



BC Under 14 Girls CLUB CHAMPIONSHIPS

TOURNAMENT 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 (from January 2022), except as varied in these regulations.

2. ROSTERS & ELIGIBILITY

- a) Team rosters must be submitted to the office one week prior to the tournament. **A player may only play for one team** in the tournament.
- b) All players must have been under 14 on December 31, 2022 (ie born on or after January 1, 2009).

3. UMPIRES

- a) Umpires should check in at the Technical Table prior to the match, and sign the scoresheet at the end of the match.
- b) To facilitate payment (by cheque after the tournament) please ensure name and full mailing address are recorded on the UMPIRE Sign-In Sheet **at the Tournament desk**.

4. 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) If, in the opinion of the umpires or the Technical Officer on duty, the colours of the two opposing teams may lead to confusion, one team will change or wear pinnies. The TO will choose this team.
- d) The GK shirt should be a different colour than both teams, and must be worn over the chest protector.
- e) 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.
- f) 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.
- g) Hats must not be worn.

5. CONDUCT

- a) Coaches, managers and substitutes are requested to remain on the technical side of the field at their team bench.
- 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.

6. 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 tournament therapist a signal to enter the pitch. In exceptional circumstances the team manager or coach may also be given permission to enter. At no time should spectators step onto the pitch during a game.

7. SUBSTITUTION

- a) Substitutions can take place at any time **except during a Penalty Corner** (considered over when the ball has travelled more than 5 metres outside the circle, or as per Rules 13.5, Rules of Hockey, 2022).
- b) Players must enter and exit the pitch **at the center line**. Players entering the pitch must **wait until the outgoing player is off the field**. **All players leaving the pitch, including goalkeepers, must return immediately to their team bench.**
- c) A player who is suspended (green, yellow, red card) may not be substituted for, and may not be used as a substitute during the period of the suspension.

8. 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.
- 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.

9. MATCH LENGTH

- a) All **games** will be **2 x 20 minute** halves, with 5 minutes for halftime.
- b) There will be no extra periods of play in any match.

10. TIME & SCORE KEEPING

- a) 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.
- b) The Technical Officer on duty will manage the time keeping and will be responsible for signalling the end of each half. 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.
- c) Time will not be stopped for penalty corners or cards.
- d) The coach or manager of each team, and the umpires must sign the scoresheet at the end of the match.

11. 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.

12. FORMAT & RANKING

- a) All teams will play against each other in their respective pools, and points will be awarded for each match as follows:
 - 3 pts. - win
 - 1 pt. - tie
 - 0 pts. - loss
- b) If there is a tie in pool standings at the end of the round robin, the standings will be determined (in this order) by:
 - no. of wins
 - goal difference (goals 'for' minus goals 'against', to a maximum of 5 per game)
 - total goals 'for' in all games (count only those scored to achieve max goal difference of 5 per game)
 - results between the tied teams
 - a shoot-out competition at a time and place to be determined by the TD.
- c) Playoffs – Tier 1
 - At the end of the round robin, playoffs will be played as follows:
 - Consolation round:
 - 4th in pool A vs 4th in pool B for 7th place
 - 3rd in pool A vs 3rd in pool B for 5th place
 - Medal round:
 - 2nd in pool A vs 2nd in pool B for 3rd place (bronze medals)
 - 1st in pool A vs 1st in pool B for 1st place (gold medals)

Should two teams be tied at the end of regulation time during medal matches, then a shoot-out competition shall be played to establish the winner of the match. Should the teams be tied at the end of regulation time during the fifth or seventh place matches, no shoot out will take place and the teams will share the position.

- d) Playoffs – Tier 2
 - 5 Team round robin
 - Standings at the end of round robin play, based on (a) and (b) above, will be the final standings for the tournament. Gold, silver and bronze medals will be awarded to the top 3 teams.

13. UNFORESEEN EVENTS

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

14. 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 their 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.