

THE CIRCUIT

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CIRCUIT RULES

Modified NCAA rules with the following modifications and/or points of emphasis.

OPENING CEREMONY- Prior to each team's first game tournament officials will host an opening ceremony to verify rosters & review rules. Each game will start with team lineups in the middle of the field and finish with handshakes.

GAME FORMAT- Four 12 minute Quarters. 2 Minutes between quarters. 5 Minute halftime. *We will play stop time the final 2 minutes of the 4th Quarter as well as Overtime.*

TIMEOUTS- 2 one minute timeouts per game and the clock stops. Dead ball or in the offensive box. Timeouts stop the clock regardless of what point in the game it is called.

OVERTIME- 4 minute sudden victory with stop time. Timeouts from regulation do not carry. Each team gets 1 timeout in each OT period. Games cannot end in a tie.

SAFETY- Mouthguards (of any color/design) must be worn at all times along with NOCSAE approved equipment.

COUNTS- We are using 80 second shot clocks. 20 second shot clock to cross the midfield, same as college. After 20 seconds the over & back rule is in effect. Reset is 60 seconds.

CHECKS- One-handed stick checks are allowed and will be enforced as a slashing penalty if out of control. At discretion of the refs

PENALTIES- Traditional 30 or 60 Seconds or can be locked in. Penalty time stops during injuries, time-outs, between quarters and halves, and while another penalty is being assessed. All penalties are stopped time.

FACEOFFS- Standard Neutral Grip; no moto grip, no knee down. Faceoff sticks require tape of a different color of the shaft. Three violations per half is no longer a penalty. **Under the new rule, if a faceoff player commits a violation, that player will not be allowed to participate in the next faceoff.**

OFFICIAL SCORE- Will be kept by the field coordinator. Post-game the field coordinator will certify the official score with both coaches and officials. Once scores are certified & reported they may not be challenged. Tournament Directors will only communicate with club directors and head coaches.

ROSTERS- All players must be Player Authenticated to compete. No player can compete on more than one team within the same age group or grad year for a different club. Any roster moves must be approved by the tournament director.

SPORTSMANSHIP- If a player leaves the sideline to get involved in an on-the-field altercation, or a player on the field runs from the opposite end crossing the midfield, that player is automatically ejected from the game and the following game. The player may also be removed from the event per the discretion of the tournament director. The offending team may have to forfeit the game at the discretion of the tournament director. In the event that both teams have players exhibiting this behavior the game may be called and both teams will have the game recorded as a loss.

The coaches and officials are expected to protect and promote the safety and well-being of all players. Any player, fan, or coach ejected from a game will be prohibited from competing in/coaching/watching his/her team's next game. If this happens a second time, said participant will be disqualified from the event. Ejections are determined by the referees; expulsions by the tournament directors.

GAME/TOURNAMENT DELAYS-Weather is monitored through Schneider Electric's WeatherSentry Online and the current venue's weather system. Tournament directors have the authority to postpone or cancel games. The schedule may be modified if necessary.

LIGHTNING SAFETY: Three (3) blasts of an air horn indicate LIGHTNING and all fields must be cleared IMMEDIATELY. Players and fans must go to the tournament's designated safe shelter. Safe shelter is considered any fully enclosed building that involves plumbing and/or electrical wires that act to electrically ground the structure-places that people live or work. If such a shelter cannot be found, take shelter in any vehicle with a hard metal roof and closed windows. No outdoor activities are to be resumed until 30 minutes after the last sign of lightning/thunder or the all-clear email has been received. For every strike observed, the 30- minute timer is reset. Five (5) blasts means the field is now open and play can resume.

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FINAL FOUR WEEKEND- Teams will be seeded according to their overall record. If teams are tied on record after the December: Following the Session II event the following tie-breakers will be used in order to determine:

1) Head to Head 2) Goal differential 3) Goals against 4) Goals scored

In the event of a 3+ team tie, the tiebreaker process starts at step 2. Once a team is selected as winning the 3+ team tiebreaker. The process starts at step 1 once 2 teams are remaining.