



# BOYS VIKING GOAT RULES 2025

## 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.
  - 8U: 9/1/2016-8/31/2018
  - 10U: 9/1/2014-8/31/2016
  - 12U: 9/1/2012-8/31/2014
  - 14U: 6/1/2010-8/31/2012

## Game Rules

### Duration:

- Two, 20 minute halves, 3 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.

### 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.

### Format:

- 8U: 5v5 (no goalie)
- 10U: 7v7 (1G, 2A, 2M, 2D)
- 12U: 10v10
- 14U: 10v10



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## Overtime:

- 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, there will be a 4 minute OT. If no goals are scored during OT, a 3v3 plus goalie brave heart will begin. One player (typically goalie) must stay back on defense for brave heart.
- Penalties will be assessed as would usually during overtime, including time served penalties will be served. Penalties carry over into overtime.
- No timeouts allowed in any overtime.
- No substitutions allowed in 3v3 brave heart except in case of injury for team that is injured.

## 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:

- There are no running time penalties for boys.
- 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 youth penalties are non-releasable even after a goal is scored.
- 8U: player must serve the penalty, but the team can still play full strength; fouling out/ejections possible



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## Long Poles:

- 8U: None allowed
- 10U: Three allowed. Length (47"-54")
- 12U: Four allowed. Length (52"-72")
- 14U: Four allowed. Length (52"-72")

## Boys Short Stick Length:

- 8U: 37"-42"
- 10U: 37"-42"
- 12U: 40"-42"
- 14U: 40"-42"

## Boys Goalie Stick Length:

- 10U: 37"-54"
- 12U: 40"-72"
- 14U: 40"-72"

## Goal Differential

- Max score differential per game is capped at 10 on TourneyMachine.

## Tie Breakers in Pool Play:

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



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

- Points
- Head to Head
- Goals Allowed
- Goal Differential
- Goals Scored
- Pool Place

Faceoffs:

- To start game, halftime, OT, and after every goal. If a team is down by ten or more than goals, that team starts with possession after each goal scored until differential is less than ten.
- 8U: No faceoffs, game starts with coin flip. Team that is scored upon gets ball at GLE to restart. Start each quarter by alternate possession.
- 10U: On knee faceoff is allowed, but players must have neutral grip. One "wing" player with foot on his own crease released on whistle. 2 attackers and 2 defenders must be behind GLE and GK in crease released when faceoff ends
- 12U: Standing neutral grip
- 14U: Standing neutral grip

Goalie Crease Time:

- 8U and 10U: No counts
- 12U/14U: NFHS

Advancing:

- 8U/10U: No counts
- 12U/14U: upon crossing the midline, team has 10 seconds to get the ball into their box
- There is no 20-second clear rule at any level of play.



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## Boys Body Checks and One Hand Checks

- 8U/10U: Body checking is illegal. Limited stick checking, with only lift checks, poke checks and stick checks below an opponent's shoulders. Downward check initiated below both players' shoulder is allowed. No one-handed checks.
- 12U: Body checking is illegal. Limited stick checking, with only lift checks, poke checks and stick checks below an opponent's shoulders. Downward check initiated below both players' shoulder is allowed. One-handed checks allowed.
- 14U: No take-out checks. Body contact must be non-violent and checker must be completely upright. Body contact must be below neck and above waist. One one-handed checks allowed.
- No take out checks or defenseless player checks allowed at any level

## Boys Over and Back:

- 8U/10U: Not enforced
- 12U/14U: Enforced

## Passing Rules

- One attempted pass rule enforced at boys 10U and 8U



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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.
- Derogatory language, 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.