

2015 Young Women's National Championship

Playing Rules: The most current set of International Rules will be used for the Tournament.

Ranking in Pools:

1.1 In each pool, all the teams will play against each other, and the following points will be awarded for each match:

- 3 points to the winner
- 1 point to each team, in the event of a draw.
- 0 points to the loser

In each pool, teams will be ranked according to the number of points each has accumulated in the competition.

1.2 a. If at the end of the pool matches two or more teams have the same number of points for any place in a pool, these teams will be ranked according to their respective goal difference ("goals for" less "goals against"). A positive goal difference always takes precedence over a negative one.

b. If there remains equality between two or more teams with the same number of points and the same goal difference, then these teams will be ranked according to the respective number of their "goals for".

c. Should there still remain equity among two or more teams, then the results of the matches played between only those teams will be taken into consideration to determine the ranking of the time teams.

d. Should there still remain equality between two teams, then the matter will be settled by a **shoot-out** competition between those two teams (see Regulation 4) If more than two teams are involved, then each team will play a **shoot-out** competition against the other teams in accordance with Regulation 4 (but with not less than **3 shoot-outs** to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.

A ranking will then be established based upon the results of the round of **shoot-outs** only, with the award for each play of 3 points to the team having scored or been awarded the highest number of goals, 1 point to each team having scored or been awarded an equal number of goals and 0 points to the team having scored or been awarded the lowest number of goals.

If equality remains then teams having an equal number of points shall be ranked according to Regulation 1.2 a),b),c) and d) as applied to goals recorded during the **shoot-out** competition.

If an equal position of three (or more) teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of **shoot-outs** are required.

Duration of Matches

2.1 During the pool play portion of the tournament a match shall consist of two equal periods in the allotted time slot, separated by an interval which shall not exceed 4 minutes. There will be 5 minutes between games. The clock will be a running clock.

2.2 If the score is equal at the end of a classification match during the pool play portion of the tournament, it will be registered by the tournament technical delegate as the results. However, in order to establish an outright winner, a **shoot-out** competition will be played (see Regulation 4) during the cross over matches and final matches only. Because of the tight game schedule, **the shoot-out competition will be sets of three.**

2.3 During the cross-over portion of the tournament the match shall consist of two equal periods, separated by an interval which shall not exceed 4 minutes. There will be 5 minutes between matches.

2.4 During the finals portion of the tournament the match shall consist of two equal periods, a 4 minute half time, and 5 minutes between games.

Number of Players

3.1 During the pool play, cross over, and finals of the tournament, all games will have the regulation number of players (11 aside) playing on regulation size pitch.

SHOOT-OUT Competition

4.1 **THREE** players from each of the two teams, chosen by their respective team manager from the players listed on the entry form shall take a **shoot-out** alternately against one on the same goalkeeper of the other unless the latter have been incapacitated and replaced, making a total of **six shoot-outs. Three** for each team. The players nominate and communicated by the team managers to the Technical Officer on duty prior to the start of **shoot-out** competition.

4.2 The umpires shall choose the goal to be used and they shall toss a coin with the captains to decide which team shall take the first **shoot-out**. The team having been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.

4.3 In the event of an equal number of goals having been awarded, another series of **shoot-outs** shall be started with the same players, subject to incapacitated players being replaced, and shall feature “sudden **victory**”, which shall mean that the winner shall be the first team to have been awarded more goals than the opposing team after an equal number of strokes (no minimum) have been taken by each team. If necessary, this “sudden death” series may exceed six shoot-outs. The sequence does not need to be the same as in the previous series and the team manager has freedom of choice at the time of each **shoot-out** as to which of the **three** nominated players will take the **shoot-out** using all nominated players **before a player may take another shoot-out**.

4.4 The team whose player has taken the first **shoot-out** of the first series shall not take the first **shoot-out** of the “sudden **victory**” series. **This shall alternate for subsequent shoot-out series.**

4.5 The team managers, goalkeepers and nominated **shooters** only may enter the pitch during a **shoot-out** competition. All these persons will remain outside the 25 yards area unless a player is directed by an umpire or technical table official to take or defend a **shoot-out**.

Breaking on a Penalty Corner

Until the ball has been played, no attacker other than the one taking the push from the back-line is permitted to enter the circle and no defender is permitted to cross the back-line or center-line.

1. For any offence of this rule by a defender other than the goalkeeper, the offending player(s) shall be required to go beyond the center-line and cannot be replaced by another defender.
2. For any offence of this rule by a defending goalkeeper, the defending team defends the penalty corner with one less player.
3. For an offence of this rule by an attacker who enters the circle before the ball is played, the offending player(s) shall be required to go beyond the center-line.
4. The player who pushes the ball from the back-line must not feint at playing the ball. For an offence of this rule the offending player shall be replaced by another attacker and must go to the center-line.
5. Umpires must insure that the penalty corner is set properly before allowing the insertion (a foot accidentally placed on the line and not corrected by the umpire in advance of the insertion will not constitute sending a player to the center-line).
6. For ANY necessity to restart a penalty corner due to an early break into the circle or a feint by the inserter, someone **MUST** go to the center-line.
7. When multiple players break into the circle prior to the insertion, one and only one player entered the circle first. The umpire must make a decision and send only one player, the player who entered the circle first, to the center-line.
8. When a player is sent to the center-line, he or she may come back into the half of the pitch in which the penalty corner is taking place after the ball has been inserted.
9. All the consequences above apply only for the original and re-taken penalty corner; a subsequent penalty corner may be defended by not more than five (5) players. Example: A defender breaks and is sent to the center-line; on the re-take the attacker / inserter feints and is sent to the center-line; the defender cannot return for this re-take; the penalty corner is now taken and the ball is kicked by a defender; a new (subsequent) penalty corner is awarded; both errant players can participate.
10. The umpire in charge of administering the penalty corner is solely responsible for all decisions on the attackers or defenders breaking into the circle too soon and feints by the inserter.

Green Card – Two Minute Suspension

For any offence, the offending player may be warned (indicated by a green card).

1. Where a green card is issued the offending player shall be temporarily suspended for two (2) minutes.
2. During the period of temporary suspension of a player, the team shall play with one less player.
3. The umpire shall immediately restart the game after the issue of the green card.
4. The offending player must leave the field immediately. If the player interferes with play on the way to the technical table area the umpire will further penalize with a minimum 5min yellow card suspension.
5. The two minute temporary suspension time shall commence once the umpire restarts the clock to resume play.
6. The timing of the suspension shall be controlled by the officials on duty at the scorer's table if available. If not available the umpires will monitor the re-entry of the suspended player.
7. The suspended player may re-enter the game once the suspension time is completed unless this occurs between the awarding and completion of a penalty corner. Once the initial penalty corner is over or a subsequent penalty corner is called, the suspended player may re-enter. This is the same parameters as a player being sent to the midway line for breaking on a PC.
8. If the offending player is a goalkeeper or a player with goalkeeping privileges, the umpire shall stop time at the next available stoppage of play to allow for the player to resume play.
9. The penalty corner shall not be delayed to allow for suspension time to expire and shall be penalized as misconduct under the responsibilities of the captain.

Yellow Card – Minimum Five (5) Minute Suspension

1. Where a yellow card is issued the offending player shall be temporarily suspended for a minimum of five (5) minutes.
2. During the period of temporary suspension of a player, the team shall play with one less player.
3. The umpire shall immediately restart the game after the issue of the yellow card.
4. The offending player must leave the field immediately. If the player interferes with play on the way to the technical table area the umpire will further penalize with an additional minimum 5min yellow card suspension.
5. The suspension time shall commence once the umpire restarts the clock to resume play.
6. The timing of the suspension shall be controlled by the officials on duty at the scorer's table if available. If not available the umpires will monitor the re-entry of the suspended player.
7. The suspended player may re-enter the game once the suspension time is completed unless this occurs between the awarding and completion of a penalty corner. Once the initial penalty corner is over or a subsequent penalty corner is called, the suspended player may re-enter. This is the same parameters as a player being sent to the midway line for breaking on a PC.
8. If the offending player is a goalkeeper or a player with goalkeeping privileges, the umpire shall stop time at the next available stoppage of play to allow for the player to resume play.
9. The penalty corner shall not be delayed to allow for suspension time to expire and shall be penalized as misconduct under the responsibilities of the captain.

Danger Delay

Games will continue as scheduled through rainstorms. Games cancelled on the account of thunder and lightning, impending danger or cancellation stemming from USA National Field Hockey Championship delays will not be rescheduled due to time and field limitations.

Missed games will be recorded as a scoreless draw (0-0). If a game is cancelled at anytime, the score will be final at the time the game was ended. Games will NOT be started if less than a scheduled half period remains on the official running clock.

In the event crossover or classification games are cancelled or conclude in draws as the result of Danger Delays, penalty stroke competitions will be held in accordance with Regulation 4 to determine the winners of the games.

Athletes MUST show up (regardless of the weather at their hotel) and be prepared to play immediately if the situation permits. Individual athletes (and parents) are NOT to call the official USA Field Hockey number. Athletes should remain in cars and wait to hear from coaches (or designated manager). Teams should decide a common area in the parking lot and someone with a cell phone should be the designated "receiver of information". Coaches (or designated managers) ONLY may proceed to USA Field Hockey Administrative offices. USA Field Hockey officials will be located in the Administrative Offices when NOT permitted on the field during game delays.