

Game Rules/Format

Spring Provincials 2023

13U, 15U, and Open

Players	7-on-7, 6 field players and 1 goalie per team. **Due to the smaller roster sizes and the atom girls being moved up to Bantam, the Bantam Girls division will play 6-on-6 (5 field players and 1 goalie)
Quarter Length**	4x 6min stopped time, 1min between quarters. Please note the game clock may run during a possession to keep on the scheduled game times. The shot clock will run according to regular rules. **Due to the smaller roster sizes and the atom girls being moved up to Bantam, the Bantam Girls division will play 4 x 4min stopped time.
Scheduled Game Length	40min slots
Pool Length	~23m (25m pool minus the nets)
Home vs Visitor	Similar to CL, we have assigned a teams cap colour that they will wear for ALL games. Ex: Pirates Green will wear green for all their games. The HOME team will use the MO table bench/side of the pool.
Goalies	Goalies will be expected to where a red cap either #1 or #13. If changing players, the referees must be notified of the switch.
Warm-up	There will be no allotted warm up space outside of the game fields. The first team of the day will be allowed in 10min prior to the game start. All other games will run on time and thus warm up time will be subject to the game schedule.
Time Outs	None. In order to maximize playing time, there will be NO time outs allowed.
Switch at Half	In order to maximize playing time, teams will NOT switch sides at half
New Rules	We will follow with the new 5m penalty shot setup rules AND the new 2m/goal area rule.
Tie Result	In the case of a tie, a round robin game will be left as a tie. In a ranking game or final, the winner will be determined by a shoot out.
Shoot Outs	5 players will be nominated from each team. Each team will take 2 penatly shots. If it is still tied after the 2 shots, the shoot out will continue with the additional 3 players (and then rotate with all 5) until 1 team misses and the other scores.

Mini Games (CL Adapted)

Players	Max 6-on-6 (5 field players and 1 goalie). Can be adapted to smaller rosters, 5-on-5.
Quarter Length	2x 8min running time. Please note the game time may be adjusted prior to the game in order to keep on the scheduled game times. There will be no shot clock use for the Mini division.
Scheduled Game Length	20min slots
Pool Length	~15m
Home vs Visitor	Similar to CL, we have assigned a teams cap colour that they will wear for ALL games. Ex: Pirates Green will wear green for all their games.
Goalies	Goalies do not have to wear a red cap. This allows for quicker switches into the net.
Warm-up	There will be no allotted warm up space outside of the game fields. The first team of the day will be allowed in 10min prior to the game start. All other games will run on time and thus warm up time will be subject to the game schedule.
Time Outs	None. In order to maximize playing time, there will be NO time outs allowed.
Switch at Half	In order to maximize playing time, teams will NOT switch sides at half
New Rules	We will follow with the new 5m penalty shot setup rules AND the new 2m/goal area rule.
Tie Result	In the case of a tie, a round robin game will be left as a tie. In a ranking game or final, the winner will be determined by a shoot out.
Shoot Outs	5 players will be nominated from each team. Each team will take 2 penatly shots. If it is still tied after the 2 shots, the shoot out will continue with the additional 3 players (and then rotate with all 5) until 1 team misses and the other scores.

NOTE: all these rules are open to changes during the event to facilitate the best experience for participants and to prevent falling behind inthe schedule