

**Due to the running clock, A GAME/HALF MAY NOT END ON A DEFENSIVE PENALTY. In the event of a defensive penalty within the CSA resulting in an expired clock, play will resume on the officials whistle. Trail Official will count :03 Seconds of play from point of Free Position at the whistle. During the :03 seconds, regular game rules exist, including the potential for another defensive foul, pass, a shot or a goal. All goal calls are final.**

## Play of Games

- 2-20 Running halves
- 3 minute half time
- 1 thirty second time out per half per team - time does not stop. No time outs allowed during last three minutes of half.
- Yellow card times will be kept on the field by the game scorer
- No overtime in Pool Play
- Championship games ending in ties, will go immediately to a sudden victory! 1<sup>st</sup> team to score wins

## Rule Specifications

- Transitional checking at U14 and High School levels Modified Checking at 12U and NO checking 10U
- YOUTH SPECIFIC U12 & U10 Youth rules.
- Games will be full-field EXCEPT U10
- U10 will be 7v7 with no goalie (8 v 8 with). Goals will be flipped over. If teams have goalies they we remain normal. *The default will be no goalies...if one team has a goalie and the other does not, the game will be played w/o a goalie.*
- 3 PLAYERS from each team allowed between the restraining lines for the draw
- 2 yellow cards for 1 player – player out remainder of THAT game but may play the next game
- Releasable penalty: A player receiving a yellow card will be suspended from play for 2 minutes. She must serve her time kneeling in the substitution box. **Cards are NON- Releasable**
- A player or coach receiving 2 yellow cards in a single game is out for the remainder of that game. The player/coach who received 2 yellow cards will be allowed to participate in the next scheduled game.
- Red card for 1 player – player out remainder of THAT game, Head Official and field official and Tournament Director will determine if the player will be allowed to play any remaining games.
- If a team accumulates 4 or more cards in a game they **WILL** play a player down the remainder of the game.
- If horn sounds at the end of time and a free position is being awarded in the critical scoring area – the game will continue until the scoring play is over.
- A player/coach who is ejected for a violent conduct or serious foul play, RED CARD, will not be allowed to play in the next game and may be subject to tournament suspension. Any player or coach who assaults another will be expelled from the tournament and law enforcement may be used. Ejections are determined by the referees; expulsions by the tournament director.
  - 1 pass rule is in effect for U10