

1. THE RULES OF THE GAME

Unless otherwise stated, this tournament shall be conducted in accordance with the current International Rules of the Game of Hockey and regulations of the FIH.

2022 FIH Rules of Hockey – Rules changes

- **Removal of player with Goalkeeping Privileges/“Kicking back”**
 - Either fully kitted GK or field player - there is no in between.
 - USA FH modification permits field players to wear a helmet during a PS and PC.
- **Defending free hits within 5 meters of the circle** - as described
- **Free hits inside defensive circle** - as described
- **Penalty corner completion** - as described
 - Rule 13.5.c “Outside the broken circle” applies for managing this point
- **Attacker breaks early on PC** = inserted goes to opposite circle

1.1 **Exception to Rules:** The defensive Penalty Corner will consist of not more than five players (Four plus a GK). The extra player(s) on the defending team on a **Penalty Corner** must stand inside the attacking team’s circle (“D”) until the ball is released by the person taking the push out.

1.2 **Green Card:** The two minute Green Card rule will be enforced.

2. PARTICIPANTS

- 2.1 Participants are limited to registered players only. You can only play for the team you are registered on. You cannot play for more than one team per Division. Approval may be granted in some cases.
- 2.2 Boys are not allowed to participate. However, Clubs may agree between themselves to allow boys to play in a given match.

3. CLOTHING AND TEAM COLORS

- 3.1 Each team will wear the colors of its club (either primary or alternate) as specified on the entry form.
- 3.2 If in the opinion of the Umpires the shirt colors of two opposing teams might lead to confusion, one of the teams must change colors. If they cannot come to an amicable settlement, then the team listed first must change.

Goalkeepers shall wear a color different from that of their own team and opposing team.

- 3.3 Players must be properly dressed at all times during a match socks up with shin guards worn inside.
- 3.4 If a player sustains an injury that caused bleeding, that player must leave the pitch as soon as possible and shall not re-enter until the bleeding has ceased and the wound is adequately covered.

Blood stained clothing must be replaced and equipment and playing surface must be cleaned before re-entry to the pitch.

4. MOUTH & SHIN GUARDS

- 4.1 Mouth and shin guards are **mandatory** for all players in the U-14, U-16 and U-19 divisions.
- 4.2 Mouth and shin guards are **strongly recommended** for all players in the adult division(s).

5. PLAN OF COMPETITION

There will be three pools of six (6) teams in the U14 and U16 division;

There will be two pools of six (6) teams in the U19 division;
There will be five (5) teams in the women's open division.

6. PLAN OF RANKING

- 6.1 All teams in the U14, U16 and U19 divisions will play against each other in their respective Pool.
- 6.2 All teams in the Women's Division will play against each other twice in their Pool.
- 6.3 At the end of Pool play, teams will be ranked according to the number of points each has accumulated.

Ranking in a Pool:

- 6.3.1.1 Points
- 6.3.1.2 Matches Won
- 6.3.1.3 Goal Difference
- 6.3.1.4 Goals For
- 6.3.1.5 Goals Against
- 6.3.1.6 Head to Head result
- 6.3.1.7 Coin Toss

7. DURATION OF MATCH AND CONFIRMATION OF RESULTS

- 7.1 A match shall consist of the regulation time of one period of **25 minutes**. The score at the end of regulation time will be registered as the result of the game.

The following points will be awarded for each match:

- Three points to the winner
- One point to each team in the event of a draw
- No points to the loser

- 7.2. It is the responsibility of the Team Leader/Captain to verify the final result of their games, and sign the scorecard. Please also make sure to check the scoreboard and notify the Technical Table of any incorrect score posted.

8. TIMEKEEPING

- 8.1 A central Time-keeping will be controlled by the Technical Officials, whose responsibility will be to signal the beginning and end of each game with the sound of a horn.
- 8.2 There will be no stoppage of time for any reason including injury.

9. FAILURE TO PLAY

- 9.1 Games will start promptly as stated on the schedule. If a team fail to take the field with the minimum number of players, four (4), five minutes after the start, the umpires will officially call the game off and award the win to the team that is ready. The record will reflect a forfeit and a 5 – 0 result.

In a case where neither team is ready to play after ten minutes of the schedule start, the game will be called off by the umpires and will be recorded as “**Did Not Play (DNP)**” and zero points awarded.

- 9.2 A team refusing to play or complete a match shall be considered as withdrawing from the tournament.

9.3 If a team thus withdraws from the tournament, all matches played until then will be considered as not having been played. A score of 5 – 0 will be reflected for all games, and the points standing shall be corrected accordingly.

10. UNFORESEEN EVENTS

If circumstances arises that are not provided for in these Regulations, they will be addressed by the Tournament Director after consulting with the Technical Director.

11. PLAYOFFS FORMAT

11.1 Women Division:

(a) The top ranked teams after pool play will be declare the Champion.

11.2 U-14 & U16 Divisions:

(a) The top ranked team in each pool plus one (1) Wild Card team will play in the crossovers. The Wild Card team will be selected from one of the three second ranked teams in each pool and in accordance with Rule # 6.3. These four teams will then be Ranked 1 to 4 and play in the Semi-finals indicated on the schedule as 1 v 4 & 2 v 3.

11.3 U-19 Division:

(a) The top two teams in each pool will play in the crossovers. These four teams will play in the Semi-finals indicated on the schedule as A1 v B2 & B1 v A2.

If any of the Crossovers or Championship games end in a tie, the winner will be decided by a Sudden Victory Penalty Stroke Competition.

12. Sudden Victory Penalty Stroke Competition:

12.1 Each team will send one player up to take the strokes.

12.2 If a team does not convert and the other team does after an even number of penalty strokes, the team that converts will be declared the winner and no further Penalty Strokes will be taken.

12.3 If neither team converts, each Managers/Captains will then send a different player to participate in the second round.

12.4 If after the second round and still no winner is declared, the Managers/Captains will send a different player and up until a winner is declared. No player is allowed to take a second Penalty Stroke until six different players has taken one.

12.5 Suspended players receiving a Red Card in the game is not allowed to participate.

13. COVID-19 Policy:

13.1 Wearing a facemask although optional is highly recommended!

14. NO PROTEST WILL BE ENTERTAINED!

15. SUSPENSION AND CANCELLATION OF TOURNAMENT

The Manager of the Aviator Sport Complex and or the Technical Director in collaboration with the Tournament Director have the authority to suspend or cancelled the tournament due to bad weather or other natural disasters. No refund will be given after the start of the tournament for any reason!