

Rules are applicable to all teams in all divisions. PIAA Rules of Hockey will govern play. The following rules are exceptions to PIAA Rules of Hockey:

Note: Failure to comply with stated rules will result in a forfeit for the match

\* New FIH "self pass" and offensive free hits within the 25 yard line rules will NOT be used.

## **TEAMS, ROSTERS, AND ELIGIBILITY**

1. A maximum of 18 athletes can participate on each team with 2 coaches. For high school teams, no player may have already graduated from high school. For middle school teams no player may be entering or have completed 9th grade. Players may play up a division; however no players can play below their age group.
2. Each athlete may only participate on one team.
3. Each team will be responsible for its own medical and liability insurance. In case of accident or injury while traveling to or from the tournament, or during the tournament, neither Whitewater Field Hockey Festival nor its directors, volunteers or sponsors will be held liable. Nor will they be held responsible for any expense incurred by any team due to cancellation of part or all of the tournament, or for any other causes.
4. Two weeks prior to the tournament, your team must have submitted a roster form with names, ages, jersey numbers, etc. of all players for the information to be included in the recruiting booklet. At registration (or before), you must submit a Medical Release Form and Waiver & Agreement Form, signed and completed, for each player to be eligible to compete in the tournament. Each player should bring proof of age.

## **GAME FORMAT, SCORING, AND AWARDS**

5. All teams play a minimum of 3 games, with two 25-minute halves and a 5-minute half time. Rankings are determined based on the following: Win = 3 points. Tie = 1 point. Loss = 0 points.
6. Preliminary matches may end in a tie. Crossover games may not end in a tie. Teams who are tied (except for the championship game) will proceed immediately to penalty strokes with the following procedure: A coin toss will decide which team chooses to stroke or defend first. The home team will call the coin toss. Five stokers from each team will alternately take penalty strokes. If still tied, the same five stokers will take alternating strokes in a sudden victory format. (The order of the stokers may be changed in the second round of strokes.) For championship games, the two teams tied at the end of regulation time will first play two golden goal overtime periods, 10 minutes each, with a 3 minute break between periods. If still tied, the game will be decided by penalty strokes as described above.

7. If your tournament bracket has two sub-brackets and there is a 2-team tie within your sub-bracket, the winner will be determined according to a series of tie-breaker criteria in this order: head to head competition, most wins, goal differential (capped at 4 per game), fewest goals allowed, goals scored (capped at 4 per game), penalty strokes as described above.

In case of a three-way tie within a sub-bracket (after application of all the tiebreaker criteria listed for 2-team ties), a three-way penalty stroke system will be used to eliminate a team or teams. Each team will take five strokes against each of the other two (tied) teams, until at least one team is eliminated. When/if two teams then remain tied, even after re-application of all the 2-team tiebreaker criteria listed above, an additional set of five penalty strokes will be taken to determine the winner. If still tied, the two teams will take one penalty stroke each, until a winner is determined.

8. Each game will have two officials.

9. A team cup will be presented to first and second place teams in each age group. Player medallions will be presented for first, second and third place in each division.  
WEATHER, CANCELLATIONS, SCHEDULE ADJUSTMENTS AND REFUNDS

10. All games are played regardless of weather except that the Head Referee or Field Marshall may cancel or shorten a particular game in case of severe weather or unacceptable field conditions. After your team begins play, no refund is granted. Also, no refund is available if you withdraw from the Tournament after your acceptance. If weather, field conditions or other circumstances result in cancellation of the Tournament before your team begins play, a refund of \$200 or a credit of \$300 (your choice) will be issued. Credit may be applied to a future Mid-Atlantic Premiership and is valid for two years. In case of bad weather, it is your responsibility to monitor the Tournament web site or call for updated information.

11. Games, game breaks and overtime periods may be shortened or eliminated due to weather, field conditions, or matters related to darkness. Any game ended with 20 or more minutes played is considered an official game.

## **GAME PROCEDURES**

12. All game warm-ups should take place on the side of the field.

13. Each team must be prepared to enter the field promptly at the appointed time, or risk forfeiture. No grace period is available. Minimum number of players to avoid forfeiture is 9. A team must start competition at the appointed time if 9 or more players are present. If the team does not have 9 players, the score of the game will be 3-0 to the opposing team. If both teams do not have enough players the game will be recorded as a 0-0 tie.

14. Substitutions are unlimited, with referee's consent, throughout the entire game except during a penalty corner or a penalty stroke. The player entering the game must wait until the subbed player is completely off the field.

15. Any penalty strokes and corners called just prior to half time or the end of the game will be taken.

### **TEAM JERSEYS AND EQUIPMENT**

16. Mouth guards and shin guards are required for all players.

17. All goalies must wear a fully masked helmet, throat guard, and chest protector.

18. All of the players on a team must be wearing matching uniforms, including shirts and socks. Numbers should be on at least the back of the shirts.

19. Goalkeepers should have a jersey that is a different color from both their own team and the opposing team's primary color.

20. The team listed first on the schedule will wear white.

21. Jewelry is prohibited.

### **CONDUCT, SANCTIONS, AND RESPONSIBILITY OF COACHES**

22. If a player receives two yellow cards (in one game) or a red card, the player is ejected from that game and must sit out the following game. No substitution is permitted for a player ejected from the field.

23. Any player receiving two ejections is banned from the remainder of the Tournament.

24. An ejected coach must leave the field area immediately. Any coach ejected twice will be banned from the remainder of the Tournament.

25. Coaches are responsible for the actions of their players, assistant coach, parents and spectators. No alcoholic beverages are allowed on any field site. No foul or abusive language is permitted. Failure to keep control of the assistant coach, players, parents or spectators may result in forfeiture of a game or suspension of the team for the balance of the Tournament by the Field Marshall, by the Tournament Director, or by the Referee - with no refund.

26. Only the coach who registered his/her team may speak with the Field Marshall, the Tournament Committee or the Tournament Director about matters pertaining to the Tournament.

27. All ejections and grievances will be handled by the Tournament Committee at the conclusion of each game, either by phone, or at the Tournament site. Upon recommendation of the referee, or based on the severity of the infraction, the player's eligibility for participation past the one-game suspension will be determined by the Tournament Committee.

28. Any team using a disqualified player shall forfeit the game in which the player participated in and the disqualified player will be immediately ejected from the tournament.

The Tournament Committee and Tournament Director reserve the right to decide all matters pertaining to the Tournament and their judgment is final.