



# BC Under 18 Boys' CLUB CHAMPIONSHIPS

## TECHNICAL REGULATIONS

### 1. RULES OF THE GAME

The Tournament will be carried out in accordance with the current regulations and policies of Field Hockey BC and the current Rules of Hockey (January 2017).

### 2. ROSTERS & ELIGIBILITY

- a) Team rosters must be submitted to the FHBC office one week prior to the tournament. Any updates to the team roster must be submitted by **Thursday, June 15, 2017**. A player may only play for one team in the tournament.
- b) All participants must be current members of Field Hockey BC, and in good standing.
- c) All players must be **under 18 but at least 14 years of age** on December 31, 2016. (ie born between January 1, 1999 and December 31, 2002). Younger athletes may be allowed upon request to and approval by FHBC.
- d) Teams may have a maximum of 3 support personnel (coaches, manager) on the bench for each game, one of whom must be designated as the bench manager.

### 3. UNIFORMS

- a) **MOUTHGUARDS and SHINGUARDS ARE MANDATORY.**
- b) All players must be uniformly and neatly dressed at all times during a match. Socks must be pulled up over the shinguards.
- c) Each team must have **two different coloured sets of socks**, one dark and one light.
- d) If, in the opinion of the umpires or the TD, the colours of the two opposing teams may lead to confusion, one team will change socks and/or wear pinnies. The TD will choose this team.
- e) Goalkeepers must wear a shirt of a colour different to both teams.
- f) Team shirt numbers are to be individually assigned to the playing members of the team and are to remain the same throughout the tournament.
- g) Each team must have an appointed captain on the field or on the bench at all times during a match; that player must wear a distinctive captain's band.
- h) Fully kitted goalkeepers must wear protective headgear at all times during the game, including while defending a penalty stroke, but may remove the headgear if taking a penalty stroke. A goalkeeper who wears only protective headgear and a different coloured shirt must wear the headgear when defending a penalty corner or penalty stroke.
- i) Field players are permitted to wear a face mask while defending a penalty corner or penalty stroke provided that the face mask has a smooth surface and fits flush with the face.
- j) Hats must not be worn.

### 4. CONDUCT

- a) Coaches, managers and substitutes must remain at their team bench during a match. No one except the players and team and technical personnel may enter the bench/technical areas during a match, unless permitted to do so by the TO on duty.
- b) **Negative comments by team officials and players on the bench must not be directed at the umpires, technical officials, or members of the opposing team.**
- c) Captains are responsible for the behavior of all team personnel on and off the field.
- d) The Tournament Director shall have the authority to suspend for one or more matches, players or team officials who, in the opinion of the Tournament Director, are guilty of misconduct before, during, or after a match. Such suspended persons may not enter the field of play or the area surrounding the field while serving a suspension.
- e) One red card or two yellow cards issued to a player or team official may result in suspension from the following game(s).

### 5. ADMISSION TO THE FIELD

Only players and umpires officially engaged in a given game may enter the field. In the case of an injury, an official may give the team manager or coach, and the tournament therapist, a signal to enter the pitch.

### 6. SUBSTITUTION

- a) Substitutions can take place at any time **except following the award of a penalty corner** (considered over when the ball has come out of the circle a second time, or as per Rules 13.5 and 13.6, Rules of Hockey).
- b) Any player entering as a substitute will **enter the pitch at the centre line, and must wait until the outgoing player is off the field.**

- c) The substitution of field players will be carried out under the supervision of a technical official on duty, without stoppage of time. The umpires will supervise the substitution of a goalkeeper wearing full protective equipment, and time will be stopped.
- d) Each team may play with a goalkeeper wearing full protective equipment and a different colour shirt, or a goalkeeper wearing only protective headgear and a different colour shirt, or only field players, as per Rule 2.2 Rules of Hockey
- e) A player, upon being suspended, may not be substituted and may not be used as a substitute during the period of the suspension.
- f) A substituted player may participate in a shoot-out competition.

## **7. INJURIES/MEDICAL**

There will be an athletic therapist on duty at the venue, and ice will be available at the field.

- a) A bleeding player must leave the field immediately to have the wound cleaned and covered. Blood stained clothing must not be worn.
- b) If there is an injury during a game, the umpires will assess the nature of the injury and call on the athletic therapist and manager/coach if necessary.
- c) If the athletic therapist and manager/coach are called on to the field to attend to a player other than the goalkeeper, the player must leave the field of play and return to the team bench for a minimum of two minutes.
- d) An injured player who leaves the field after the award of a penalty corner may not be replaced until after the penalty corner is over. If the defending goalkeeper is incapacitated, and has to leave the field of play, the replacement may enter the field immediately.

## **8. MATCH LENGTH**

- a) All games will be **2 x 25 minute** halves, with a 5 minute halftime.
- b) There will be no extra periods of play in any matches.

## **9. TIME & SCORE KEEPING**

- a) The Technical Officer on duty will manage the time keeping and will be responsible to signal the end of the regulation time, at half-time and full-time. However, if a penalty corner or penalty stroke is awarded before the horn, this shall be completed, and the umpire will indicate the end of the half.
- b) The umpires shall blow a whistle to start or re-start a match; they shall also signal to the technical table officials every stoppage they may order, and the subsequent re-start.
- c) At the end of the match, team managers, umpires, judges, and the Technical Officer must sign the official match report form. Umpires must also complete a Card Registration form if they have issued any yellow or red cards during the match.

## **10. FAILURE TO PLAY**

- a) Each team must have a minimum of 8 players on the field for a game to start or continue. If a team does not have 8 players, the opposing team will be considered to have won the match by a score of 5-0.
- b) A team failing to appear for a scheduled match may be disqualified from the tournament.

## **11. FORMAT & RANKING**

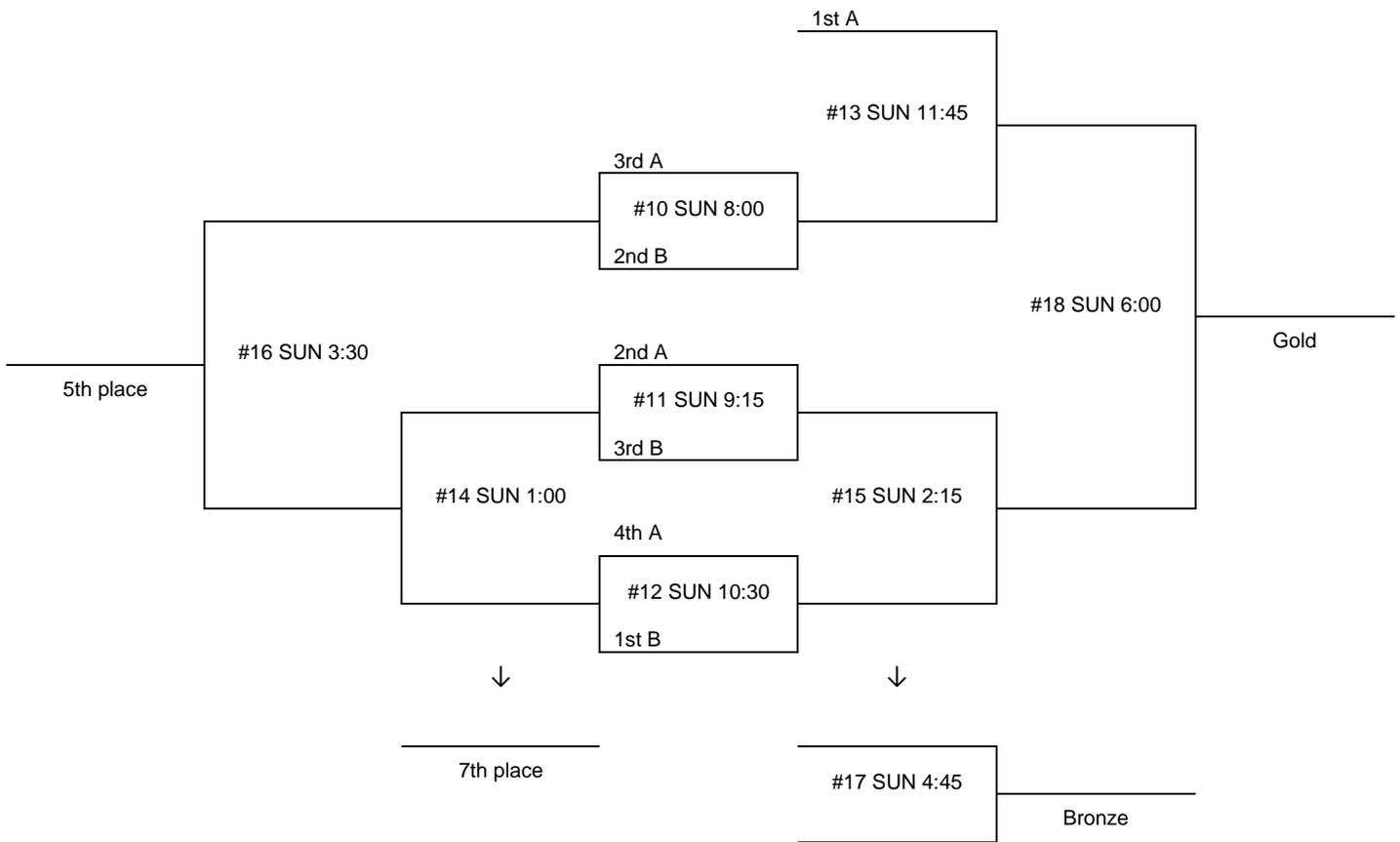
- a) There will be two pools, one with four teams, the other with three.
- b) In each pool, all teams will play against each other, and points will be awarded for each match as follows:
  - 3 pts. - win
  - 1 pt. - tie
  - 0 pts. - loss
- c) Teams will be ranked according to the number of points each has accumulated in the competition
- d) If there is a tie in pool standings at the end of round robin play, the standings will be determined (in this order) by:
  - Number of matches won
  - goal difference (goals 'for' minus goals 'against', to a maximum of 5 per game)
  - goals for
  - results between the tied teams
  - a **shoot-out competition** to be held at a time and place to be determined by the TD.

## **12. PLAYOFFS**

At the end of pool play:

- a) The first ranked team in Pool A will advance directly to the semi-finals

- b) All other teams play quarterfinals as follows, but not necessarily in this order:
- 1<sup>st</sup> Pool B vs 4<sup>th</sup> Pool A
  - 2<sup>nd</sup> Pool B vs 3<sup>rd</sup> Pool A
  - 2<sup>nd</sup> Pool A vs 3<sup>rd</sup> Pool B
- c) The winning quarter finalists advance to the semi-finals. The winner of the match between the 2<sup>nd</sup> Pool B and 3<sup>rd</sup> Pool A will play 1<sup>st</sup> Pool A in one semi-final. The winners of the other quarterfinals will play each other in the other semi-final.
- d) The winners of the semi-final matches will play each other for the gold medals.
- e) The losers of the semi-final matches will play each other for the bronze medals.
- f) The losing quarter finalists will play for 5<sup>th</sup> - 7<sup>th</sup> places. The loser of quarter final 2<sup>nd</sup> Pool A / 3<sup>rd</sup> Pool B will play the loser of quarter final 1<sup>st</sup> Pool B / 4<sup>th</sup> Pool A, with the loser of that match finishing 7<sup>th</sup>, and the winner playing the loser of quarter final 2<sup>nd</sup> Pool B / 3<sup>rd</sup> Pool A for 5<sup>th</sup> place.
- g) Should two teams be tied at the end of regulation time during any playoff match, other than the 5<sup>th</sup> place match, then a shoot-out competition shall be played to establish the winner of the match. If the 5<sup>th</sup> place match is tied at the end of regulation time, the teams will share 5<sup>th</sup> place.



### 13. UNFORESEEN EVENTS

Should circumstances arise which are not provided for in these regulations, the Tournament Director will determine any actions necessary to deal with those circumstances.

## **APPENDIX 1 - SHOOT-OUT COMPETITION**

- a) Players from each team take a one-on-one shoot-out alternately against the goalkeeper of the other team making a total of 10 shoot-outs. The players take the shoot-out in the sequence communicated by the team manager or coach to the Technical Officer on duty before the start of the shoot-out competition. Players are chosen by their team coach from those listed on the team entry form except as excluded hereunder.
- b) After consultation with the Technical Officer on duty, the umpires choose the goal to be used.
- c) A coin is tossed and the winning team has the choice to take or defend the first shoot-out.
- d) The team that scores or is awarded the most goals is the winner and the competition ceases once an outright winner is determined.
- e) During a shoot-out competition, all persons who appear on the team entry form and who are entitled to sit on the team bench are permitted to enter the field of play outside the 23m area used for the shoot-out, but must remain in an area designated by the TO on duty. 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.
- f) A player who has been suspended by the Tournament Director or has been excluded permanently (red card) from the field of play during that same match, cannot take part in a shoot-out competition. A player who has been temporarily suspended (green or yellow card) may take part in the shoot-out competition even if the period of their suspension has not been completed at the end of the match.
- g) The shoot-out is taken under the following conditions:
  - i. the defending goalkeeper starts behind his own goal line between the goal posts;
  - ii. the ball is placed on the nearest 23m line opposite the centre of the goal;
  - iii. an attacker starts behind the 23m line near the ball;
  - iv. the umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper may then move in any direction;
  - v. the shoot-out is completed when one of the following occurs:
    - 8 seconds has elapsed;
    - the attacker scores a goal;
    - the attacker commits an offence;
    - the goalkeeper commits an unintentional offence inside or outside the circle, in which case the shoot-out is re-taken by the same player against the same goalkeeper;
    - the goalkeeper commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
    - the ball goes out of play over the back-line or side-line; this includes the goalkeeper intentionally playing the ball over the back-line.
- h) If during a shoot-out competition a player is suspended, that player takes no further part in that shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If the defending goalkeeper is suspended, the replacement can only come from the 5 players nominated to take part in the shoot-out competition. The replacement goalkeeper is allowed reasonable time to put on protective equipment. If an attacker is suspended during the shoot-out competition, any further shoot-out the player was entitled to take counts as no goal.
- i) 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, except as excluded above in clause f or clause h. If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.
- j) If during a shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from within the players listed on the team entry form for that particular match, except as excluded above in clause f or clause h.
- k) If an equal number of goals are scored or awarded after each team has taken 5 shoot-outs:
  - i. a second series of shoot-outs is taken with the same players;
  - ii. the sequence in which the attackers take the shoot-outs does not need to be the same as in the first series; before each attempt, the team coach or manager chooses the player to take the particular shoot-out.
  - iii. the team whose player has taken the first shoot-out of the first series must defend the first shoot-out of the second series;
  - iv. when one team has scored or been awarded one more goal than the opposing team after an equal number of shoot-outs have been taken by each team, that team is the winner.
- l) If an equal number of goals are scored after a second series of 5 shoot-outs, additional series of shoot-outs are taken with the same players:
  - i. the sequence in which the attackers take the shoot-outs does not need to be the same in any subsequent series;
  - ii. the team which starts each shoot-out series alternates for each series.