

# Pumpkin Shootout 2023 TOURNAMENT RULES

The tournament will use federation rules with the following exceptions: minimum of 16 players permitted on a team, maximum of 24. The field size is 20 yards by 60 yards; consisting of 2 defensemen, 2 midfielders, 2 attackmen, and 1 goalie in play. Defensemen and attack will begin all face-offs and penalty fast breaks behind their respective GLE.

**Note: Only (2) long poles can be on the field at a time.**

**GAME TIME:** there will be two (2) twenty (25) min. running halves that will be kept at each field. Halftime is five (5) minutes. Each half starts with a face-off.

**OVERTIME:** Sudden death overtime will follow the completion of a tied game after a one (1) minute break, sudden death will be four (4) minutes of running time. Goals defended will remain the same for the first sudden death; goals will be exchanged after each sudden death period thereafter. The overtimes will continue until a winner is decided. Any fouls committed in overtime will result in a one whistle fast break (see below).

**BODY CHECKING:** *No take-out checks are allowed at any age level.*

**CLEARING AFTER A GOAL IS SCORED:** There are no face-offs after a goal. The goalie will wait with the ball in the crease until Referee records the score and whistles the ball into play. Standard NFHS 4 second count is in effect once Referee has whistled the ball back into play following a goal.

**TIMEOUTS:** There are none, except for injury or referee time-out.

**PENALTY TIME:** The offending player (except goalies) must be substituted for but can re-enter the game via special substitution after the next start in play (ie - no man down situations). All time serving penalties will be single whistle fast breaks. All players except for two attack and two poles will start in the defensive end of the field, 5 yards behind the mid-field line and the fouled player will start at the midline. The attack and defensive players will begin play behind GLE. All players release on the whistle. Major infractions may result in expulsion from game and tournament.

Should multiple fouls occur on the same play (live or dead ball), a fast break shall be awarded for each foul. The first fast break shall be deemed over when a) the ball hits the ground or OOB, b) defense gains possession c) or a goal is scored. A goal scored will wipe out any pending fast breaks for technical fouls.

**20/10 SECOND COUNT:** There is none.

**EQUIPMENT:** All players must conform to standard league equipment rules including mouthpiece, shoulder pads, etc. There are no random stick or equipment checks by the Officials.

**ALTERNATING POSSESSION:** The first team listed on the schedule will have the first AP, if needed.

**U14/15 AND UNDER SPECIFIC RULES:**

1. All legal checks, holds and pushes must be within 3 yards not 5 yards.
2. No one handed stick checks are allowed.

**DOUBLE ROSTERING:** Players will not be allowed to play on more than one roster for the weekend. If there is any double rostering, you will forfeit ALL games the double rostered player participated in.