

# 2010 PENFIELD FIELD HOCKEY CLASSIC

## - TOURNAMENT RULES -

### TEAMS, ROSTERS, AND ELIGIBILITY

1. A maximum of 22 athletes can participate on each team; no player may have already graduated from high school and *all players on each team must attend the same high school*. It is further understood that teams entering this tournament *have been formed just to play in this tournament* and that the team players may or may not be part of a future HS team that may be formed at the start of the regular FH season.
2. Each athlete may only participate on one team.
3. Each team will be responsible for its own medical and liability insurance. In case of accident or injury while traveling to or from the tournament, or during the tournament, neither Penfield Field Hockey Booster Club nor its directors, volunteers or sponsors will be held liable. Nor will they be held responsible for any expense incurred by any team due to cancellation of part or the entire tournament, or for any other causes.
4. At registration (or before), you must submit a Medical Release Form, completed and signed, for each player to be eligible to compete in the tournament.

### GAME FORMAT, SCORING, TIE-BREAKING AND AWARDS

5. All teams play a minimum of 4 games, with one 30-minute period **running clock**. Rankings are determined based on the following: Win = 3 points. Tie = 1 point. Loss = 0 points.
6. Preliminary matches may end in a tie.

#### **Semi-final and Championship games may not end in a tie.**

If a tie exists at the conclusion of regulation play, one (10) TEN minute "Sudden victory" overtime period shall be played; USING THE FOLLOWING PROCEDURE. **NOTE: "Sudden Victory" means the first goal scored wins the game.**

- A. All game rules apply, including Review of an Official's Decision.
- B. Prior to the overtime there shall be a 3-minute intermission
- C. During the intermission the officials shall meet with the Captains for a coin toss

- D. The visiting team captain calls the coin toss and the winner chooses direction or possession to begin the Tiebreaker.
- E. Teams shall consist of 6 field players and a goalkeeper. A team may choose to play with less than 6 field players, but must have a goalkeeper.
- F. A player disqualified during the regulation game may not play in the Tiebreaker
- G. A player still serving a suspension at the end of the regulation period may not play in the Tiebreaker until the suspension period is completed.
- H. Once the overtime has started, any disqualification or suspension shall result in the team playing short and shall carry over from one overtime period to the next.
- I. On penalty corners the defending team is permitted to have only (4) four players behind the goal line (a goalkeeper and 3 field players).
- J. If a tie still exists after the 10-minute overtime period, there shall be a 3-minute intermission during which players may confer with their coaches. A penalty stroke competition shall then be used to break the tie.

Teams who are tied after the (10) ten minute overtime period will proceed immediately to penalty strokes with the following procedure: A coin toss will decide which team chooses to stroke or defend first. The home team will call the coin toss. Five stokers from each team will alternately take penalty strokes. If still tied, any five stokers (free substitution) will take alternating strokes in a sudden victory format. (The order of the stokers may be changed in the second round of strokes.)

7. If your bracket has a 2-team tie after the round robin play, the bracket winner will be determined according to a series of tiebreaker criteria in this order:

- 1.) Head to head competition
- 2.) Most wins
- 3.) Fewest goals allowed
- 4.) Goals scored (capped at 4 per game)
- 5.) Penalty strokes as described above.

In case of a three-way tie within a bracket (after application of all the tiebreaker criteria listed for 2-team ties), a three-way penalty stroke system will be used to eliminate a team or teams.

Each team will take five strokes against each of the other two (tied) teams, until at least one team is eliminated. When/if two teams then remain tied, even after re-application of all the 2-team tiebreaker criteria listed above, an additional set of five penalty strokes will be taken to determine the winner. If still tied, the two teams will take one penalty stroke each, until a winner is determined.

8. Each game will have two officials who will have complete authority over game play. **Also note that the new "self pass" rule will be in effect.**

9. Individual player awards will be presented to the first place team.

#### **WEATHER, CANCELLATIONS, SCHEDULE ADJUSTMENTS**

10. All games are played regardless of weather except that the Head Referee or Field Marshall may cancel or shorten a particular game in case of severe weather or unacceptable field conditions. In case of bad weather, it is your responsibility to monitor the Tournament web site or call for updated information.

11. Games, game breaks and overtime periods may be shortened or eliminated due to weather, field conditions, or matters related to darkness. Any game ended with 20 or more minutes played is considered an official game.

#### **GAME PROCEDURES**

12. Each team must be prepared to enter the field promptly at the appointed time, or risk forfeiture. No grace period is available. Minimum number of players to avoid forfeiture is 9. A team must start competition at the appointed time if 9 or more players are present. If the team does not have 9 players, the score of the game will be 3-0 to the opposing team. If both teams do not have enough players the game will be recorded as a 0-0 tie.

13. Substitutions are unlimited, with referee's consent, throughout the entire game except during a penalty corner or a penalty stroke. The player entering the game must wait until the subbed player is completely off the field.

14. Any penalty strokes and corners called just prior to the end of the game will be taken.

#### **TEAM JERSEYS AND EQUIPMENT**

15. Goggles, Mouth guards and shin guards are required for all players. Cleats will not be allowed on the Turf field.

16. All goalies must wear a fully masked helmet, throat guard, and chest protector.

17. Goalkeepers should have a jersey that is a different color from both their own team and the opposing team's primary color.

18. The team listed first on the schedule will wear white. Team listed second will wear the tournament shirt.

19. Jewelry is prohibited.

### **CONDUCT, SANCTIONS, AND RESPONSIBILITY OF COACHES**

20. If a player receives two yellow cards (in one game) or a red card, the player is ejected from that game and must sit out the following game. No substitution is permitted for a player ejected from the field.

21. Any player receiving two ejections is banned from the remainder of the Tournament.

22. An ejected coach must leave the field area immediately. Any coach ejected will be banned from the remainder of the Tournament.

23. Coaches are responsible for the actions of their players, assistant coach, parents and spectators. No alcoholic beverages are allowed on any field site. No foul or abusive language is permitted. Failure to keep control of the assistant coach, players, parents or spectators may result in forfeiture of a game or suspension of the team for the balance of the Tournament by the Field Marshall, by the Tournament Director, or by the Official - with no refund.

24. Only the person who registered his/her team may speak with the Field Marshall, the Tournament Committee or the Tournament Director about matters pertaining to the Tournament.

25. All ejections and grievances will be handled by the Tournament Committee at the conclusion of each game, either by phone, or at the Tournament site. Upon recommendation of the referee, or based on the severity of the infraction, the player's eligibility for participation past the one-game suspension will be determined by the Tournament Committee.

26. Any team using a disqualified player shall forfeit the game in which the player participated in and the disqualified player will be immediately ejected from the tournament.

The Tournament Committee and Tournament Director reserve the right to decide all matters pertaining to the Tournament and their judgment is final.