

2025 Halloween Havoc Tournament Rules

Unless otherwise stated, the 2025 MYFHL rules will govern play. The following tournament rules, and/or modifications will be in effect for all divisions of play.

Team

1. Seven players per team on the field at one time in grades 3-4, eleven in 5-6 & 7-8.
2. Team roster should be completed and turned in prior to the first game.
3. Substituting players must enter the field of play only after the substituted player has left the field of play over the same sideline at mid-field near the team bench.
4. First team listed is home team, home team wears white. In the case of similar uniforms, the home team shall wear contrasting pinnies.

Game information

1. For Grades 3rd/4th, 5th/6th & 7th/8th duration of games will be two 12-minute halves, with a running clock and a 1-minute half time to switch sides.
3. At the conclusion of the game, officials will verify the score with each team coach.
4. Games can end in a tie at the end of regulation for pool play. In single elimination a winner needs to be decided. In this case see playoff overtime rules below:

Playoff overtime rules:

5th/6th & 7th/8th will have a 5-minute rest and then play a 10-minute, 7 v 7 Sudden Victory overtime. Penalty Corner 4 back on defense (goalie and 3 defenders). A coin will be tossed to determine end defended or ball possession with the visiting team (or team listed second) captain calling the toss. No timeouts and no switching of ends halfway through. Teams may substitute on the fly. If teams are still tied, we will have another 5-minute rest and then they will go to a 5 player 1 v 1, 10 second shootout with the goalkeepers.

3rd/4th grades will have a 5 minute rest and then play a 10 minute, 3 v 3 Sudden Victory overtime. No penalty corner, they will have a free hit and 2 defenders stay with 1 defender going to the halfway mark. A coin will be tossed to determine end defended or ball possession with the visiting team (or team listed second) captain calling the toss. No timeouts and no switching of ends halfway through. Teams may substitute on the fly. If teams are still tied, they will be permitted a 5-minute rest, then they will switch ends and play a second 5-minute 3 v 3 Sudden Victory period and continue this until a winner is determined.

Penalties

1. Any player or coach receiving a red card in a game is suspended for the remainder of the game in which the offense occurred AND the team's next scheduled game.
2. Umpires will notify the Umpiring Coordinator of any red card issued immediately after the game in which it was issued.
3. Any team using a disqualified player or coach shall forfeit the game in which the disqualified player or coach was a participant, and the disqualified player or coach shall be immediately ejected from the tournament.

Scoring

3 points for a win, 1 point for a tie. In the event of a forfeit a 4-0 score will be reported.

1. A coach from each team is required to sign the scoresheet upon completion of their team's game. Failure to sign the scoresheet within a reasonable timeframe, as determined by the tournament director, will result in the reported score by the designated scorekeeper being considered final. It is the responsibility of each coach to ensure their acknowledgment of the recorded score, and any disputes must be raised promptly with the tournament director for resolution. No further disputes will be considered once a signed scoresheet is submitted to the tournament director.

Tie Breaker System

1. Total points (based on wins & ties).
2. Head-to-head*
3. Goal differential.– capped at +8.
 - a. E.g: a 12-0 game registers as +8. No goals after a +8 differential will count towards the total **for that match**.
4. Least goals allowed.
5. Total goals scored.
6. 1v1's.

Head-to-Head will only be used to determine a tie between **two teams that have **played one another**. All other scenarios will automatically defer to the next tie breaker.*

External Conditions, Weather, Etc.

1. In case of inclement weather or field conditions, at the Tournament Director's discretion, games may:
 - Be shortened
 - Be rescheduled
 - Go to 1v1's
 - Be cancelled