



2024 GIRLS PLAYING RULES

LENGTH OF GAMES: Four (4) 11-minute quarters; 3-minute halftime; 1-minute break between quarters, running clock except for start and stop during last 2 minutes of each game.

PLAYING RULES: Default to NCAA rules unless otherwise noted.

SHOT CLOCK: 90 second shot clock will be in place. If the shot clock is under 60 seconds on a shot deflection it will reset to 60 seconds.

ALTERNATE POSSESSION: Team listed first on the schedule will be awarded the first alternate possession.

PENALTY TIME/CARDS: Penalty time will be kept at the table. **NO 1-minute green card penalties.**

Definition of "Released" - After the opposing team scores a goal, the penalized player may return to play.

Yellow Card: Penalty is **releasable** after **2 minutes** or if the opponent scores a goal, whichever comes first. If a player receives 2 yellow cards, they are out for the remainder of the game.

Red Card: Penalty is **non-releasable**, and the player must serve the full **2 minutes**. The player will be removed from game play. The tournament director and head official will determine if the player may continue to play in subsequent games.

Starting with a **team's fourth cumulative card**, and for all subsequent cards, the carded penalties will become **non-releasable**, and players will have to serve the entire **2 minutes**.

TIMEOUTS: Each team will receive one timeout per half. Timeouts not used in the first half do not carry over to the second half. Clock will STOP during timeouts. No timeouts will be granted in overtime periods.

STICK CHECKS: No stick checks unless requested by coaches. 1 per game.

OVERTIME: If a game is tied after regulation, goalies will switch sides and a 5-minute sudden victory overtime period will be played. If necessary, goalies will switch ends at the end of every 5:00 minute overtime period. Games cannot end in a tie.

TIE BREAKERS: Playoff seeding will be determined based on division place – 8 teams will advance to playoffs - **NO BYE GAMES.**

1. Winning Percentage
2. Head-to-Head*
3. Goals Allowed
4. Goal Differential (capped at 10 Per Game)
5. Coin Flip

***Head-to-Head:** Does not apply if all the teams tied do not play each other an equal number of times. For example, if there are 3 teams tied and one team played the other two, but the other two did not play each other, this tie breaker will be ignored (regardless of the outcome of the two games played by the first team)

UNSPORTSMANLIKE CONDUCT: If a player or coach is ejected from a game, at the discretion of the Tournament Director the player or coach may remain ineligible for the next game of the event.

WEATHER DELAY: We will follow the Howard County Parks and Recreation (HCPR) Weather Policy using their lightning detection system. If one 15 second horn sounds games will pause immediately, and all participants must seek shelter as directed. Game play may resume if three 5 second horns sound, blinking light indicates fields are closed.

- **If a game is 50% or more completed** at the time of delay, the score is final. If the game is tied, the overtime procedure will be followed when it is safe to resume play. ***Exceptions to this rule may be made for playoff or championship games***
- **For games less than 50% completed**, play will resume from the point of delay and continue to at least the 50% mark when safe. Updates on safety conditions will be provided, with our goal being to safely maximize game play for all teams.

Management has the authority to adjust the schedule as needed, including shortening or canceling games. In extreme weather conditions, tournament directors, officials, and site managers will determine if it is safe to play. All decisions are final, and no refunds will be issued for game cancellations due to acts of God (rain, severe wind, and lightning). Thank you for your cooperation.