

# EVENTHOCKEY INDOOR FIELD HOCKEY TOURNAMENT RULES

***IMPORTANT: At all times the highest standards of good sportsmanship are to be observed by all players, coaches, and spectators as directed toward each other, their opponents, and the umpires.***

**All games will be conducted under the current FIH Indoor Rulebook and USAFH modifications.**

Team Representatives must check in at the *EventHockey* desk approximately ½ hour prior to the team's first game. **No team should enter any pitch without first checking in, paying any unpaid to-date balances, and verifying both their rosters and waivers.**

## **A. TEAM COMPOSITION: 6 v 6**

- 1) We recommend bringing a GK to our tournaments. We are aware of the FIH Ruling regarding GK's and will allow teams to play without. It does impact the level of competition, however.
- 2) Teams must have age appropriate players. Athletes may play up on a team in the next higher age division **only**.

**B. EQUIPMENT REQUIREMENT:** Indoor sticks are required.

## **C. UNIFORMS:**

- 1) GK's or designated GK's must wear a completely different (and contrasting) color shirt from that of the colors worn by both teams.
- 2) A player with designated goalkeeping privileges is required to wear a helmet with a fixed facemask when defending a penalty corner and a penalty stroke. All other rules associated with designated goalkeepers (kicking back) apply.
- 3) The first team listed on the schedule is the **HOME TEAM** and will wear light shirts and light socks and sit on the **HOME** bench (as so marked on the wall); the second team is the **AWAY TEAM** and will wear dark shirts and dark socks and sit on the **AWAY** bench. The home team will be responsible to change shirts and/or socks should there be a conflict of uniforms.
- 4) Cage (lacrosse-type) goggles are **not** permitted at any time.
- 5) A player discarding a penalty corner mask must do so safely with regard to all participants.

**D. FACILITY RULES:** (these rules are for the safety of all participants; **no exceptions permitted** – sorry, photographers)

- 1) The “upper deck” is for staff only (Sportsplex staff, umpires, and tournament staff); no players, coaches, parents, or photographers are permitted on this level.
- 2) The area behind and around the team benches, scoring and penalty boxes are for players, coaches, and staff only; no parents, children, or photographers are permitted in this area.
- 3) The locker rooms should be utilized by coaches and players only.
- 4) For the safety of our umpires, coaches must stay in the team box, please.

## **E. GAME TIME:**

- 1) Running Clock: An umpire-regulated running clock will be used – **no time outs are allowed**
- 2) Games are 25-minutes in duration with 2-minutes in between games.
- 3) All games will start at the 25-minute mark of the game clock and stop with a clock buzzer.
- 4) The home team has the game-starting center pass.
- 5) Penalty corners awarded prior to the end of play will be quickly played out.
- 6) Time lost due to injury, penalty strokes, issuance of cards, etc. will **not** be added to the game time; the game clock will not be stopped for any reason.

## **F. ARRIVAL TIME:**

Teams arriving for a match later than 5 minutes after the starting time forfeit that game (3-0 score).

## **G. SCORE KEEPING:**

- 1) The umpires will manage the Score Keeping for each game
- 2) After the game, the scores for each team must be verified by each coach to the responsible (“team-side”) umpire. After such verification, the umpires will post the scores for each team on the Score Sheet.

- 3) **When the scores have been posted on the Score Sheet by the umpires, the score of that game becomes official. Coaches should confirm scores immediately upon conclusion of the game and discuss with the umpires, if appropriate.**

#### **H. SCORING DURING POOL PLAY:**

Teams will receive: 3 points for a win, 1 point for a tie, and 0 points for a loss

- I. **TIES AT THE END OF POOL PLAY COMPETITION:** If there is a point tie among teams at the end of pool play, the following procedure will be used to break ties: (1) Head-to-head competition, (2) Most wins, (3) Higher goal differential, (4) Lower goals against, (5) Coin toss

#### **J. CROSSOVERS OR PLAYOFFS AFTER POOL PLAY:**

- 1) If two, 4-team pools of equal age groups are simultaneously playing, the results of the pool play will seed teams into a **crossover** where the first-place teams play each other, second place teams play each other, etc. The winner of the first-place team crossover will be the age group champion.
- 2) If two pools of equal age groups are **NOT** simultaneously playing, the results of the pool play will seed teams into a **playoff** where the first and second place pool teams play for the championship and the third and fourth place pool teams play a consolation game.
- 3) Game results in pool play are for seeding purposes only and are not carried over into the crossover or playoff rounds.

#### **K. TIE BREAKERS - TIES DURING CROSS-OVER PLAY (first-place championship games only):**

If a first-place championship game ends as a tie during crossover play, the two teams will immediately take part in a sudden-victory stroke off.

- 1) A coin toss will determine whether the team chooses to stroke or defend first; the team in the dark uniforms will call the toss.
- 2) The teams will go to a sudden-victory stroke-off using different players from their roster (until the entire roster has been utilized).
- 3) If the score remains tied after the first stroke by each team, the teams will repeat the stroke-off in the sudden-victory format using different players for each round. Strokes continue in the sudden-victory format, until a winner has been determined.
- 4) The stroke-off procedure shall proceed quickly, as the next game's clock will be set to 27-minutes and immediately started at the completion of the tied game. The next game may begin as soon as the stroke-off is completed, albeit perhaps with a slightly shortened game time.
- 5) The team who is ahead by more goals than the other team after an equal number of attempts (can be as few as 1 attempt per team) is the winner.

#### **L. PENALTIES & MISCONDUCT:**

- 1) **When a player earns a green (warning) card**, the team plays short during the 1 minute suspension and the suspended player sits with her teammates.
- 2) **When a player earns a yellow card**, the team plays short during the suspension (minimum of 2 minutes, as determined by the umpire) and the suspended player sits with her teammates.
- 3) **When a player earns a red card**, the team plays short and the suspended player may sit with her teammates. The red carded player is suspended for the remainder of the game in which the offense occurred and additionally the team's next scheduled game. The team does not have to play short-handed in the next scheduled game (unless, there is a suspension in that next scheduled game). In the team's next scheduled game, the player red carded in the previous game may sit with the team.
- 4) **When a coach earns a red card**, the suspended coach must leave the game area immediately (within 60 seconds). A replacement coach is allowed. The team does not play short when a coach is suspended. The team forfeits the game (3-0 score) if the suspended coach does not leave the team area within 1 minute and/or does not cease all team contact during the remainder of the game in which the offense occurred and that team's next scheduled game. A coach who coaches multiple teams will not be able to participate in the tournament in any way until the full suspension is served. Therefore, they will not be able to coach any other team in the tournament until after the entire red-card suspension is served.

#### **M. Game Protests will not be considered, no exceptions.**