



2026 RULES OF PLAY

ALL 2026 PAGLA Rules will be used for ALL age groups with the following highlights.

3/4 Division:

1. 7 field players – 2 players back at all times.
2. 2 attempted passes before shooting.
3. Goalie **STRONGLY** encouraged. If a team does not have a goalie, the team must provide their own shot blocker.
4. No Deputy – No player may go into the goal circle unless they are the goalie. The official will clarify who can go in and get the ball inside the circle if there is no goalie. The player that gets the ball from
5. The goal circle will be set up 5 yards out along the goal line extended for the clear. **This is a whistle start!** This is not a free clear.
6. No Checking – 3 seconds good defense (see PAGLA rules for further clarification).
7. No rolling the ball under the shot blocker.
8. Mercy Rule: 4 goal differential – Losing team has the option of taking possession without a draw after a goal OR the losing team has the option to continue to draw if they desire.

5/6 Division:

1. Full Field – 12 players – **ALL TEAMS MUST HAVE A GOALIE.** No shot blocker permitted.
2. Modified checking and 3-seconds good defense
3. Mercy Rule: 6 goal differential – Losing team has the option of taking possession without a draw after a goal OR the losing team has the option to continue to draw if they desire.
4. No Deputy at any time. No free clear.

7/8 Division:

1. Full Field – 12 players – **ALL TEAMS MUST HAVE A GOALIE.** No shot blocker permitted.
2. Modified checking or Transitional Checking - If both teams agree prior to playing, this age group may do transitional checking. If one team wants transitional checking and one does not, then the modified checking rule will stand.
3. Mercy Rule: 7 goal differential – Losing team has the option of taking possession without a draw after a goal OR the losing team has the option to continue to draw if they desire.

ALL DIVISIONS:

1. Yellow Cards: The penalty time for a yellow card will be 2 minutes for all levels.
2. Two Yellow Cards. Any player receiving two yellow cards in any given game will **NOT** be allowed to play the remainder of that game, but she will be allowed to play in the next game.
3. Red Cards: the penalty time for a red card will be 4 minutes for all levels. The player receiving the red card is out the remainder of the game in which it occurred as well as the next full game.
4. On an 8 meter shot, if the game horn sounds before an 8 meter can be taken the player will be allowed to take the shot; the player may not pass. Once the shot is made the game is done.

FORMAT: Championship format for all teams. All teams are guaranteed 4 games.

DURATION OF GAME: All games are 25 minutes with a running clock with 5 minutes between each game. No team timeouts. A central horn will be used to start and stop games and keep time. Teams are urged to be ready to play at the start of the horn.

RULE PROTESTS: The Referee and field marshal decision on the field is final.

SCORE KEEPING: The score will be kept by the field marshal as well as ONE official on the field. Prior to the start of the game the officials will agree to which one will be responsible for keeping score. At half the field marshal and score keeping official will confirm each other's score. The field marshal will report the final game score to tournament headquarters. Once a game card is signed and reported, it cannot be disputed or challenged. All disputes will be settled by the Tournament Director. The decision will be final.

INCLEMENT WEATHER: Teams should check their email and text messages for announcements before leaving for their games in case of any field changes due to weather conditions. Announcements will be sent through our League Apps player registration system both email and text. The tournament reserves the right to modify any game time to keep on time or for safety reasons. In case of LIGHTNING, 3 long blasts of an air horn will sound. Clear all playing fields IMMEDIATELY. Players and fans must go into their cars. We must have 30 minutes of NO Lightning, before returning to the fields.

INJURY: There will be a field marshal on every field that can call for an athletic trainer when needed. There will be 2 athletic trainers onsite each day.

HOME TEAM: The Home Team will be the team that appears first on the game schedule. The home team will start with alternate possession. In the event both teams have the same color jerseys, the Home Team will be required to switch to alternate jerseys/or wear pinnies. If the Home Team cannot supply alternate jerseys, the Away Team will change. Spectators will not be allowed on the team bench side of the field or behind the goals.

OVERTIME: In the event of a tie in a game that needs a winner to advance in playoffs, we will play a 2 minute OT period. First goal wins. If after 2 minutes the teams are still tied, there will be another 2 minute OT.

FORFEITS: Teams failing to report to assigned games will not be invited back next year.

DISPUTES: All disputes will be settled by the Tournament Director or his/her designee. The decision will be final.**CODE OF CONDUCT in HONORING THE GAME:**

Players, coaches, officials, parents and spectators are to conduct themselves in a manner that "Honors the Game"

1. Poor sportsmanship, taunting, trash talking, fighting or other unbecoming behavior on the part of players, coaches, parents or spectators will not be tolerated. It is also grounds for removal from the game and/or dismissal from the tournament. If a spectator or coach is called for exhibiting such behavior, the official has the right to card the team of the spectator or coach. If the spectator's respective team cannot clearly be determined, then play will stop until the appropriate team is determined. If the team can still not be determined, the spectator or coach can be removed from that game. ALL play will stop until that spectator or coach leaves the field. The Tournament Director can be called to the field to assist via the Field Marshall sitting at the table.
2. Unsportsmanlike conduct will minimally result in a 2-minute penalty (yellow card), but officials are authorized to handle such conduct in their reasonable judgment based on the circumstances. Poor sportsmanship may also result in ejection from the game or the facility.
3. Tournament directors reserve the right to adopt and implement such other rules or regulations as necessary or appropriate to further the goals and objectives of the Tournament.

Scoring Procedures

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- 3 - points for a Win
- 0 - points for a Loss
- 1 - point for a Tie

In the event of a tie in points at the end of pool play, the winner will be determined as follows:

1. The winner in head-to-head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Head to Head Goal Differential
3. Goal differential (a max +-7)
4. Goals scored