

# Indy Invitational Rules

We use usual GAA rules for each sport, unless specified in these details. The Head Referee should be consulted for questions.

- Matches are 20-minute halves with a 5-minute half-time. Teams are 13 per side. \*
- Draws are allowed in the regular games, but finals will have 5-minute periods added until there is a winner.
- Field managers may instruct a referee if we are behind schedule and need to cut a game short.
- Forfeit policy is 15 minutes after a scheduled game. \*
- If less than 1 half can be played due to weather, we skip it.
- Championship matches are played by the 2 teams with highest tournament points: 3 pt for a win, 1 for tie, none for loss. Tie-breakers are: points differential, offensive scoring, defensive scoring, then coin toss.
- If a team plays a different number of games than its competitors because of weather delay or scheduling, its league points will be averaged as if it played the same #. (ie if Cusacks play 4 instead of 3, if they win all 4, their average is 3 points – so we compare averages, not total, in this case)
- However – if a team plays a different number of games because they forfeited, they will be averaged *AS IF* they played the normal number of games they should have. (ie Indy forfeits a football match, wins the other 2. They get 6 points but it gets divided by 3 games, so average is only 2)

\* If captains agree, tournament matches may be played with reduced players, shortened time, or shortened field dimensions.