No grilling allowed. No alcohol allowed on school grounds.

Game format

Rules align with the 2025 YLM/MSLax rules respectively, with modifications for tournament.

Duration: Two, 20-minute halves. 5-minute halftime. All games are running clock and will start and end on the central horn under all circumstances. Exceptions may be made at the Tournament Director's discretion for incidents that involve serious medical attention. Promptly clear the sideline after your game to allow teams for the upcoming game to begin warm ups.

Timeouts: Each team will get 1, thirty second timeout per game. The game clock does not stop during timeouts, but the clock for any penalties will stop. No timeouts can be used with less than 2 minutes remaining in the game, the 2-minute horn immediately ends all timeouts. No timeouts will be granted during an overtime period

Central horn: A single central horn signals game start, half time, and second half start. A double-horn signals two-minute warning in the second half, long horn signals game end.

Pool play points: 2 points for win, 1 point for a tie

Pool play tie breakers:

- Total Pool Points
- Head-to-Head (only if all tied teams have played each other)
- Goals Allowed
- Goal Differential (Max 5 Goals per game)
- Goals Scored

Overtime:

- **Pool play:** No overtime, game ends in tie.
- **Bracket play:** 4-minute sudden death period until the first team scores. If still tied at the end of sudden death; the overtime will go into a Braveheart.
 - **Braveheart for 12U and 14U teams:**
 - The challenging teams selects four players each: 3 field and 1 goalie.
 - One of the 3 field players for each team must be a d-pole at all times.
 - Penalties are not served, but will result in a change of possession and the penalized player will not be allowed to return to play for the duration of the Braveheart.
 - The Braveheart will play out until one team scores and is declared the winner.
 - **Braveheart for 8U and 10U teams:**
 - The challenging teams will select:
 - 10U: Three players each: 2 field and 1 goalie.
 - 8U: Two field players each
 - Penalties are not served but will result in a change of possession and the penalized player will not be allowed to return to play for the duration of the Braveheart.
 - The Braveheart will play out until one team scores and is declared the winner.

8U boys:

After a goal is scored, the scoring team must drop back to the center line before play resumes. The scoring player must sub off the field.