

## TOURNAMENT RULES

Unless otherwise stated, the following rules will be in effect for all divisions at Disney Junior 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 14 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
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 one 25 minute period; 30 minute maximum with halftime or break
  - a. No timeouts or water breaks during 25 minute period
  - b. If temperature reaches 95 degrees, water breaks or halftime may be given at Tournament Director's discretion. Coaches are able to give instruction during this time
2. Officials determine the start and stop of game. Umpires will time halftime and/or water break, if applicable.
3. Penalty corners or penalty strokes awarded before the end of the game, halftime or break will be completed.
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 penalty strokes
  - Be canceled

*Inclement weather is not reason for refund of registration fee*

## **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. Penalty strokes follow same ruling as 11v11 (stroke format as opposed to push technique).
2. Penalty corners - Four (4) players in the cage for defensive corners; three field players plus one goalie
  - a. Normal defending on corners in that players rush to the top of the circle as the ball is inserted
  - b. The ball must come out of the circle on offensive corners in order for the goal to be counted
3. 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.
4. Umpires will notify the Umpiring Coordinator of any red card issued immediately after the game in which it was issued.
5. 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.