



# 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 Rules of Hockey (2022), except as varied in these Regulations.

### 2. ROSTERS & ELIGIBILITY

- a) Team rosters including shirt numbers must be submitted to FHBC by Thursday May 26<sup>th</sup>. Changes may be made until the Technical Briefing meeting on June 2<sup>nd</sup> at which point the roster becomes final. 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, 2021. (ie born between January 1, 2004 and December 31, 2007). Athletes under the age of 14 on December 31, 2021 will be permitted to participate if they have been playing consistently in the Under 18 Boys division of the GVJFHL during the 2022 season.
- 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. These individuals must be identified with the final roster submission, and are to remain the same for the duration of the tournament. A Stand-in Manager may also be named, but will only be allowed on the bench if the Team Manager is not present.

### 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 should 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) 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 match may enter the pitch. In the case of an injury, an official may give the tournament therapist a signal to enter the pitch. In exceptional circumstances the team manager or coach may also be given permission to enter.

### 6. SUBSTITUTION

- a) Substitution takes place as specified in the Rules of Hockey from the players named in the Match Report, under the supervision of a technical table official.
- b) Substitution must take place **within 3 metres of the centre line**, and the player entering must wait until the outgoing player is off the field.
- c) The player leaving the pitch is to return immediately to the team bench unless receiving medical treatment.

- d) Substitution is not permitted during a penalty corner, except for injury to or suspension of the defending goalkeeper as per Rule 2.3, Rules of Hockey (2019). A player may leave the pitch, but the substitute player may not enter the pitch until the penalty corner is over, as per Rules 13.5, Rules of Hockey (2019).
- e) A player, upon being suspended, may not be substituted and may not be used as a substitute during the period of the suspension.

## 7. INJURIES/MEDICAL

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

- 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 is 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 **pool games** will consist of **4 x 12 minute periods**. All **playoff games** will be **4 x 15 minutes**.
- b) There will be an interval of 2 minutes at the end of the first and third quarters, and 5 minutes at half time.
- c) 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 for signalling the end of each period. 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 period.
- 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) **Time will not be stopped after the award of a penalty corner.**
- d) 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.

## 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) Teams will be divided into two pools. In each pool, 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
- b) Rankings within each pool will be determined according to the number of points accumulated by each team.
- c) 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 (count only those scored to achieve max goal difference of 5 per game)
  - results between the tied teams
  - a **shoot-out competition** to be held at a time and place to be determined by the TD.
- d) At the end of pool play, playoffs will take place as follows:
  - 2<sup>nd</sup> in pool A vs 3<sup>rd</sup> in pool B; winner plays 1<sup>st</sup> in pool B in semi-final 1, loser plays for 5<sup>th</sup> place.
  - 2<sup>nd</sup> in pool B vs 3<sup>rd</sup> in pool A; winner plays 1<sup>st</sup> in pool A in semi-final 1, loser plays for 5<sup>th</sup> place.
  - Semi-final winners play for gold medals; losers play for bronze medals.

## 12. 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.

### **13. SHOOT-OUT COMPETITION**

- a) Five 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. Players are chosen by their team coach from those listed on the team entry form except as excluded hereunder, and their names are provided to the TO on duty prior to the start of the shoot-out..
- 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.