

NFHL Spring Tournament Rules

1. All captains/coaches must check in at the Registration Table at least 30 minutes prior to every game.
2. Pool Play: games are 55 minutes in length - 25 minute halves with a 5 minute halftime. There will 5 minutes in between games.
3. Rules – Games will be officiated according to NCAA Rules. This includes rules regarding corners and placement of the ball on the corner (inside vs. outside of the circle).
 - a. In order for a game to be considered valid, 12 minutes of the game must be played.
 - b. There must be a minimum of 8 players (counting the goalie) on the field in order for the game to count. If there are less than 8 players, the team may forfeit and play the game anyhow.
 - c. 2 men are allowed on the field (regardless of total number of players). This DOES NOT COUNT the goalie. The goalie is gender neutral.
4. Teams are obligated to play the game. If there are not enough players, the team is expected to forfeit and find players from other teams who are willing to fill in where needed! Refs are paid regardless of whether the game occurs so it is best to play the game.
5. Teams Rosters – Captains must submit a complete roster listing players and coaches names when they register at the tournament. Changes may be made prior to the start of a game; however these changes must be submitted at the Registration Table (before the start of a game).
 - a. Each team is expected to show up with enough players to field a team. A team may pick up players prior to THEIR first game. Players are allowed to play for more than 1 team if they desire. However, once the first game is played, teams are not allowed to acquire additional players to supplement their roster. GOAL KEEPERS are not counted in this rule simply because there are several teams short on KEEPERS. Goal Keepers are allowed to fill in where needed. There have been keepers designated strictly for the purpose of filling in.
 - b. Teams are allowed to have alumni or non-team members on their roster. AS LONG AS that player is part of the team prior to the first game.
 - c. In regards to teams who submit more than 1 team, you are NOT allowed to combine teams if you advance into play-offs. If you submit two teams, then each team is expected to remain separate for the duration of the tournament, regardless of who advances to play-offs.

6. Play-offs

- a. The top team from each pool will advance to play-offs. These teams will be ranked #1-3 based on the criteria listed below. The second place team in each pool will also advance to the play-offs (wildcards). They will be ranked WC1-3 based on the criteria below.
- b. Standings are based on the following – (**CAPTAINS – YOU MUST REPORT YOUR SCORES AFTER EACH GAME!**):
 - i. Total Points (2 – for win; 1 – for a tie, 0 for a loss)
 - ii. Total Goals Scored
 - iii. Total Goals Against
 - iv. Head to Head - if two teams are tied in total points, total goals scored and total goals against, then the game that the teams played against each other will be considered. The winner of that game will advance.
 - v. If there is a tie in the Head to Head – then there will be a stroke-off to see who advances. 1 round of 5 strokes will be done. If there is still a tie, then it will go into sudden death strokes until there is a winner.
- c. If a team elects not to participate in the play-offs, then the 3rd place team can have their place. Teams not planning on playing in play-offs should let the person in charge at the field know that upon arrival at the field.
- d. Games
 - i. Playoff games and the Championship game are 55 minutes in length - 25 minute halves with 5 minute half times. If there is a tie at the end of regulation play, then:
 1. Teams will go into “sudden death” overtime (7 players per side) for 15 minutes.
 2. If there is a tie after the first overtime, then it will go to strokes. There is 1 round of best of 5 strokes. If there is still a tie, then it goes to sudden death strokes until a winner can be determined.