

Fall Finale Rules

2011 Fall Finale Tournament Rules

GENERAL RULES:

- Mouth guards, arm pads, and shoulder pads are required
- The tournament is “running time”, so all penalties will be a minimum of 1 minute. Penalties can be longer than 1 minute and/or “non-releasable” at referee’s discretion, as in standard game play. Penalties begin on the official’s re-start.
- Players may only play for one team during the tournament.
- Any fighting or flagrant disrespect towards an official will result in expulsion for the remainder of the tournament. No exceptions, no refunds!
- Teams need to fulfill all requirements of the schedule both in the winning and losing bracket.
The Fall Finale prides itself on the reputation it built and is honored by the reputation of the HS and club teams it accepts. Please remember all teams came from far and near expecting to play a certain number of games and we rely on the professionalism and love of the game of all coaches involved to hold true to that commitment.

GAME PLAY:

- Games consist of two 18-minute halves, and a 4 minute half-time (40 minutes total).
- One time out per game. No time outs in the last 5 minutes of the game.
- Time will be kept at Tournament HQ:
 - One long airhorn blast starts and stops each half
 - Two quick airhorn blasts denotes there are 2 minutes left in the game (note, this only occurs in the 2nd half).
- The team that is ahead must keep the ball in the box during the last 2 minutes of the 2nd half.

YOUTH SPECIFIC RULES (Grades 3-8)

- No clearing times will be in effect, though the 4-second crease rule for goalies still applies.
- Mercy rule in effect. If a team goes up by 7 goals, a free clear is awarded to the team that is behind.
- Overtime will be settled with a “braveheart” competition.
 - Each team fields 1 position player and 1 goalie. Starts with a face-off. Only 1 player per team (position player or goalie) can be on offensive side of the field, or the play is off-sides. NO SUBSTITUTIONS. First goal wins.

HIGH SCHOOL SPECIFIC RULES

- All clearing times are in effect (20 seconds to mid-line, 10-seconds to get it in the box). 4-second crease rule applies.
- Mercy rule: If a team goes up by 10 goals, a free clear is awarded to the team that is behind (no face-off).
- Overtime will be settled with 10v10 sudden victory.

RULES RELATED TO INCLEMENT WEATHER:

- There are no “rain dates” for the Fall Finale. Assume that games will be played on their scheduled dates.
- If inclement weather that causes a game stoppage (i.e. lightning sighting) during the event, the following rules apply:

- Play will stop for until the head official deems the weather suitable for resuming
- If play stops during the first-half of a game: After the stoppage, the game resumes with the start of the 2nd half.
- If play stops during the second-half of a game: The game ends immediately. Team in the lead at the time of stoppage is declared the winner. (If a weather stoppage appears eminent, grab the lead quickly!!!).
- If the delay is substantial, Tournament HQ may make a decision to shorten all remaining games until the tournament is back on time.



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