

GOBLIN GAMES RULES

1) Youth rules: No checking for K-2nd and 3rd/4th grade division. **If both coaches agree 5th/6th can use modified checking & 7th/8th grade can use full checking if they meet with officials prior to the game.** K-2, 3-4, 5-6 division players must **attempt** one pass in the offensive half of the field before shooting.

2. Each team must have an adult coach (21 years of age or older) who will be in charge of team discipline and act as the team's representative. Teams field 8 players. Each team will keep two attackers and defenders over the midline; teams play 5 v 5 in the attacking zone

3. Each game consists of two 15 minute running time periods with a 3 minute halftime. NO TIME OUTS. If game is tied at the end of regulation there will be a 3 minute sudden-death overtime, which begins immediately after regulation time with a draw. Following this OT, a Braveheart will decide the outcome. Each team chooses 1 player and a goalie and begins with a draw.

4. Each period begins with a draw. Other field players will stand ten yards from the draw spot. The goalie must remain in the crease area until possession is signaled.

5. After a goal is scored the ball is awarded to the scored upon goalie who puts the ball in play from her crease area. A referee must whistle to indicate play has recommenced.

6. All player substitutions are on the fly. Players touch sticks at the sideline.

7. Players receiving a yellow card will leave the game for one minute. Any team receiving three yellow cards in the same game will play "man-down" for three minutes for the third card and all subsequent cards during that game. Officials may stop the game if they feel a team is playing out of control and coaches are not enforcing safe play. If this occurs the team with more than three cards will forfeit the game.

8. Coaches must stand on the same side of the field with the scorekeeper in between them. **At the conclusion of the game the coaches must verify the outcome with the scorekeeper. Please delegate an assistant coach or trusted adult to be in earshot of the Official scorekeeper. If there is any conflict coaches the Official Scorekeepers results stand. If there is any doubt the Officials can choose to play a Braveheart. Keep teams on the field while the scorekeeper calls the Tournament Director.**

9. Coaches must be aware of how many games their team will play. In most cases all teams will have the same number of games. Teams must not leave before all games have been played. If there is any doubt please see the Tournament Director before releasing your team