



RIP THE DUCK RULES 2021

Roster Notes

- All players must complete waiver to participate in the tournament.
- Players are not allowed to double roster unless communicated with tournament director and approved before the tournament starts. Teams found in violation of this rule will be disqualified and deemed a loss. In the event the team in violation loses, the final score will remain. In the event the team in violation wins, score will reflect a 1-0 loss for team in violation.
- In case of forfeit, score will reflect a 1-0 loss for forfeiting team.
- No more than 3 coaches are allowed on the sideline
 - No 9th graders are allowed to play. **No exceptions.**
 - U10 divisions must be in 3rd or 4th grade
 - U12 division must be in 5th or 6th grade
 - U14 division must be in 7th or 8th grade

Game Rules

Duration:

- Two, 20 minute halves, 5 minute halftime. All games are running clock and will start and end on central horn under all circumstances. Exceptions will be made that involve serious medical attention.

Format:

- 3/4th grade full field, 5/6th grade, 7/8th grade: 10v10
- 3/4th grade 7v7: (2 A, 2 M, 2 D, 1 G)
- Girls U12 and U14: 12v12

Central Horn:

- A central horn sound will start the game, signal the start of halftime, signal the start of second half, and a double-horn will signal the two minute warning in the second half, and a long single horn will end the game.



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Timeouts:

- One 45 second timeout per game. No timeouts last two minutes of games. If timeout is underway during two minute warning, the timeout is over and play resumes. No timeouts during OT or brave heart.

Penalty Time:

- All boys penalties are time and a half due to running clock.
- All girls penalties are two minutes.
- Penalty time is kept by score keeper. Penalty time stops during timeouts. Penalty time does not start until player takes knee in box and referee resumes play.
- All U10 divisions: No man down penalties, but players who commit fouls will leave the field and will need a sub.

Long Poles:

- 3/4th grade: No Long Poles allowed.
- 5/6th grade and above: Max 4 Long Poles on the field (52" - 72")

Goal Differential

- Max score differential per game is capped at 10.

Pool Play:

- There is no OT in pool play games. Teams are awarded 5 points for W, 2 points for T, 0 points for L. In boys playoff games, 3v3 plus goalie brave heart will begin. One player (typically goalie) must stay back on defense for brave heart. In girls playoff games, two (2) three minute overtimes, sudden victory. If no score in overtime, teams play 3v3 brave heart.
- Penalties will be assessed as would usually during overtime, including time served penalties will be served.
- No substitutions allowed in overtime except in case of injury for team that is injured.



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Tie Breakers in Pool Play:

1. Points
2. Head to Head
3. Goals Allowed
4. Goal Differential
5. Goals scored

Tie Breakers Among Division (applicable when bracket is advanced among entire division)

1. Points
2. Pool Place
3. Goals Allowed
4. Goal Differential
5. Goals Scored

Faceoffs/Draws:

- To start game, halftime, OT and after every goal. If a team is down by more than seven goals, that team starts with possession after each goal scored until differential is less than seven.

Goalie Crease Time:

- Boys
 - 3/4th grade: 10 seconds
 - 5/6th grade and above: 4-second crease count
- Girls
 - 10 seconds
 - Goalie is not allowed to step back into goal circle when she has possession of the ball.



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- Advancing:
 - Boys 3/4th grade: No counts
 - Boys 5/6th grade and above: 20-10 counts for advancing the ball

Final Two Minutes:

- Boys 3/4th grade: Not enforced
- Boys 5/6th grade and above: NFHS

Body Checks and One Hand Checks

- 3/4th grade: Some body contact allowed, but body checking is illegal. Limited stick checking, with only lift checks, poke checks and stick checks below an opponent's shoulders
- 5/6th grade: Some body contact allowed, but body checking is illegal. Limited stick checking, with only lift checks, poke checks and stick checks below an opponent's shoulders.
- 7/8th grade: Full stick checking legal, but no one-handed checks. Body checking legal, but no take-out checks.
- No take out checks or defenseless player checks allowed at any level
- No one hand checks at any level

Girls Checking

- U12: Modified checking allowed
- U14: Checking allowed. Any check into the sphere constitutes an illegal check. Check to the head and neck and a Slash are mandatory cards.

Boys Over and Back:

- 3/4th grade: Not enforced
- 5/6th grade and above: Enforced



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Weather Policy

- US Lax Events has the right to shorten games, finalize games due to future weather, reschedule games, and finish games before inclement weather arrives.
- Every attempt will be made to update cancellations on the Tourney Machine website.
- Once the first whistle has begun there will be no refunds for lost games that result from the weather. Once the first game of the tournament has begun
- (first whistle rule) no refunds of any kind will be issued.

Refund Policy

- If tournament is cancelled two (2) weeks or longer prior to the scheduled start of the tournament. Full refund less \$25 administration fee.
- If tournament is cancelled between one (1) week and the scheduled start of the tournament. Refund will be 75% of tournament fees paid.
- If team drops out two weeks or before the event starts, a full refund minus \$50 processing fee will be processed. Start time for each event is 7AM.
- If team drops out inside of two weeks of start of event, no refund will be processed.

Conduct Policy

- Only head coaches can address officials.
- Head coaches are responsible for their players, parents, and fans.
- US Lax Events has the right to remove any coach, player, or fan from the tournament.
- Poor sportsmanship, taunting, fighting, or unsportsmanlike behavior will not be tolerated.
- Please instruct your parents not to come to the event HQ. Only coaches and directors should approach the HQ tent for problems.