



JV Jamboree RULES OF PLAY

GAME

- Two 25-minute running halves with 5-minute halftime.
- One (1) timeout per half; clock continues to run.
- No timeouts allowed in the last 2 minutes of either half.
- All time serving penalties are time-and-a-half.
- No tie breakers in the event of a tie.

BRAVEHEART

Braveheart is where each team puts a goalie and another player on the field. It begins with a faceoff. There will be two (2) rounds of Bravehearts.

- The goalie must remain on his defensive half of the field.
- The first team to score wins that segment of the Braveheart.
- All bravehearts will be 2 out of 3 segments.
- Winners of the 1st round face each other in the 2nd round.
- Losers of the 1st round face each other in the 2nd round.
- If a personal foul occurs, the team offended will win that segment of the Braveheart.
- If a technical foul occurs (even with possession), the ball will remain with the offended team. Repeated technicals (Team A keeps holding Team B even after having being charged with holding before) could earn the offended team that segment of the round (referee's discretion).
- You may use the same goalie each segment & round.
- You must use a different field player each segment of each round of the Braveheart.
- You cannot use the same field player twice.
- Officials may inspect the stick prior to the faceoff/draw.
- No coach requested checks.