

TOURNAMENT RULES

Unless otherwise stated, the following rules will be in effect for all divisions in Disney's Field Hockey Showcase. FIH Rules of Hockey will govern play. Note: Failure to comply with the rules as outlined will be cause for match to be declared a forfeit.

The Stick

Composite or Fiberglass sticks may be used.

Players Dress and Equipment

1. Mouth guards and shin guards are mandatory for all players.
2. All goalkeepers must wear fully masked helmets.
3. 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. Shorts or kilts should be of like color. Goalkeepers must, as a minimum, wear a shirt color different from their team and the opposing team's primary color. Each team must have a second proper uniform that is white with no color other than the number and neck and sleeve and trim. A team or sponsors logo is permitted on the left chest. The team listed first on the schedule will wear white.
4. The wearing of jewelry is prohibited.

Team

1. Only those players, who are on the approved 20 member roster at the time of registration, may play for the team who has her name on the roster.
2. Teams must have age appropriate players; 5 players from a younger age division may play up in the next age group.
3. Substituting players must enter the field of play only after the substituted player has left the field of play over the same sideline at mid-field near the team bench.

Duration of Play

1. Duration of games shall be two periods of 25 minutes each.
2. A match is official when both teams have a minimum of nine (9) players including a goalkeeper, in proper uniform on the field, no later than five minutes after the official start time. The score of a forfeited game shall be 3-0 against the offending team. If neither team meets the required nine player minimum at the five minute point, the score shall be 0-0.
3. All games begin and end at the sound of the central horn. Penalty corners or penalty strokes awarded before the end of the game or half will be completed. Umpires will time the first half and the five-minute half-time period.
4. At the conclusion of the game, umpires will record the score and each team captain will sign the scorecard verifying the accuracy of the official record. Assigned card stands and the score will not be changed. Umpires will deposit the scorecard at the nearest scorecard collection box immediately following the game.

External Conditions, Weather, Etc.

1. In case of inclement weather or field conditions, at the Tournament Director's discretion, games may:
 - Be shortened
 - Be rescheduled
 - Go to taking strokes
 - Be canceled

Seeding

1. Teams will earn 3 points for a win, 1 point for a tie, and 0 points for a loss.
2. If at the end of pool play, there is a tie in determining team placement, the following steps will be taken to break the tie:
 - Points
 - Head to head competition
 - Most wins
 - Goal differential
 - Goals for
 - Coin toss

If more than two teams are involved, then a ranking based upon the results of the matches among (only) the teams shall determine their respective position (see paragraph 1 above). If there remains equality, then (only) the teams involved shall be ranked according to paragraphs 2(a), (b), (c), (d), (e) or (f) if necessary.

3. In the event of a tie during crossover competition, the teams will go directly to the designated stroke-off area and will use the following procedure
 - A coin will be tossed to determine which team shall have the choice to stroke or to defend first. The team listed second on the schedule will call the coin toss.
 - Five stokers from each team roster will alternately take strokes.
 - If still tied, the same five stokers will take strokes in a sudden victory format, though the order of the stokers may be changed. A winner is declared when one team has scored more goals than the other during equal number of strokes.

Penalties

1. Any player receiving a red card in a game is suspended from the remainder of the game in which the offense occurred AND the team's next scheduled game in that division.
2. Umpires will notify the Umpiring Coordinator of any red card issued immediately after the game in which it was issued.
3. Upon recommendation of the umpire, or based upon the severity of the infraction, the Tournament Disciplinary Committee will determine that player's eligibility for further participation in the tournament beyond the one game suspension. Any team using a disqualified player shall forfeit the game in which the disqualified player was a participant and the disqualified player shall immediately be ejected from the tournament.