

## 5v5 Rules and Regulation

We will not tolerate any profanity or hostility towards officials, players, fans, or staff.

Our staff reserves the right to terminate your registration and games without a refund, for cause.

### Timing and Scoring

- 1) Games are timed by central horn.
- 2) 10 minute running clock games / 5 minute breaks
- 3) Officials on the field keep score.  
*(Coaches are responsible for check in with the official after each score to keep accuracy)*
- 4) Ties:
  - a. Pool Play games end in a tie.
  - b. Bracket Games with tie will be decided by Brave Heart.
    - i. Brave Hart Tie Breaker
      1. 1 Player for each team and both goalies in goal.
      2. Start play with a throw.
      3. First team to score wins.

### Pool Play / Bracket Play

- Pool Play Games are awarded points: Win = 3, Tie = 1, Lose = 0
- Cross pool games will count towards total scoring record in determining your Pool Place.
- Bracket Seeding will be first based on pool place.

\*\*\*Tourney Machine determines multiple tie break scenarios within their app for pool place and bracket seeding.

### RULES:

- 1) Only 4 field players and 1 goalie may be on the field at one time.
- 2) Substitution: Sub on the fly.
- 3) **Goalies will remain behind the cage and switch as possession changes.**
- 4) Teams with no goalies, team may ask the opposing team's goalie to play both ways; they do not have to agree.
- 5) Each Game Starts with the throw.
  - Players line up on the 8 meter, official throws from the back court cone or further back.

- 6) All major and minor fouls will be called.
  - Major Fouls = Free position if in scoring area
  - Minor Fouls = Ball is placed outside of the 12. Player is placed behind.
- 7) Officials use judgment on keeping play going vs awarding a turnover. Keep play safe.

## **Back Court Rules**

**Back Court** = bringing the ball to the 12 Meter area / Cones.

**Upon a Goal** = Possession will change after a goal with an uncontested back court (FREE CLEAR).

**Upon a Goalie Save** = The team with possession must Back Court the ball. The other team can contest the clear/ back court. (NOT A FREE CLEAR)

**Upon a Turn Over** = the team with new possession must back court.

**Loose/ Dropped Ball** = If "Team A" had possession, drops the ball, but maintains possession, No Back court is needed.

**Scoring without Back Court** = No goal and lose of possession.

## **Other Notes**

**Checking Rules – We encourage safe play.**

**Crimson Division (Grades 4<sup>th</sup>-7<sup>th</sup>)** – We realize there are different ages and rules in this division. We encourage Modified Checking in this division. If we have a team that is only comfortable with No Checking, we will accommodate them for their games.

**Gold Division (Grades 7<sup>th</sup> – 12<sup>th</sup>)** – Transitional Checking