



2019 Cowboy Cup Boys Rules of Play and Guidelines

Roster Notes

- All Players and Parents/Guardians must complete the online player waiver prior to participation.
- NO player may compete or be rostered on more than one CLUB OR TEAM during the tournament. Each player may be submitted on ONLY ONE roster for the tournament. This includes JV and Varsity teams. If teams are found in violation of this rule, their games will be disqualified and deemed a loss. This rule is designed to ensure athletes are not playing an excessive number of games over the weekend. Its intent is to protect our players from dehydration, heat exhaustion, and all other potential injuries stemming from what our staff deems as excessive play. For the purposes of group seeding, one of two scenarios will occur:
 - In the event the team in violation loses, the official game score will reflect actual score of the game.
 - In the event the team in violation won or tied the game, the official game score will be changed to reflect a 1 to 0 loss for the team in violation.
- No athlete is permitted to participate at a grade level lower than their graduation year.

Field Size

All fields will be regulation size whenever possible. If the field is not regulation size, both teams will be notified by officials prior to the beginning of play. The 1st/2nd grade division will play on a 70-yard field.

Game Format/Rules

- All games will start promptly at the assigned times.
- Two, 22-minute running halves; teams change direction after the half.
- Halftime will be two (2) minutes, running clock.
- Only three (3) coaches permitted on the sidelines.
- Continuous Clock, which will be kept by the field coordinator and communicated to the referees. In case of injury in the final two minutes of the second half, referee will stop the clock and work with the field marshal/Director on correct time of the game when game is restarted.
- One 30 second timeout per game per team. Clock does not stop; therefore timeouts cannot be called in the last four (4) minutes of the game. Penalty time stops during timeouts.
- Referees can stop the game for any reason that he/she feels fit. Examples include serious injury, weather, etc.
- Time Serving Penalties Penalty time will be kept by the field coordinator.
- The official score will be kept by both the table staff and one of the game officials. The staff and referee will confer throughout the game and stoppages to ensure the correct score.
- All substitutions are on the fly.
- Limited body-checking, excessively big hits and physical play (even within five yards of a loose ball) constitute unnecessary roughness and will result in a 1-minute penalty. The Cowboy Cup Directors and Staff consider the safety of each player our priority and we expect coaches and players to understand and abide by this philosophy as well. The officials are expected to protect and promote the safety of all players.
- If a sidelined player(s) leaves his/her team bench to engage in an on-field altercation, that player will be removed from the tournament and their team may have to forfeit.

- Player(s) who engage in antagonistic behavior (verbal assault, fighting etc.) may be removed from games or suspended from the tournament.
- Officials and Tournament Directors have final say on interpretations and rulings.
- MERCY RULE applies to 2024 – 2029/30 (not High School AA – 2023 B) when there is a four (4) goal deficit in pool play. Teams down by four (4) or more goals will be awarded the ball at midfield in lieu of a faceoff. Team being awarded the ball has the choice to face off if they choose. The Mercy Rule only applies in pool play and consolation games, not playoff games.
- The appropriate equipment and mouth guards must be worn by athletes always.
- The Cowboy Cup will play by 2018 NCAA Rules, with the following exceptions:
 - If a team is stalling on offense, the official has the discretion to issue a “get it in, keep it in” call, requiring the offensive team to get the ball inside the offensive box within 10 seconds and keep it in. (This replaces a “timer on” call or shot clock).
 - Please note that the 2019 NCAA “Dive Rule” is **not** in effect at Cowboy Cup.
- Youth teams will play with additional exceptions below:
 - 2024
 - ALL One-handed checks will be called slashing penalties, including one-handed stick checks that do not make contact. They are still considered a slashing penalty and will be assessed a 1minute foul.
 - 2025 & 2026 Exceptions listed below
 - No offensive 10 second count to enter the box
 - No defensive 20 second count to clear out of defensive half
 - No stalling rules
 - ALL one-handed checks will be called slashing penalties, including one-handed stick checks that do not make contact. They are still considered a slashing penalty and will be assessed a 1-minute penalty.
 - Faceoff Violations – will be corrected by Ref and play will continue – if repeated violation occurs penalized player comes out and the ball is given to opposing team.
 - Long Poles are allowed at the 5/6th grade level.
 - 2027 & 2028 Exceptions listed below
 - Aggressive double-teaming to gain unfair advantage is discouraged.
 - Body checking NOT permitted.
 - ALL one-handed checks will be called slashing penalties, including one-handed stick checks that do not make contact. They are still considered a slashing penalty and will be assessed a 1-minute foul.
 - Normal man-up/man-down. Penalized players serve the designated time for a Personal or Technical Time.
 - Up to 54" D-poles only. **No long D poles are allowed.**
 - 2029/30 Exceptions
 - No offensive 10-second count, defensive 20 second count, or stalling rules will be used.
 - Body checking NOT permitted.
 - Games will be played on a shortened field, 70 yards long and 40 yards wide.
 - Each period begins with a faceoff. Wing middies must be positioned to the left or right of their faceoff man, at the intersection of the sideline and the midline. Defensemen and attackmen must remain behind the goal line extended until the referee signals possession.
 - NO man-up/man-down. Penalized player comes off the field and serves designated time for a Technical or Personal Foul. The penalized player may be replaced, and teams will stay at full strength.
 - ALL one-handed checks will be called slashing penalties, including one-handed stick checks that do not make contact. They are still considered a slashing penalty and will be assessed a 1-minute foul.

- After a goal is scored the ball will be brought back to midfield for a faceoff. Teams will then have the opportunity to sub during this stoppage. If a team falls behind by 4 or more goals, they are awarded the ball at midfield after they've been scored upon.
- One-Pass Rule: Once a team gains possession, teams are required to complete one pass before a goal can be allowed. The spirit of this rule is so that one player cannot gain possession and go straight to the goal. When a team gains possession, the ball must be touched or controlled by at least two players before a goal can be allowed.
- Referee has the right to waive off a goal that has been deemed to be "bowled in" by the player or launched from midfield and bounces "luckily" in.
- Coaches should discourage double-teaming.
- 37"-42" Attack poles only. **No long D poles are allowed.**

Tie/Forfeited Games

- There is no overtime in Pool Play. Tie games will end in a draw and each team will receive 1 point.
- In playoff play, there will be a four (4) minute sudden-death overtime period followed by a 3 v 3 plus goalie Brave Heart competition until a goal is scored.
- No timeouts in playoff overtime.
- In case of a forfeited game the score in the standings will be reflected by a score of 4 to 0.

Playoff Seeding Criteria in Pools

1. Overall record based on points; teams receive 3 points for win, 1 point for a tie, 0 for a loss.
2. Head-to-Head Results (Only if there is a two-way tie. Not applicable for three-way ties)
3. Goal Differential (Total Goals scored minus goals allowed) ; maximum of seven (+/7) per game.
4. Least Number of Goals Allowed
5. Most Number of Goals Scored

Additionally:

- Top teams in each pool will qualify for playoffs as determined and designated by the Tournament Director with the posting of the schedule.
- For the Levels where some teams will receive a first round bye; byes will be awarded to teams qualifying for the playoffs based on the following criteria:
 - Most Points Earned in Group Play
 - Goal Differential
 - Fewest Goals Allowed
 - Most Goals Scored
 - Random Draw or Coin Flip

Sportsmanship/Conduct

- Only Head Coaches are permitted to address the officials; and do so in a respectful manner.
- Head Coaches are responsible for any of their club's unruly players, asst. coaches, and fans.
- The Cowboy Cup has a one-strike policy for coaches and players. The Cowboy Cup Staff and Pattison Sports Group have the right to remove any coach, player, or fan from the tournament at their discretion. In the event of a warning, coaches and players will be notified and any further incidents will result in that coach or player's removal from the Cowboy Cup Tournament.
- Poor sportsmanship, taunting, trash talking, fighting, or other unsportsmanlike behavior will not be tolerated from coaches, players, and fans.
- Referees will notify the Field Coordinator, who in turn will notify the Tournament Director immediately of any warning given to a Coach, Player, or Fan. Accordingly, the Tournament Directors will be made aware of all incidents throughout the Tournament.

- Coaches who are removed from the Tournament will be reevaluated at the end of the event, at which point their team's acceptance into future Pattison Sports Group events will be addressed.
- Please speak to a Tournament Director at the pavilion about any problems that may arise during the weekend. Please instruct your parents not to come to the tent. Only coaches or club directors should be approaching with questions and concerns.
- Respect your team, your opponents and the game always.
- Set a good example for your players.
- Most importantly enjoy the Cowboy Cup and have fun!