



USA FIELD HOCKEY – RULES & REGULATIONS 2014 REGIONAL AND NATIONAL CLUB CHAMPIONSHIPS

[office] 719.866.4567 [fax] 719.632.0979
[website] usafielddhockey.com
[address] 1 Olympic Plaza Colorado Springs, CO 80909

Unless otherwise noted, the rules of this tournament will be as stated in the *2013 Rules of Hockey* published by USA Field Hockey with permission from the International Hockey Federation (FIH) on September 1, 2013. USA Field Hockey modifications to the *Rules of Hockey* and the following tournament rules will be enforced. Failure to comply with any of the rules as outlined will be cause for the match to be declared a forfeit.

ADDITIONAL MODIFICATIONS TO THE 2013 RULES OF HOCKEY

A. UNIFORMS

1. Registration wristbands (if provided) must be worn at all times by all participants (players and coaches) and be displayed to the umpire prior to the beginning of each game.
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 & light socks; the second team listed will wear dark shirts & 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 forfeit the match.
9. The illegal player(s) will be removed from the pitch, if the team has less than 9 players in proper uniform they will forfeit.
10. All players must wear a mouth guard properly while participating on the field of play. Failure to do so will be considered misconduct and penalized accordingly.

B. ROSTERS

1. Rosters are limited to 24 gender-specific athletes. Only 20 of the 24 rostered athletes can compete at the RCC or NCC. Each team must have a minimum of 11 players on their approved roster.
2. Teams must have age appropriate players. Age is determined as of 1/1/2014. Athletes may play up on a team in the next higher age division only.
3. Only those players, who are on the approved roster at the time of registration, may play for the team who has her name on the roster at the RCC and NCC.
4. The same team roster for the RCC must be used at the NCC. Exceptions will be made for documented injuries, illness or extenuating circumstances.
5. An athlete may play for **only one club** and **must be affiliated** with this club according to the Club Affiliation policy. For safety and health reasons, an individual player cannot play for more than one team during the RCCs, unless a different age division on a separate weekend.



6. Only one club 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.
7. If an athlete plays on more than one club team:
 - i. All games that the illegal player has participated in will be forfeited (see FORFEITS below);
 - ii. The player will be banned from the following year's Regional and National Club Championships.

C. TEAM AREA & SUBSTITUTIONS

1. Players, Coaches 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 Hockey*. The umpires' jurisdiction extends through half-time periods and until the signed game card has been submitted to the official scorer.
2. The HOME team shall sit at the designated HOME team side bench and defend the goal to the RIGHT of their bench.
3. The AWAY team shall sit at the designated AWAY team side bench and defend the goal to the LEFT of their bench.
4. 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 not leave this area at any time. The team area is defined as the area that encompasses the seats provided for each team and marked accordingly. No other persons or equipment will be allowed in the team/bench area.
5. 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.

D. POINTS

1. Teams will receive:
 - i. 3 points for a win.
 - ii. 1 point for a tie.
 - iii. 0 points for a loss.

E. GAME TIME

1. The RCC Host will determine the format to be played the Regional Club Championship. Format must be approved by USA Field Hockey.
2. Duration of games at 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. Penalty corners or penalty strokes awarded before the end of the game or the half will be completed.
4. In addition to any electronic timing method, Umpires are also required to keep time.

F. ARRIVAL TIME

1. 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.

G. MATCH REPORTS (Score Card/Match Sheet)

1. The umpires will have the official Match Report for each game.
2. At the conclusion of the game, the Match Report must be verified and signed by each team's coach or captain.



3. After the coaches or captains sign the Match Report, umpires verify and sign the Match Report.
4. When the Match Report has been signed by the coach or captains and umpires, the score of that game becomes official.
5. A signed Match Report will not be changed (see additional rules regarding result cards in the Score Card Appeals document).

H. FORFEITS

1. A team forfeits a game if:
 - i. A team does not show up for the match;
 - ii. A team forfeits or is declared “forfeit”;
 - iii. A team arrives more than 5 minutes after the match start time;
 - iv. A team does not have 9 players dressed in proper uniform on the pitch after the 5 minute grace period;
 - v. A team refuses or is not prepared to change uniforms as stated in Section A of this document;
 - vi. An ineligible player participates in the game;
 - vii. 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 after the game, 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;
 - viii. A team refuses to play or removes their team from the field of play for any reason.
2. If a game is forfeited:
 - i. A 3-0 win will be awarded to the opponent.

I. TIES AT THE END OF POOL PLAY

1. If there is a point tie among teams at the end of pool play, the following procedure will be used to break ties:
 - i. Points
 - ii. Head-to-head competition
 - iii. Most wins
 - iv. Goal differential
 - v. Goals against
 - vi. 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 Section D above). If there remains equality, then (only) the teams involved shall be ranked according to Section I.1 (i), (ii), (iii), (iv), (v), and (vi) if necessary.

2. 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 document.)

J. PENALTIES

1. Green Card – Two Minute Suspension
 - i. For any offence, the offending player may be warned (indicated by a green card):
 - ii. Where a green card is issued the offending player shall be temporarily suspended for two (2) minutes.
 - iii. During the period of temporary suspension of a player, the team shall play with one less player.
 - iv. If the umpire has stopped time to issue the green card, the umpire shall immediately restart the game after the issue of the green card.



- v. 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 the player in accordance with the Rules of Hockey.
 - vi. The two minute temporary suspension shall commence once the umpire restarts the game. If a Technical Table is present, the suspension time will commence once the player is seated at the designated penalty chair.
 - vii. The timing of the suspension shall be monitored by the umpires, unless a Technical Table is present.
 - viii. The player may re-enter the match once the suspension time is completed. Unless it occurs after the award or during the taking of a penalty corner.
 - ix. The re-entry of any suspended player is exactly the same parameters as a substitution entering the match.
 - x. 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.
2. Yellow Card – Temporary Suspension
- i. For an offence where the offending player is temporarily suspended (indicated by a yellow card);
 - ii. Where a yellow card is issued the offending player shall be temporarily suspended for a minimum of five (5) minutes.
 - iii. During the period of temporary suspension of a player, the team shall play with one less player.
 - iv. The umpire shall restart the game after the issue of the yellow card.
 - v. 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 the player in accordance with the Rules of Hockey.
 - vi. The temporary suspension time shall commence once the umpire restarts the game. If a Technical Table is present, the suspension time will commence once the player is seated at the designated penalty chair.
 - vii. The exact length of suspension shall be indicated to the technical table by the umpire who issued the yellow card
 - viii. The timing of the suspension shall be monitored by the umpires, unless a Technical Table is present.
 - ix. The player may re-enter the match once the suspension time is completed. Unless it occurs after the award or during the taking of a penalty corner.
 - x. The re-entry of any suspended player is exactly the same parameters as a substitution entering the match.
 - xi. 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.
3. Red Card: Player
- i. When a player earns a red card, the team plays short and the suspended player sits with their teammates.
 - ii. 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.
 - iii. 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).



- iv. In the team's next schedule 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).
4. Red Card: Coach
- i. When a coach earns a red card, the suspended coach must leave the game area immediately (within 60 seconds).
 - ii. A replacement coach is allowed. If a replacement coach is not immediately available, the captain may coach her team.
 - iii. The team does not play short when a coach is suspended.
 - iv. The team forfeits the game if the suspended coach does not leave the team area within 1 minute and/or does not cease any and all team contact during the remainder of the game in which the offense occurred.
 - v. A coach who has been permanently suspended from a match (red carded) must report to the USA Field Hockey administrative area within 5 minutes of the end of the match in which they were suspended.
 - vi. A coach who has been permanently suspended from a match will also be suspended for the team's next scheduled game in that division.

K. RED CARDS: Administrative Procedures

1. A player who earns a red card must report to the Tournament Table within 5 minutes of the end of the game during which the offense occurred. The player's tournament wristband is removed, if provided. 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 will be removed, if provided.
3. 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.
4. **A coach who coaches multiple teams will not be able to participate in the tournament in any way until the suspension is served. Therefore they will not be able to coach any other team in the tournament until a wristband has been re-issued after the suspension is served.**
5. Umpires will notify the Umpiring Manager of any red card issued immediately after the game in which it was issued.
6. 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.

L. BREAKING AT PENALTY CORNER

1. 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.
2. For any offence of this rule by a defender other than the goalkeeper, the offending player(s) shall be required to go beyond the centerline and cannot be replaced by another defender.



3. For any offence of this rule by a defending goalkeeper, the defending team defends the penalty corner with one less player.
4. 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 centerline.
5. 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 required to go beyond the centerline and shall be replaced by another attacker.
6. **A team which chooses to defend a Penalty Corner with less than the maximum number of players must defend a re-taken penalty corner with one less player than the original set-up.**
7. A player required to go beyond the centerline for a penalty corner may return for any subsequent penalty corner. **They may not return for the re-taken penalty corner.**
 - i. *EXAMPLE: A defender breaks early into the circle from the back line; that player is required to go beyond the centerline. On the re-taken penalty corner the attacker feints on the insertion; that player also is required to go beyond the centerline. The defender originally sent to the centerline MAY NOT come back. The insertion now takes place and due to a defensive foul in the circle, another penalty corner is called; BOTH players may now return to participate in the subsequent penalty corner.*

M. APPEALS PROCEDURE FOR GAME PROTESTS

1. Please refer to the Score Card Appeal Process document.
2. Game protests will not be allowed at the RCC or NCC.

N. TOURNAMENT DISCIPLINARY COMMITTEE

1. Umpiring Manager on site, Steve Horgan, Karen Collins and Tournament Rules Advisory Committee Representative.

