



**Full Field
Girls Rules**

A common horn sound will start and end the game

Refs and coaches should have the teams ready to go for start of second half before horn starts. Games will start and stop on central horn under all circumstances EXCEPT FOR DEFENSIVE PENALTIES.

Due to the running clock, A GAME/HALF MAY NOT END ON A DEFENSIVE PENALTY. In the event of a defensive penalty within the CSA resulting in an expired clock, play will resume on the officials whistle. Trail Official will count :03 Seconds of play from point of Free Position at the whistle. During the :03 seconds, regular game rules exist, including the potential for another defensive foul, pass, a shot or a goal. All goal calls are final.

Play of Games

- 2-22 Running halves
- 5 minute half time
- 1 thirty second time out per half per team - time does not stop. No time outs allowed during last three minutes of half.
- Yellow card times will be kept on the field by the game scorer
- No overtime in Pool Play
- Championship games ending in ties, will go immediately to a sudden victory!
1st team to score wins

Rule Specifications

- FULL checking at U14 and High School levels **no checking at U12 and U10**
- YOUTH SPECIFIC U12 & U10 Youth rules.
- – Games will be full-field EXCEPT U10
- U10 will be 7v7 with no goalie. Shooter tutor will be used. If teams have goalies they we remain normal, small goals are available as well
- Teams will follow modified checking rules.
- Only 3 PLAYERS from each team allowed between the restraining lines for the draw
- 2 yellow cards for 1 player – player out remainder of THAT game but may play the next game
- Releasable penalty: A player receiving a yellow card will be suspended from play for 2 minutes. She must serve her time kneeling in the substitution box. **Cards are NON- Releasable**
- A player or coach receiving 2 yellow cards in a single game is out for the remainder of that game. The player/coach who received 2 yellow cards will be allowed to participate in the next scheduled game.
- Red card for 1 player – player out remainder of THAT game, Head Official and field official and Tournament Director will determine if the player will be allowed to play any remaining games.
- If a team accumulates 4 or more cards in a game they **WILL** play a player down the remainder of the game.
- If horn sounds at the end of time and a free position is being awarded in the critical scoring area – the game will continue until the scoring play is over.
- Purple cards will be in effect and awarded to anyone whose behavior does not reflect the “spirit of the game”. Unsportsmanlike conduct will NOT BE TOLERATED.
- A player/coach who is ejected for a violent conduct or serious foul play, RED CARD, will not be allowed to play in the next game and may be subject to tournament suspension. Any player or coach who assaults another will be expelled from the tournament and law enforcement may be used. Ejections are determined by the referees; expulsions by the tournament director.
- 2 pass rule is in effect for U10 and 12