



USA Field Hockey – 2013 National and Regional Club Championships Tournament Rules

Unless otherwise stated, the following rules will be in effect for all division of play in the National and Regional Club Championships 2013. FIH Rules of Hockey will govern play. The following tournament rules are exceptions to the FIH Rules of Hockey. Note: *Failure to comply with the rule as outlined will be cause for the match to be declared a forfeit.*

Players Dress and Equipment

1. 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 must 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 of an alternate color. A team or sponsors logo is permitted on the left chest.
2. The team listed first on the schedule will be responsible for changing shirts in the event the two teams have similar colors. The necessity to change is at the discretion of the umpires involved.
3. All players must wear and display to the umpire, the assigned wristband prior to the beginning of each game.

Team

1. Only those players, who are on the approved twenty-member gender specific roster at the time of registration, may play for the team who has her name on the roster at the RCC and NCC.
2. Each team must have a minimum of 11 players on their approved roster.
3. The same team roster for the RCC must be used at the NCC excluding players with injuries or illnesses. Replacement of injured or ill players only permissible after submission of proper medical documentation and approved by USA Field Hockey.
4. Players may play for only one club and must be affiliated with this club according to the Club Affiliation policy.
5. Teams must have age appropriate players. Players can only play up one age division. Age is determined as of January 1, 2013.
6. Only one team per age group in each RCC is permitted. The team must play in their designated Region which is where majority of their current affiliated members reside.

Duration of Play

1. RCC Host will determine the format to be played at the Regional Club Championship. Format must be approved by USA Field Hockey.
2. Duration of games for the National Club Championships will be two periods of 30 minutes each. Regional Club Championships may use two periods of running 25 minutes due to time constraints.
3. A match is official when both teams have a minimum of nine (9) players, in proper uniform, on the field, no later than five minutes after the official start time. The score of a forfeited game shall be 3-0 against the offending team, if neither team meets the required nine-player minimum at the five-minute point, the score shall be 0-0.
4. All games begin at the sound of the central horn. Penalty corners or penalty strokes awarded before the end of the game or the half will be completed. Umpires will keep time as well time and the time five minute half-time period.
5. At the conclusion of the game, umpires will record the score and each team coach/captain will sign the scorecard verifying the accuracy for the official record. Once the scorecard has been signed the score of that game becomes official.
6. Signed scorecards will not be changed.

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:
 - a) Points
 - b) Head to head competition
 - c) Most wins
 - d) Goal differential
 - e) Goals for
 - f) Coin toss

If more than two teams are involved, then a ranking based upon the results of the matches among (only) the involved teams shall determine their respective positions (see paragraph 1 above). If the 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 a shoot-out and will use the following procedure: **See Shoot-out Competition below.**

Penalties

1. Any player or coach receiving a red card in a game is suspended from the remainder of the game in which the offense occurred AND a minimum of at least the team's next scheduled game in that division.
2. Umpires will notify the Umpiring Manager of any red card issued immediately after the game in which it was issued.
3. Upon recommendation of the umpire, or based upon the severity of the infraction, the Tournament Disciplinary Committee will determine that player's or coach'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 be immediately ejected from the tournament.
4. A coach serving a game suspension shall be restricted to the designated spectator area and is prohibited from any communication or contact, direct or indirect, with his or her team, assistant coaches and/or bench personnel from the start of the contest to its completion. Any team using a disqualified coach shall forfeit the game in which the disqualified coach was a interfering in and the disqualified coach shall be immediately ejected from the tournament.

Breaking at Penalty Corner

Until the ball has been played, no attacker other than the one taking the push from the backline 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 midfield line.
5. For ANY necessity to restart a PC due to a breaking into the circle...someone must go to the midfield line.
6. Once a player is sent to the midfield line, they may come back into the play once the ball has been inserted.

7. 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 also 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 may return to participate in the penalty corner.
8. The umpire in charge of administering the PC is solely responsible for all decisions on breaking into the circle too soon...attack and defense.

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 during the taking of a penalty corner in which case the player cannot return until the penalty corner is completed or another penalty corner is awarded.
8. If the penalty corner has not been inserted the player may return to play. Once the insertion takes place the player must wait until the penalty corner is completed or another penalty corner is awarded to return to play.
9. 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.
10. 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 during the taking of a penalty corner in which case the player cannot return until the penalty corner is completed or another penalty corner is awarded.
8. If the penalty corner has not been inserted the player may return to play. Once the insertion takes place the player must wait until the penalty corner is completed or another penalty corner is awarded to return to play.

9. 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.
10. 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.

Shoot-out Competition

1. Players from each team take a one-on-one shoot-out alternately against the goal keeper of the other team making a total of 10 shoot-outs. Five (5) players from each team will take the shoot-out in the sequence nominated and communicated by the team to the umpires on duty before the start of the penalty shoot-out competition. Players are chosen by their respective team manager from those listed on the team entry form for that particular match except as excluded hereunder.
2. The umpires, in conjunction with the tournament committee will choose the goal to be used. If not in tournament play, the umpires will decide solely.
3. A coin is tossed. The team which wins the toss has the choice to take or defend the first penalty shoot-out.
4. The team scoring or awarded the most goals is the winner and the competition ceases once an outright winner is determined.
5. During a shoot-out competition, all persons who appear on the team entry form and who are entitled to sit on the team bench for that match are permitted to enter the field of play but only in the area outside the 23m area used for the shoot-out. The goalkeeper of the team taking a shoot-out may be on the goal-line outside the circle if so directed by the umpire. A player who is authorized by an umpire or technical official to take or defend a shoot-out may enter the 23m area for that purpose.
6. A player who has been excluded permanently (red card) from the field of play during that same match, cannot take part in a shoot-out competition.
 - a. A player on a yellow card at the end of the game **may participate in the shootout.**
7. The shoot-out is completed under the following conditions:
 - a. 8 seconds has elapsed;
 - b. the attacker scores a goal;
 - c. the attacker commits an offence;
 - d. the goalkeeper commits an offence in which case the shoot-out is re-taken:
 - e. the goalkeeper commits an intentional offence, in which case a penalty stroke is awarded:
 - f. the ball goes out of play over the back-line or side-line; this includes the goal keeper intentionally playing the ball over the back-line.
 - g. if a penalty stroke is awarded as specified above, it is taken by the two players involved in the shoot-out concerned unless either is incapacitated or suspended. The penalty stroke will take place before the next available shoot-out takes place. All normal penalty stroke rules apply.
8. If during a shoot-out competition a player (either an attacker or goalkeeper is suspended, that player takes no further part in the shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If the defending goalkeeper is suspended, a replacement can be nominated to take part in the shoot-out competition from players listed on the team entry form for that particular match (Substitute a new fully kitted GK for the suspended GK). The suspended GK cannot have any further part of the shootout). The replacement goalkeeper is allowed reasonable time to put on protective equipment. If an attacker is suspended during the penalty shoot-out competition, any further shoot-out the player was entitled to take counts as no goal.
9. If during a shoot-out competition, a defending goalkeeper is incapacitated, that goalkeeper may be replaced by another player from within the players listed on the team entry form for that particular match, If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.

10. If an equal number of goals are scored or awarded after each team has taken 5 shoot-outs, a second series of shoot-outs is taken with the same players, subject to an incapacitated or suspended defending goalkeeper being replaced. The sequence in which the attackers taking the shoot-outs does not need to be the same as the first series; before the second shoot-out series, the team must inform the umpires as to the order in which the nominated players take the shoot-out.
11. For the second and any subsequent shootouts: when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner. Creating a "SUDDEN VICTORY" situation.
12. The same players take part in the second and any subsequent shoot-outs except that an incapacitated goalkeeper can be replaced. The sequence in which the attackers take the shoot-outs does not need to be the same as in the first series; before each shoot-out series, the team manager chooses the order in which the nominated players take the particular shoot-out. In this second and subsequent series, all five nominated players shall take a shoot-out before any of them are eligible to take a further shoot-out.
13. The team whose player has taken the first shoot-out of the first series must defend the first shot-out of the second series. If further shoot-out series occur teams will alternate taking the shoot-out first.

Tournament Disciplinary Committee for RCC and NCC: (USA Field Hockey reserves final decision)

Umpiring Manager

Steve Horgan Karen Collins

Competing Team Coaches

RCC Host

Revised 5/6/2013