



## **In Honor of Drew Webb, #7**

**Divisions** - Boys- 3/4, 5/6, 7/8, JV, Varsity, Club  
Girls- 7/8, JV, Varsity, Club

### **High School Division (Varsity):**

Coaches are welcome but not necessary. In lieu of a coach, a team may choose to have a designated Captain to run substitutions and interact with referees during the games plus a Team Coordinator to handle logistics before and during the tournament. Teams can be schools, clubs, or select teams.

### **High School Division (JV):**

Coaches are welcome but not necessary. In lieu of a coach, a team may choose to have a designated Captain to run substitutions and interact with referees during the games plus a Team Coordinator to handle logistics before and during the tournament. Teams can be schools, clubs, or select teams.

### **Alumni/Club Division:**

Coaches are welcome but not necessary. In lieu of a coach, a team may choose to have a designated Captain to run substitutions and interact with referees during the games plus a Team Coordinator to handle logistics before and during the tournament. Teams can be schools, clubs, or select teams.

### **7th-8th Grade:**

Coaches required. Teams can be schools, clubs, or select teams.

### **5th-6th Grade:**

Coaches required. Teams can be schools, clubs, or select teams.

### **3rd-4th Grade:**

Coaches required.

## **Scoring**

\* Points will be awarded after each game, 5 points for a win, 2 points for a tie and 0 points for a loss.

\*Ties will be broken in the following manner and sequence:

- 1.) Head to Head play
- 2.) Most wins
- 3.) Fewest goals allowed
- 4.) Total point differential in first five games (not to exceed +3 or -3 in any game)
- 5.) Coin Toss.

\* All semifinal and final games that end in a tie will be resolved by a sudden victory overtime period.

## **Men's & Boys Rules**

All Divisions 60 X 40 yard field.

Game length 30 minutes.

Central clock/horn.

Win counts as 5 points, tie 2 points, loss 0 points. Ties are allowed. No Braveheart or Over Time.

**NO TAKE OUT CHECKS.**

Face offs at start of game only.

Wing players start with foot on sideline to their Face Off guys left.

Defense/Attack on Goal Line Extended until possession.

2 Midfielders, 2 Attackmen, 2 Defensemen, Goalie. Three players stay in defensive end, 2 in offensive end.

Three long poles max.

After goals, the Goalie takes ball out of goal, whistle blows and play resumes.

For 3/4th, 5/6th and 7/8th only: at four goal or greater difference, after a goal by either team, the trailing team gets ball at midfield. For JV and up, goalie scored upon clears as above.

Penalties are time served, running time, 60/30 seconds as per field rules.

All substitutions are on the fly.

One 30 second time out per team per game, none in last two minutes.

If there is a flag down for a personal foul and the violated team scored, they also get the ball back at midline so it is a double penalty on the offending team since the goal counts plus possession goes to team that just scored and they are man up.

## **Women's & Girls Rules**

All Divisions 60 X 40 yard field.

Game length 30 minutes.

Central clock/horn.

Win counts as 5 points, tie 2 points, loss 0 points. Ties are allowed.

No Braveheart or Over Time.

7 vs 7 **NOT** including the goalie (i.e. 7 field players plus goalie for each team)

For the draws only, teams will have four on the circle, plus the center taking the draw. The other two remaining field players (one attack and one low defender) are back at the respective 12 m arcs.

Draws ONLY at start of game.

Following scored goals, the goalie will retrieve the ball, whistle blows and play resumes.

There will be a midfield line that serves as the restraining line once the whistle blows to start play on the draw.

Each team must keep 1 field player back on each end, which provides a 6v6 in settled situations on each end.

Penalties as per field rules.