

### Arrowhead Shootout - Rules of play for BOYS DIVISIONS

Rules	All 10U and 8U divisions	All 14U and 12U divisions	Notes
Game start and ending procedures	Running clock	Running clock	Game time will be kept by the refs on the field. Game score will be done by the scorekeeper on the sideline. Games will start on time with the ref on each field signaling the start of the game with his/her whistle.
Game length	25 minute games. No half time.	25 minute games.. No half time.	Running clock
Tournament format	<b>U10 division:</b> Shortened field.( 2 attack, 3 mids, 2 defense, 1 goalie.) <b>U8 division:</b> 7 vs 7 on shortened field.( 2 attack, 2 mids, 2 defense, 1 goalie.)	10 vs 10 on regular sized field	
Timeouts	None.	None.	
Off sides	NFHS Rules	NFHS Rules	
Long sticks	Long sticks must be 54" or less in 10U. No long sticks in 8U.	Full Long sticks allowed.	U10 modified 54" or less allowed. Officials should confirm this with both head coaches before the start of each U10 game because this issue does come up often.
Overtime	No overtime. Games can end in a tie.	No overtime. Games can end in a tie.	
Stalling	No	NFHS	Under 2 minutes left, the winning team must "keep it in the box" for 12U and 14U.
Over and back	No	NFHS	
Stick check request	Yes	Yes	No stick checks, unless requested by the opposing coach. If a stick is found to be legal a delay of game technical foul will be assessed. No stick checks under 4-minutes of play.
Faceoffs	NFHS	NFHS	Faceoff after each goal. No slaughter rule.
Penalties	Player must be subbed off. No time served.	Yes. Players will serve time.	Referees will keep all penalty time. Any player who accumulates 5-minutes of PF's shall be disqualified from the game. Penalty time does not run during a time out.
Illegal body checks	No take out checks allowed	No take out checks allowed	A take out check is defined as any check in which the player lowers his head or shoulder with the force and intent to put the other player on the ground. Players may make contact in an upright position within 5-yards of the ball.
One handed checks	No	Yes	Allowed, but strongly discouraged in U14 and U12.
Goalie crease counts	No	Yes	4 seconds
Advancing the ball	No count	Yes	20 seconds to get over midline. 10 seconds to get a touch in the box.
Injuries	Clock continues to run	Clock continues to run	One of the Directors may make the call to stop the game clock if there is a very serious injury that occurs and that takes 5 or more minutes to tend to. This will be up to the Tournament Director to decide
Referees have complete authority in each game	Yes	Yes	Referees and tournament officials will not tolerate any unsportsmanlike behavior from players, coaches, or fans. Tournament directors and referees will ask people to leave the facilities if they cannot follow the rules and exhibit good sportsmanship.