



International Camps Home & Abroad



RULES AND REGULATIONS

FOR

OUTDOOR
LEAGUE



JUNIOR PREMIER HOCKEY

April 6 – June 2, 2019

U-14, U-16, & U-19 GIRLS



1. RULES OF THE COMPETITION

- 1.1. The Junior Premier Outdoor League (JPOL) is governed by Junior Premier Hockey (JPH) and is a USA FH Sanctioned Event.
- 1.2. All JPOL competitions shall be conducted in accordance with the FIH Rules of Hockey in force on the first playing day of the outdoor competition season except as varied by these Regulations and associated Appendices.
- 1.3. Modifications to these Rules are listed below and as follows. Any conflict in the modifications will give precedence to the document listed first in the list directly below.
 - 1.3.1. Rules and Regulations for Junior Premier Outdoor League
 - 1.3.2. JPH Appendix 12 – JPH Code of Conduct
 - 1.3.3. JPH Appendix 2 – Competition Plan and Ranking
 - 1.3.4. Current FIH General Tournament Regulations Outdoor Competitions Appendices listed below
 - 1.3.4.1. Appendix 1
 - 1.3.4.1.1. Captains – APPLIES
 - 1.3.4.1.2. Match Periods – DOES NOT APPLY
 - 1.3.4.1.3. Green Card – Two Minutes Suspension - APPLIES
 - 1.3.4.1.4. Yellow Card – Temporary Suspension– APPLIES
 - 1.3.4.1.5. Penalty Corner Countdown Clock – DOES NOT APPLY
 - 1.3.4.2. Appendix 3 – Ranking in a Pool
 - 1.3.4.3. Appendix 11 – Shoot Out Competition
 - 1.3.4.4. Appendix 13 – Hearing Process
 - 1.3.5. Current FIH Rules of Hockey
- 1.4. All Rules & Regulations documents are available on the Junior Premier Hockey website.
- 1.5. The JPH Directors in their absolute discretion will formulate and publish the Match Schedule for the competition. JPH reserves the right to amend this schedule as a result of any circumstances that may arise.
- 1.6. Plan of Competition
 - 1.6.1. Varies by region and division. See JPH Appendix 2 – Competition Plan and Ranking
 - 1.6.2. When competing in crossover or classification matches, if at the end of the regulation time the result is a draw, in order to establish an outright winner of the crossover or classification match for the purpose of the competition, a shoot-out competition as specified in the current FIH Tournament Regulations Indoor Competitions - Appendix 11 – “Shoot-Out Competition” will be played to establish the winner of the match.
- 1.7. Plan of Ranking
 - 1.7.1. In each pool, all teams will play against each other, and the following points will be awarded for each match:
 - 1.7.1.1. Three points to the winner;
 - 1.7.1.2. One point to each team, in the event of a draw;
 - 1.7.1.3. No points to the loser
 - 1.7.2. At the end of Pool competition, teams will be ranked as specified in the current FIH Tournament Regulations Outdoor Competitions - Appendix 3 – “Ranking in a Pool”
 - 1.7.2.1. Points
 - 1.7.2.2. Matches Won
 - 1.7.2.3. Goal Difference
 - 1.7.2.4. Goals For
 - 1.7.2.5. Head to Head result
 - 1.7.2.6. Ranking only within teams involved
 - 1.7.2.7. Field Goals in pool matches
 - 1.7.2.8. Shoot Out Competition

2. TOURNAMENT OFFICIALS

- 2.1. A site Technical Delegate is appointed by the JPH Technical Director. The Technical Delegate has the full power and authority of the JPH in relation to technical matters concerning the conduct of the competition in accordance with these Rules and Regulations.
- 2.2. The Technical Delegate appoints the Technical Officers for each match and ensures that all participants abide by the JPH Code of Conduct and JPH Rules and Regulations.
- 2.3. With the consent of a JPH Director, the Technical Delegate may delegate the exercise of his/her powers and authorities to a JPH Director, Technical Official, or Umpires Manager, in whole or in part and for such duration as the Technical Delegate deems necessary.
- 2.4. Each site will have an Umpires Manager appointed by the JPH Director of Umpiring. The Umpire Manager shall appoint the umpires for each match from among those selected to officiate in the League.
- 2.5. Judges – **Mandatory request:**
 - 2.5.1. All clubs must provide one responsible person to sit at the technical table as a Judge for each of their respective matches, in order to make sure that the correct results and statistics of each match are recorded.
 - 2.5.2. The Judges will manage the clock/scoreboard, manual official Match Report, and record the scores in the official match report system, AltiusRT. The results will be posted on JPH and other web sites. The Judges ensure that the match results, goal scorers, cards, and other statistics are correctly recorded.
 - 2.5.3. Judges are not allowed to coach during the match they are serving as a Judge.

3. TEAM ROSTER

- 3.1. In order to be eligible to compete in any of the age group divisions offered, a player must be of age (as applicable according to USA FH guidelines) on December 31, 2018.
 - 3.1.1. A player may play up one or two age divisions.
 - 3.1.2. A player may play in two age divisions simultaneously, provided they are on the Team Roster and Match Lineup for the team they are playing with and they are age eligible.
 - 3.1.2.1. Boys may only play in the U14 Divisions, provided their Club representative makes an official request to a JPH Director at least 30 days prior to the Team Roster deadline and permission is granted from all the participating U14 clubs.
 - 3.1.2.1.1. A maximum of four boys may be listed on a Team Roster.
 - 3.1.2.1.2. No more than two boys at a time will be allowed on a team's Match Lineup for each scheduled match.
 - 3.1.2.1.3. Boys will only be allowed to play in matches that were approved prior to the start of the competition.
- 3.2. Participating teams may register an unlimited number of Players on their Team Roster to be used throughout the competition.
- 3.3. Participating teams may register an unlimited number of Team Staff members on their Team Roster to be used throughout the competition.
- 3.4. Team Rosters must be submitted via the USA FH Online Roster Verification process.
 - 3.4.1. Each team is required to have one AltiusRT Team Manager who is appointed during JPOL Online Registration. The AltiusRT Team Manager is in charge of managing Team Rosters and Match Lineups.
- 3.5. Roster Verification Periods are the only opportunities to add Players/Team Staff to a Team Roster.
 - 3.5.1. No Club will be allowed to add to their Team Roster outside of the Roster Verification Periods for their competition.
 - 3.5.2. Roster Verification Periods are as follows:
 - 3.5.2.1. Roster Verification Period 1 closes at 11:59pm EST on the Sunday prior to the FIRST competition date in the region or division.
 - 3.5.2.2. Roster Verification Period 2 opens the Sunday prior to the FOURTH competition date in the region or division and closes 3 days later at 11:59pm EST on Wednesday.

3.5.2.2.1. These Team Roster additions take effect 1 day after the period close.

3.5.2.3. **Region 8 ONLY:** Roster Verification Period 3 opens the Sunday prior to the SIXTH competition date in the region and closes 3 days later at 11:59pm EST on Wednesday.

3.5.2.3.1. These Team Roster additions take effect 1 day after the period close.

3.6. All players must be identified by a unique number displayed on their respective playing shirts and listed on the Team Roster. This number must be different from all other players listed on the Team Roster and it must remain the same throughout the duration of the competition.

3.7. All Players and Team Staff must be affiliated with their club with current USAFH membership valid through June 2, 2019.

3.7.1. Regions 1-4, & 8: club affiliation is not required

3.8. College players are not allowed to participate.

4. COMPOSITION OF TEAM

4.1. The AltiusRT Team Manager responsible for maintaining the Team Roster in AltiusRT must ensure the Match Lineups are confirmed in AltiusRT by noon (12:00) on the Friday before the scheduled weekend matches.

4.1.1. Modifications may be made to the confirmed Match Lineups in AltiusRT up to 1 hour prior to the start of the match

4.2. Players and Team Staff confirmed on the Match Lineups may only be selected from those listed on the official Team Roster submitted to USA FH by the Roster Verification deadlines.

4.3. A maximum of eighteen (18) Players may be used by a team in a match. If a player(s) has been suspended for one or more matches then, for those matches, the number of players the team concerned may use will be reduced by the number of players suspended.

4.4. No more than two (2) Team Staff members will be permitted in the team bench area during a match.

5. TEAM CLOTHING AND EQUIPMENT - Modified to reflect 2018 USA FH Rules & Regulations

5.1 Members of all teams must be in proper uniform (shirts and socks of matching color) with numbers on at least the back of the shirt and with numbers highly recommended on the front of the shirt or kilt/shorts. Shorts or kilts must be of like color. Each team must have two sets of uniform shirts and socks, one distinctly light and one distinctly dark.

5.1.1 Shirts and Socks must be a minimum of 75% of one color, as in accordance with USA FH Policy.

5.1.2 Teams must have both sets of uniforms pitch side, at the team bench, when arriving to their matches in the event of a uniform conflict to facilitate a quick change.

5.2 The team listed first on the schedule will wear light uniform shirts and socks. The team listed second will wear dark uniform shirts and socks.

5.2.1 The team not in compliance will be required to change uniforms at the request of the Technical Officer.

5.2.2 If both teams are in compliance and a conflict still exists, the team listed first will be required to change shirts and socks. The Technical Officer will determine if a conflict exists.

5.2.3 If a team refuses to change or does not have a second set of uniforms that will make them compliant, the team will be considered in breach of the Code of Conduct.

5.2.4 Individuals not in uniform compliance will be ineligible to play in a match until their uniform issue is resolved.

5.3 Goalkeepers must wear a colored shirt which is a completely different in color and distinctive from the shirt colors of both teams' field players. Goalkeepers are required to have a minimum of two shirts with their unique number on the back which must consist of colors completely different from each other and must not include any colors of their team's field players' shirts

5.3.1 Clarification on "completely different:" For example, a combination of shirts or garments that are Black/dark Blue or Yellow/Gold are not considered distinctive colors.

5.3.2 A team choosing to play with only field players must have a mask or helmet available in the case of a penalty stroke.

- 5.4 Additional items worn by a player during a match, must not conflict with the colors of the opposing team.
 - 5.4.1 Additional items worn by the team listed first must be light in color.
 - 5.4.2 Additional items worn by the team listed second must be dark in color.
 - 5.4.3 Additional items added by a player should be uniform with the rest of the team (i.e. if one player wears long sleeve blue Under Armour, then their teammate may not wear long sleeve green Under Armour).
 - 5.4.4 It is acceptable if one player wears an additional item and another chooses not to.
- 5.5 All players must wear a mouth guard properly while participating on the field of play.
- 5.6 Field players must
 - 5.6.1 Wear shin guards inside the socks and below the knee at all times during a match
 - 5.6.2 Wear any form of body protection (including leg protection) underneath normal playing clothing; knee pads may be worn outside the socks, provided that the color of the knee pads is the same color of the socks.
- 5.7 Field players are permitted to wear throughout a match only smooth preferably transparent or white but otherwise dark plain colored face mask which fits flush with the face, soft protective head covering or eye protection in the form of plastic goggles (i.e., goggles with a soft-covered frame and plastic lenses) without medical reason.
 - 5.7.1 Metal grill face masks and cage-type goggles are only permitted when defending a penalty corner or penalty stroke as described in FIH Rule 4.2
- 5.8 The captain must wear a distinctive arm-band or similar distinguishing article on an upper arm, shoulder or over socks.
- 5.9 A player on the field of play must not use or be equipped with any device to receive communication.

6. DURATION OF MATCHES

- 6.1. Unless modified by a JPH Director or site Technical Delegate due to constraints of venue and schedule, a match shall consist of the regulation time of two periods of 25 minutes each, separated by an interval, which shall not exceed 5 minutes. The score at the end of the regulation time will be registered as the result of the match.
- 6.2. No time outs will be allowed.
- 6.3. Time-keeping is controlled by the Technical Officials on duty; they are responsible for signaling the end of each period. If a match, however, is prolonged at the end of a period to allow for the completion of a penalty corner as specified in the Rules of Hockey, the Umpires will signal the end of that period.
 - 6.3.1. Technical table officials may sound an audible signal when the official clock is started.
 - 6.3.2. The Umpire's whistle always starts the match play.
- 6.4. Because use of the facility is limited by time, the official clock will be a running clock with no stoppages. Time lost due to injury or other "stoppage of play" (penalty strokes, issuance of cards, etc) will not be added to the match.

7. SUBSTITUTION OF PLAYERS

- 7.1. Substitution takes place as specified in the FIH Rules of Hockey from the players named in the official Match Report.
- 7.2. Substitution takes place under the supervision of the Technical Officer on duty
- 7.3. After leaving the field of play having been substituted, a player must immediately go to the team bench.
- 7.4. Team Staff are responsible for the proper application of the procedures.

8. ADMISSION TO THE FIELD OF PLAY

- 8.1. The Team Staff on the team bench may not enter the Field of Play during playing time under any circumstances but may do so during a shoot-out competition or to assist in an emergency situation if sufficient medical support is not available.
- 8.2. The substitute players nominated for that match must remain seated on the team bench during playing time unless the Technical Officer on duty directs otherwise or when implementing the substitution procedures. The Team Staff nominated for the match must remain in an area designated by the Technical Officer on duty but need not be seated. Substitutes may leave their seats to warm up in an area designated by the Technical Officer on duty.
- 8.3. The Team Staff for a match is responsible for the conduct of all persons occupying the team bench
- 8.4. Vocal communication by Team Staff and/or Players on the team bench must not be directed at the Umpires, Judges, and/or players of the opposing team.
- 8.5. If misconduct occurs after Team Staff has been warned about acts of misconduct on his/her team bench, the Technical Officer on duty is empowered to order the person or persons involved to leave the team bench and vicinity of the pitch for the rest of the match. After the match, the Technical Officer will report the circumstances to the Technical Delegate who may take further disciplinary action.
- 8.6. No incapacity treatment is permitted on the field of play unless the medical personnel reasonably believe that a player requires medical attention and for that reason they may enter the Field of Play without permission.
 - 8.6.1. persons authorized to enter the field of play are required to assist and remove the player concerned from the field of play as soon as it is safe to do so
- 8.7. If any person from the team bench and/or the on-duty Medical Officer/Athletic Trainer enters the field of play to attend to a player:
 - 8.7.1. that player must leave the field of play and return to the team bench area for a minimum of two minutes of playing time;
 - 8.7.2. the two minutes period will be managed by the Technical Officials on duty;
 - 8.7.3. the player required to leave the field of play may be substituted in accordance with the FIH Rules of Hockey
- 8.8. If blood staining to the Field of Play occurs cleaning must immediately take place using a Non-Acid Disinfectant Surface Cleaner which is effective against antibiotic-resistant bacteria or, if such a material is not available, an 80% alcohol solution. During this operation there must be a stoppage of play, however the clock will continue to run.
- 8.9. No liquid or other refreshment may be consumed on the Field of Play. Any player wishing to take refreshment during a match, including during time stoppages must leave the Field of Play. A goalkeeper may leave and re-enter the Field of Play adjacent to the goal.

9. INTERRUPTIONS OF A MATCH

- 9.1. If a match is interrupted by the umpires (eg because of weather or Field of play conditions) or by the Technical Officer (eg because of thunderstorm with lightning), this match must be resumed as soon as possible, under the following conditions:
 - 9.1.1. The match must be completed up to the regulation full time unless otherwise stated by the Technical Delegate, the score on the resumption being that at the time the interruption took place;
 - 9.1.2. On resumption, Regulation 7 relating to the substitution of players shall apply as though there had been no interruption to the match.
- 9.2. The Technical Delegate and the JPH Directors have authority to modify the match schedule, including postponing, reducing the duration, or cancelling a match due to weather or other unforeseen circumstances.

10. MATCH REPORT FORMS

- 10.1. At the end of a match, a Match Report is produced at the technical table. This is a summary of the match showing the names of all players, team officials and technical officials nominated for the match and the key match statistics, including the result.
- 10.2. Within five minutes of the end of the match, the Team Staff of each participating team must sign the Match Report.
- 10.3. The match officials must also sign the Match Report once both Teams have done so.

11. DISQUALIFICATION OR FAILURE TO PLAY

- 11.1. Matches will start promptly as stated on the schedule. If a team fails to take the field with a minimum of nine (9) eligible players after ten (10) minutes of the scheduled start time, the umpires or Technical Officer will officially call the match off, and award the win to the team that is ready. The result of the match will be recorded as 5 – 0 “Forfeit”.
- 11.2. In the case of a Forfeit where neither team is ready to play as described in 11.1, the result of the match will be recorded as 0 – 0 “Did Not Play (DNP)” and zero points will be awarded.
- 11.3. Additionally, matches forfeited due to insufficient or ineligible players [except in cases due to unavoidable weather conditions or disasters that prevent travel to the site *and* the JPH Director or site Technical Delegate is notified and made aware of the situation well before the start of the match] will be assessed as follows:
 - 11.3.1. Level 1: Fine of \$250 per match if forfeited but played with a minimum of nine (9) age appropriate players who are current USA FH members.
 - 11.3.2. Level 2: Fine of \$500 per match if forfeited and match is not played as described in 11.3.1.
 - 11.3.3. All fines must be paid at least 72 hours before the final day of competition in order for the team to be allowed to compete on the final day.
 - 11.3.3.1. Fines assessed on the final day of competition will be due within 30 days to avoid additional penalties including USA FH notification
 - 11.3.4. Three (3) forfeited matches will be assessed as a withdrawal.
- 11.4. During Pool Play, a team refusing to play or to complete a match for any reason beyond those described in Rule 11.3 will be assessed a Level 2 Fine and withdrawn from pool play.
- 11.5. During Crossover and Classification matches, a team refusing to play or to complete a match for any reason beyond those described in Rule 11.3 will be assessed a Level 2 Fine, will be ranked last in the final standings, and may incur additional penalties from JPH and USA FH.
- 11.6. If a team is assessed with a withdrawal, all previous and subsequent pool matches will also be considered as having been withdrawn. The points table shall be adjusted accordingly with all pool matches recorded as a 3-0 result.
 - 11.6.1. If a team is considered withdrawn, it is still required and entitled to play in all subsequent scheduled matches - including any crossover and classification matches. However, this team will be ranked last at the end of Pool play.
 - 11.6.2. Opposing teams must also play any scheduled match against a withdrawn team in order to qualify for the Win, the points, the 3 – 0 result, and to avoid being assessed with a withdrawal.
 - 11.6.3. If more than one team withdraws, the team withdrawing first will be ranked lower at the end of pool play.
 - 11.6.4. Clubs withdrawing and also failing to complete their remaining match schedule including crossover and classification matches, will be fined in accordance with rule 11.3 and a report will be submitted to USA FH for further disciplinary action.
- 11.7. The final decision as to whether the circumstances qualify as a forfeit or a withdrawal and if the team is subject to any further disciplinary action will be decided on a case by case basis by the site Technical Delegate or JPH Directors.

12. CODE OF CONDUCT AND SANCTIONS

- 12.1. The JPH Code of Conduct applies to all participants in JPH events, including all club representatives, team officials and players, and JPH tournament officials.
- 12.2. The following documents provide details of the JPH Code of Conduct and associated guidelines for a Technical Delegate.
- 12.2.1. JPH APPENDIX 12 - Code of Conduct
- 12.2.2. Appendix 13 – Hearing Process
- 12.3. In deciding on the duration of any suspension, the Technical Delegate is limited to the remaining matches in the competition but, if the Technical Delegate decides that the appropriate penalty may or ought to include the imposition of a suspension that affects matches or should otherwise take effect beyond the conclusion of the competition, the Technical Delegate must, within one week of the decision being published, give written notice of the decision to the JPH Technical Director, who will decide on any further period of suspension or other penalty to be imposed, including the possibility of referring it to USA FH for further action.
- 12.4. Suspended persons may not enter the field of play or the technical facility areas (including the team benches) until completion of the match or matches comprising the suspension.
- 12.5. In cases of red carded players, when the Team Staff expresses there is no adult available to supervise the player outside the technical table or team bench areas, the red carded player must remain seated at the technical table until the end of the match and may not join their team at halftime. Any misconduct will be reported to the Technical Delegate for possible additional suspension.
- 12.6. USA FH may be notified of any Code of Conduct violations.

13. PROTESTS & APPEALS

- 13.1. No protest will be entertained
- 13.2. The decision of the Technical Delegate is final and no appeal will be entertained
- 13.3. No refunds will be granted after the start of competition for any reason.

14. UNFORESEEN EVENTS

- 14.1. If circumstances arise which are not provided for in these Regulations, the site Technical Delegate or a JPH Director will determine any actions necessary.