

**Boys NFHS Rules Apply with below
Border Wars Tournament Supplement**

Rules of the Game	Sapphire Division (1/2, 8U)	Emerald Division (3/4, 10U)	Diamond & Ruby (5/6, 12U & 7/8, 14U)	Comments
Spectators and Fans Restricted Areas	NFHS	NFHS	NFHS	Spectators are only allowed to view games from the opposite side of the field from the bench area. End line and bench side viewing are restricted to players coaches and event staff only.
Crosse Dimensions	All players 37" - 42" No Long Poles	All players 37" - 42" No Long Poles	NFHS	
Number of Players	7v7 (2D,2A,2M,1G)	NFHS	NFHS	
Field Size	60 x 35 yds	NFHS	NFHS	
Coaches on Field	Yes 1- Offense Side Only	No	No	
Game Timing	Central Horn	Central Horn	Central Horn	Games will run on 50 minute blocks. 1 horn starts game, 1 horn halftime, 2 horns for 2 minute warning (get it in keep it in), 1 horn ends game.
Length of Game	Two 22 min running halves (44 min)	Two 22 -min running halves (44 min)	Two 22 min running halves (44 min)	Game time is on central horns only. Games will start and stop on the central horn under all circumstances including stoppage of play.
Halftime	Two minutes on central horn	Two minutes on central horn	Two minutes on central horn	
Penalties	No Time Served (possession only)	NFHS	NFHS	U8 players committing a time served foul are to be substituted for another player. If a team reaches 5 time served fouls they will then have to serve and play MDD.
Penalty Time Keeper	N/A	Standard Penalty Time - kept at stop time by field scorer	Standard Penalty Time - kept at stop time by field scorer	Game officials on the field will not keep time for penalties, or game time.
Game Scoring	Score kept on field during game at score table	Score kept on field during game at score table	Score kept on field during game at score table	Game scores will be recorded in Tourny Machine at the end of each round of games.
No Overtime during Saturday pool play	Saturday Pool Play games will end as Tie	Saturday Pool Play games will end as Tie	Saturday Pool Play games will end as Tie	
Saturday Pool Play Advancement Hierarchy	Record, Head to Head, Goals Against, Goal Diff, Goals For	Record, Head to Head, Goals Against, Goal Diff, Goals For	Record, Head to Head, Goals Against, Goal Diff, Goals For	All teams will be guaranteed 3 games on Saturday
Sunday Bracket Play Advancement	N/A	Win move up bracket lose move down	Win move up bracket lose move down	All teams will be guaranteed 2 games on Sunday
Overtime - will be played ONLY during Sunday playoff games	N/A	Gladiator 3v3 plus a goalie	Gladiator 3 v 3 plus a goalie	Penalties WILL be assessed as would usual during Gladiator, including time served penalties will be served. No substitutions allowed in Gladiator except for injury. One player must stay back on defense.
Overtime in championship games	7v7 (2D,2A,2M,1G)	10 v 10	10 v 10	Penalties WILL be assessed First team to score will be the winner.
Final Two Minutes of Regulation Play	Do Not have to keep the ball in the restraining box	NFHS	NFHS	Get it in keep it in rule will not apply at 8U
Facing Off	Slaughter Rule at 7 goal lead	Slaughter Rule at 7 goal lead	Slaughter Rule at 7 goal lead	Losing team coach may decline slaughter rule and continue to face off.
Goalie Crease Time	10 Seconds	NFHS	NFHS	
Advancing the Ball	No Counts	No Counts	NFHS	
Team Time-Outs	1 per half, 30 seconds	1 per half, 30 seconds	1 per half, 30 seconds	No timeout allowed in final 2 minutes of game.
Body-Checks	No body checking (boxing out only)	No body checking (boxing out only)	NFHS	No take out checks or defenseless player checks allowed at any level.
Goalie Arm Pads	Optional	Optional	Optional	
Over and Back	Not enforced	Not Enforced	Not Enforced	