



GIRLS 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.
 - No 9th graders are allowed to play. Only current 8th graders. **No exceptions.**
 - 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.

Sticks:

- 8U: Can have small stick or regulation. There are no pocket requirements.
- 10U: Regulation stick and modified pocket is allowed.
- 12U and 14U: Regulation stick.

Coaches:

- 8U coaches may be on the field



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Format:

- 8U: 4v4 (No goalies)
- 10U: 8v8 (7 Field + Goalie)
- 12U: 12v12
- 14U: 12v12

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 girls playoff games, there will be a 4 minute overtime sudden victory. A coin flip will be done in order to choose sides.
- Penalties will be assessed as would usually during overtime, including time served penalties will be served. Penalties carry over into overtime.
- No substitutions or timeouts allowed in OT 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.

Penalty Time:

- 8U: No cards/teams do not play short.
- 10U: Team substitutions for carded player and teams do not play short.
- 12U and 14U: All girls penalties are two minutes.
- 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.
- If a player receives two yellow cards or a red card, they will be ejected for the remainder of the game. They will be allowed to play the next game.



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Goal Differential

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

Tie Breakers in Pool Play:

- Points
- Head to Head
- Goals Allowed
- Goal Differential
- Goals scored

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

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

Draws:

- 8U: No draw. Teams will determine who starts at center during 1st half. The other team will start at center 2nd half and will have first AP at start of game. After a goal, the official will give the ball to the team scored on at the side of the goal circle.
- 10U: To start game, halftime, OT, and after every goal. 1 player from each team at center circle for draw. 3 players from each team at 8m arc at each end of field until possession is attained. If a team is down by more than 4 goals or more, they may elect to take indirect free position at center
- 12U: To start game, halftime, OT, and after every goal. If a team is down by more than 4 goals or more, they may elect to take indirect free position at center



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- 14U: To start game, halftime, OT, and after every goal. If a team is down by more than 10 goals or more, they may elect to take indirect free position at center

Goalie Crease Time:

- 10 seconds - Goalie is not allowed to step back into goal circle when she has possession of the ball.

Checking

- 8U and 10U: No checking
- 12U: Modified checking allowed
- 14U: Transitional checking allowed

Passing Rules

- 8U: One attempted pass before a shot
- 10U: One attempted pass before a shot. Mercy Rule: if a team is ahead by 8 or more goals, the winning team must have 3 consecutive completed passes before an attempted shot on goal. The first 2 passes can occur anywhere on the field. The last pass must occur in the offensive zone.
- 12U: Not applicable. Mercy Rule: if a team is ahead by 8 or more goals, the winning team must have 3 consecutive completed passes before an attempted shot on goal. The first 2 passes can occur anywhere on the field. The last pass must occur in the offensive zone.
- 14U: Not applicable

Goal Circle Violations

- 8U: No player may enter goal circle. Player may follow through on shot.
- 10U - 14U: Goalkeeper, or deputy, may enter goal circle. Player may follow through on shot.



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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.
- Any player ejected will be ruled ineligible for their next game. Two ejections, player is removed from the tournament.
- 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.