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.