



BC Under 15 T2T 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 (from January 2017).

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) Under 15 players must have been born on or after January 1, 2003.

3. UMPIRES

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

4. UNIFORMS

- a) **MOUTHGUARDS and SHINGUARDS ARE MANDATORY.** Field Hockey Canada dental claims will only be honoured if the claimant was wearing a mouthguard at the time the injury was incurred.
- b) All players must be uniformly and neatly dressed at all times during a match. Socks must be pulled up over the shinguards, and shirts should be tucked in.
- 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) 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.
- 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) Comments by team officials and players on the bench must not be directed at the umpires or opposing players.
- 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 team manager or coach, and the tournament trainer, a signal to enter the pitch. 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 come out of the circle a second time, or as per Rules of Hockey (from January 2017)).
- 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.**

8. INJURIES/MEDICAL

- a) There will be a trainer on duty at the venue.
- b) Ice will be in a cooler at the field.
- c) A bleeding player must leave the field immediately to have the wound cleaned and covered.
- d) If there is an injury during a game, the umpires will assess the nature of the injury and call on the manager and trainer if necessary.
- e) If the manager/coach and trainer are called on to the field, the player must be taken off the field to allow play to continue, unless the injury is serious.
- f) 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

All **U15 Girls games** will be **2 x 25 minute** halves, with 5 minutes for halftime.

10. TIME & SCORE KEEPING

- a) The start and end of each half will be indicated by the horn blown at the technical table, 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. Time will not be stopped for injuries or cards.
- b) 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')
 - total goals 'for' in all games
 - results between the tied teams
 - a shoot-out competition at a time and place to be determined by the TD

c) Playoffs - Girls

- At the end of the round robin, top two teams from each pool will have a semi to determine who plays for bronze and gold. Bottom two teams from the two pools will play consolation matches to determine 5th/6th and 7th/8th.
- Should two teams be tied at the end of regulation time during a semi-final/medal match then a Shoot-out Competition shall take place between the two teams to determine an outright winner. A tie will not be broken in the 5th-8th place matches.

13. 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 scoring or 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 be at least 10 metres from the spot where the ball is placed at the start of 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 authorised 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 TD (or designate) 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.

14. 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.