



GEM STATE JAMBOREE TOURNAMENT RULES

BOYS HIGH SCHOOL & HIGH SCHOOL JV DIVISIONS

1. Game timing:

- a) Two (2) 22-minute running time halves.
- b) Five (5) minute half time.
- c) Game time is to be kept on the field by the officials.
- d) Games will begin every hour on the hour.

2. Rules of Play:

- a) Standard NFHS administration; with an emphasis on player safety and good sportsmanship.

3. Unsportsmanlike Conduct:

- a) Entering into confrontation with officials, players, coaches, or fans may be penalized as Unsportsmanlike Conduct.
- b) A player earning a second Unsportsmanlike Conduct penalty within a single game shall be ejected from the game.
- c) Any coach, player, parent, or fan earning an ejection due to unsportsmanlike conduct may be removed at the official's discretion.
- d) Any coach, player, parent or fan ejected from a game for unsportsmanlike conduct may also be suspended from the following game, at the discretion of the officials and tournament administrators.

4. Penalty Administration:

- a) Time serving technical fouls serve 45 sec, running time. (1.5x time)
- b) Time serving personal fouls serve 90 sec, running time. (1.5x time)
- c) Penalty time to begin on the whistle for restart.
- d) Penalty time is to be kept by the table staff.

5. Tie Game at the end of Regulation:

- a) The team which scored the first goal of the tied game gets the win.

6. Playoff seeding:

- a) In reseeding teams or in any other tiebreak situation, the following tournament tie-breaker will be utilized: 1. Head to head result; 2. Fewest goals allowed; 3. Highest goal differential, total goals scored (12 goals per game max) less total goals given up; 4. Most goals scored; 5. Coin toss.

7. Playoffs:

Varsity - Top team from each pool will advance to the Championship Game.

JV - Top team from each pool will advance to the JV Championship Game. The 2nd, 3rd and 4th place teams in each pool will play a consolation game against the same place team in the opposite pool