

USA FIELD HOCKEY – RULES & REGULATIONS – 2009 NATIONAL INDOOR TOURNAMENTS

The Hockey Rules Board has announced that it is anticipated that the next Rules of Indoor Hockey will take effect in June 2009. Until new sets of rules are published and implemented, the 2007-2008 rules continue to apply. Unless otherwise noted, the rules of this tournament will be as stated in the Rules of Indoor Hockey 2007-2008 published by the International Hockey Federation (FIH). The following modifications to the Rules of Indoor Hockey and the following tournament rules will be enforced. *Failure to comply with the rules as outlined will be cause for the match to be declared a forfeit with loss of posted forfeit fee.*

POINTS OF EMPHASIS

RULE 2 – Composition of Teams: Each team has the option of playing with a fully equipped goalkeeper, a designated goalkeeper, or 6 field players (2.2, page 11).

RULE 3 – Captains: Each team must appoint a player as captain for each game (3.1, page 13) and the captain must wear a distinctive arm-band or similar distinguishing article on an upper arm or shoulder (3.3, page 14).

A. MODIFICATIONS TO THE RULES OF INDOOR HOCKEY 2007-2008

1. All Divisions
 - Sticks designed for the indoor game are required. Any team member not using an indoor stick will disqualify the entire team from the match and a forfeit will be declared. NOTE: The “stick ring” and “bow” rules (4.6.b and 4.6.c, page 16) will be enforced
 - A medical reason is not required for face protection equipment. Face masks and/or goggles must meet the criteria specified in the Rules of Indoor Hockey (4.2, page 14) NOTE: Cage/lacrosse-type goggles are not permitted at any time
 - For the purposes of this tournament, a player discarding a mask is required to discard the mask across the back-line they are defending and safely with regard to others players
 - Umpires shall have the authority to warn (green card) or suspend (red card) a team coach for misconduct (see **PENALTIES**)
2. Age Group Divisions (U14, U16, U19)
 - Mouth and shin protection is required
 - No jewelry will be allowed

B. UNIFORMS

1. Registration wristbands must be worn at all times by all participants (players and coaches)
2. Each team must bring two different colored shirts with matching socks: Light shirt & light socks and dark shirt & dark socks with all team members in the same color
3. Team shorts should be of a consistent color
4. Numbers are required on the backs of uniform shirts
5. The captain must wear a distinctive arm-band or similar distinguishing article on an upper arm or shoulder
6. Goalkeepers or designated goalkeepers must wear a completely different color shirt from that of the colors worn by both teams
7. The first team listed on the schedule will wear light shirts and light socks; the second team listed will wear dark shirts and dark socks. The first team listed is the HOME team and will be responsible to change shirts and/or socks should there be a conflict of uniforms
8. Teams not complying with the uniform rules will be subject to forfeit. The illegal player(s) will be removed from the pitch, if the team has less than 4 players in proper uniform they will forfeit

C. ROSTERS

1. Rosters are limited to 12 athletes
2. Only players on the roster from the Qualifying Tournament may participate in the NIT. Exceptions will be made for documented injuries. (Open Division teams may make additions to their rosters up until crossover)
3. Players in the Open Division must be at least 19 years of age. Exceptions will be made for college athletes and athlete who are out of high school
4. Teams must have age appropriate players. A limit of three players from a lower age division may play up on a team in the next higher age division
5. An athlete can play for only one team on a tournament weekend. If an athlete plays on more than one team:
 - a. All games that the illegal player has participated in will be forfeited (see **FORFEITS** below);
 - b. All teams that the illegal player participated on will relinquish their forfeit fee;
 - c. The player will be banned from the following year’s National Indoor Tournament

D. TEAM AREA & SUBSTITUTIONS

1. Players and substitutes are under the jurisdiction of the umpires during the whole game, including any period of temporary or permanent suspension, and are therefore subject to the umpires' decisions under the Rules of Indoor Hockey. The game includes the half-time period (only games in the Open Division have a half time)
2. In the Open Division tournaments, the teams will change benches at half time
3. In the Age Group Division tournaments, the HOME team shall sit at the designated HOME team side bench and defend the goal to the RIGHT of their bench
4. In the Age Group Division tournaments, the AWAY team shall sit at the designated AWAY team side bench and defend the goal to the LEFT of their bench
5. The players on any team who are not on the pitch shall sit on the team's bench as substitutes. Two coaches are allowed in each team's area and must remain seated at all times (except half time in the Open Division). No other persons or equipment will be allowed in the team/bench area
6. Substitutions shall be made from the side of the pitch where the team benches are located and at, or near to, the center of the pitch. Players coming off the pitch shall also leave at the side where the benches are located

E. POINTS

Teams will receive:

1. 3 points for a win
2. 1 point for a tie
3. 0 points for a loss

F. GAME TIME

1. Games in the Age Group Divisions will consist of 25-minute games with 5 minutes between games
2. Games in the Women's Open Divisions will consist of two 20-minute halves, 5-minute half time, and 5 minutes between games
3. All games will start and stop with a central horn
4. The first team listed on the schedule has the pass back
5. Time lost due to injury or other "time outs" (penalty strokes, issuance of cards, etc.) will not be added to the game

G. ARRIVAL TIME

Teams arriving for a match later than 5 minutes after the starting time forfeit that game

H. RESULT CARDS

1. The umpires will have the official Result Card for each game
2. At the conclusion of the game, the Result Card must be verified and signed by a coach or captain from each team. After the coaches or captains sign the Result Card, umpires verify and sign the Result Card
3. When the Result Card has been signed by the captains and umpires, the score of that game becomes official.
4. A signed Result Card will not be changed (see additional rules regarding Result Cards in the **Notice On Appeals Process** document distributed at registration)

I. FORFEITS

1. A team forfeits a game if:
 - a. A team does not show up for the match;
 - b. A team forfeits or is declared "forfeit";
 - c. A team arrives more than 5 minutes after the match start time;
 - d. A team does not have 4 players dressed in proper uniform on the pitch after the 5 minute grace period
 - e. An ineligible player participates in the game
 - f. A suspended coach does not leave the game area within 1 minute of being suspended, does not report to the Tournament Table within 5 minutes of the suspension, and/or does not cease any and all team contact during the remainder of the game in which the offense occurred and the team's next scheduled game in that division
2. If a game is forfeit:
 - a. A 3-0 win will be awarded to the opponent;
 - b. The \$300 forfeit fee will be relinquished from the forfeiting team

J. TIES DURING CROSS-OVER PLAY (Adult Divisions Only)

If a game is tied during crossover play, the two teams will move immediately to the designated stroke area for a 3-player stroke off.

1. A coin toss will determine whether the team chooses to stroke or defend first; the team in the dark uniform will call the toss
2. If the score is tied after the initial stroke-off, the teams will go to a sudden-victory stroke-off using three different players from their roster

3. The team that stroked first in the first round will now defend first
4. If the score remains tied, the team will repeat the stroke-off in the sudden victory format using the first round of strokers. Strokes continue in the sudden-victory format, alternating first and second round strokers until a winner has been determined

K. TIES AT THE END OF POOL PLAY

If there is a point tie among teams at the end of pool play, the following procedure will be used to break ties:

1. Points
2. Head-to-head competition
3. Most wins
4. Goal differential
5. Goals for
6. Coin Toss

L. PENALTIES

When a player earns a yellow card, the team plays short during the suspension and the suspended player sits with their teammates.

When a player earns a red card, the team plays short and the suspended player sits with their teammates. The red carded player is suspended for the remainder of the game in which the offense occurred AND the team's next scheduled game in that division. The team does not have to play short in the next scheduled game in that division (unless, of course, there is a suspension in that next scheduled game). In the team's next scheduled game in that division, the player red carded in the previous game should not be with the team in the team area (unless the player is under 18 years of age and adult supervision is not otherwise available).

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 if the suspended coach does not leave the team area within 1 minute, does not report to the Tournament Table within 5 minutes, and/or does not cease any and all team contact during the remainder of the game in which the offense occurred and the team's next scheduled game in that division.

RED CARDS: Administrative Procedures

1. **A player who earns a red card must** report to the Tournament Table in the center of the facility within 5 minutes of the end of the game during which the offense occurred. The player's tournament wristband is removed. After the player's team has completed its next game, the player may return to the Tournament Table for a new tournament wristband
2. **A coach who earns a red card must** report to the Tournament Table in the center of the facility within 5 minutes of the carding. The coach's tournament wristband is removed. After the coach's team has completed its next game, the coach may return to the Tournament Table for a new tournament wristband. A replacement coach can receive a temporary band for the team's next game
3. **Umpires will** notify the Umpiring Coordinator of any red card issued immediately after the game in which it was issued
4. Upon recommendation of the umpire, or based upon the severity of the infraction, the Tournament Disciplinary Committee will determine a red carded coach's/player's eligibility for further participation in the tournament beyond the one game suspension. Any team using a disqualified coach/player shall forfeit the game in which the disqualified coach/player was a participant and the disqualified coach/player shall be immediately ejected from the tournament

M. APPEALS PROCEDURE FOR GAME PROTESTS: Please refer to the **Notice On Appeals Process** document. Game protests will not be allowed at the tournament.

N. TOURNAMENT DISCIPLINARY COMMITTEE: Support Services Director, Administrative Director, Venue Director, Player Services Director