



QUEEN OF THE TURF RULES

NUMBER OF PLAYERS:

- Each team is allowed to have 5 field players and 1 goalie in the game at a time.
- Any substitutes must stand above the “clearing line” in the sub-box area. Players must run all the way off the field before the sub can run on.

TIMING: Time will be kept on a central clock on the turf

- 7 minute games
- ~3 mins break to move to your new field

WIN/LOSS & FIELD ROTATION:

- If you win your game, move up a field—your next game will be one field closer to Field 1.
- If you lose your game, move down a field—your next game will be one field closer to Field 6.
- If you are on Field 1 and you win your game, stay on Field 1.
- If you are on Field 6 and you lose your game, stay on Field 6.

TIES:

- If a game ends in a tie, the two teams will select one field player to do a “Braveheart” (a 1v1 game that ends when a goal is scored). Field players will start on goal-line-extended and the game will begin when the ground ball is rolled out by the ref. Field players and goalies will play until a goal is scored, then teams will rotate based on the Win/Loss Rotation above.



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RULES (CONT'D)

HOW TO WIN THE TOURNAMENT:

- The two teams that win their way to Field 1 after the final “regulation play” game will play for the championship. The winners of that final game will be crowned Queens of the Turf.
- If the Championship game ends in a tie, the teams will restart the game with all players lined up on goal-line extended and a GB rolled in by the ref for a Golden-Goal game—First team to score, wins.

FOULS: Coaches/refs will call fouls

- Each field will have its own referee.
- Regular game rules apply on out-of-bounds and fouls.
- If a ball from another field rolls onto your field, refs may whistle to stop play for safety. It is a “whistle restart” if play is stopped because of another field’s ball.

STARTING THE GAME:

- Each game will start with all field players lined up on Goal-Line-Extended. Play begins when the clock begins and the referee rolls out a ground ball. The team that wins this initial ground ball does *not* need to clear the ball in order to begin attacking the cage.

RESTARTING THE PLAY AFTER A GOAL:

- After a goal, the team who did not score takes the ball to the “Clearing Line” (free clear), checks to see that all players are ready, and then begins play (self-start).

CHANGE OF POSSESSION:

- If the defense steals the ball, they must carry/clear the ball above the “Clearing Line” in order to then attack the goal (like half-court basketball). You may re-defend on these attempts to clear/carry the ball above the clearing line.





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RULES (CONT'D)

GOALIE ROTATION:

- Goalies will switch who is in front of the goal/defending the cage as the ball approaches the clearing line by quickly moving *clockwise* around the cage.
- If your team is on attack, stand/crouch directly behind the goal in the crease—you may not interfere with play.

GOALIE CLEARS:

- After a goalie save, the opposing team can defend the clear.
- After a goal, it is a “free clear” to the team that got scored on—do not defend the pass from the goalie to the team who will restart play. Play will resume with the ball in possession at the “Clearing Line”

SUBSTITUTIONS:

- Subs must stand in the sub-box up above the 20 yd line during play
- You may sub on the fly. Players must run all the way off the field before the sub can run on.
- It is recommended that players keep their water bottles in the sub box and take them with you as you move from field to field

SPORTSMANSHIP:

- We ask that all players and spectators treat each other and the game with respect.
- Referees may issue a yellow/red card to a player during a game for unsportsmanlike behavior or disqualify them from participation in the rest of the tournament.
- If sportsmanship from spectators becomes an issue, we will ask that spectator to leave. Please conduct yourself with respect and dignity.

