

## 2009 USFHA NATIONAL INDOOR TOURNAMENT RULES & REGULATIONS

Unless otherwise noted, the rules of the tournament will be as stated in the Rules of the Game of Indoor Hockey, 2007 published by the FIH. The following tournament rules will be enforced. *Note: Failure to comply with the rules as outlined will be cause for the match to be declared a forfeit with loss of posted forfeit fee.*

### A. EQUIPMENT

1. Indoor sticks are required for all games. Any team member not using an indoor stick will disqualify the entire team from the match and a forfeit will be declared. The "Stick Bow" rule will be enforced (Rule 4.6.c)
2. Goalkeepers and designated goalkeepers are required to wear a helmet with a facemask while in the striking circle per FIH rule 2.2.
3. Mouth guards and shin guards are required for each player in the age group divisions and recommended for the adult divisions.
4. No jewelry (age group divisions only) or hats of any kind will be allowed.
5. Registration wristbands must be worn at all times by all participants (players & coaches).
6. Face masks or goggles of any kind will not be permitted on field players unless they meet FIH regulations (Rule 4.2)

### B. UNIFORMS

1. Each team must bring two different colored shirts with matching socks: Light shirt & light socks and dark shirt & dark socks with all team members in the same color.
2. Team shorts should be of a consistent color.
3. Numbers are required on the backs of uniform shirts.
4. Goalkeepers or designated goalkeepers must wear a completely different color shirt from that of the colors worn by both teams
5. The first team listed on the schedule will wear light shirts and light socks; the second team listed will wear dark shirts and dark socks. The first team listed is the HOME team and will be responsible to change shirts and/or socks should there be a conflict of uniforms.
6. Teams not complying with the uniform rules will be subject to forfeit. The illegal player(s) will be removed from the court, if the team has less than 4 players in proper uniform they will forfeit.

### C. ROSTERS

1. Rosters are limited to 12 players.
2. Only players on the roster from the Qualifying Tournament may participate in the NIT. Exceptions will be made for documented injuries. (Open tournament teams may make additions to their rosters up until crossover)
3. Players in the Open Division must be 19 Years of age or older. Exceptions will be made for college athletes and athlete who are out of high school.
4. Teams must have age appropriate players. A limit of three players from a lower age division may play up on a team in the next higher age division.
5. A player can play for only one team on a tournament weekend. If a player plays on more than one team:
  - a. All games that the illegal player has participated in will be forfeited (see forfeit rule);
  - b. All teams that the illegal player participated on will relinquish their forfeit fee;
  - c. The player will be banned from the following years National Indoor Tournament.

### D. TEAM AREA & SUBSTITUTIONS

1. Players and substitutes are under the jurisdiction of the umpires during the whole game, including any period of temporary or permanent suspension, and are therefore subject to their decisions under the Rules of Indoor Hockey. The game includes the half-time period (adult divisions only).
2. In the Open Tournaments (adults) only, the teams will change benches at half time.
3. In the Age Group Tournaments, the HOME team shall sit at the designated HOME team side bench and defend the goal to the RIGHT of their bench.
4. In the Age Group Tournaments, the AWAY team shall sit at the designated AWAY team side bench and defend the goal to the LEFT of their bench.
5. The players on any team who are not on the court shall sit on the team's bench as substitutes. No other persons or equipment will be allowed in the bench area.
6. Substitutions shall be made from the side of the pitch where the team benches are located and at, or near to, the center of the court. Players coming off the court shall also leave at the side where the benches are located.

### E. POINTS

Teams will receive:

1. 3 points for a win
2. 1 point for a Tie
3. 0 points for a loss

## **F. GAME TIME**

1. Games in the Age Group Divisions will consist of 25-minute games with 5 minutes between games.
2. Games in the Women's Open Divisions will consist of two 20-minute halves, 5-minute half time, and 5 minutes between games.
3. All games will start and stop with a central horn.
4. The first team listed on the schedule has the pass back.
5. Time lost due to injury will not be added to the game.

## **G. ARRIVAL TIME**

Teams arriving for a match later than 5 minutes after the starting time will forfeit that game.

## **H. GAME RESULTS CARDS**

1. The umpires will have the official scorecard for each game.
2. At the conclusion of the game, the score must be verified and the team coaches and the game umpires must sign the card.
3. Once the scorecard has been signed the score of that game becomes official.
4. Signed scorecards will not be changed. (See additional rules regarding Results Cards)

## **I. FORFEITS**

1. A forfeit will be declared if a team:
  - a. Does not show up for the match;
  - b. Forfeits or is declared "forfeit";
  - c. Arrives more than 5 minutes after the match start time;
  - d. Does not have 4 players dressed in proper uniform on the court after the 5 minute grace period.
2. If a forfeit is declared:
  - a. A 3-0 win will be awarded to the opponent;
  - b. The \$300 forfeit fee will be relinquished from the forfeiting team.

## **J. TIES DURING CROSS-OVER PLAY (Adult Divisions Only)**

If a game is tied during crossover play, the two teams will move immediately to the designated stroke area for a 3-player stroke off.

1. A coin toss will determine whether the team chooses to stroke or defend first; the team in the dark uniform will call the toss.
2. If the score is tied after the initial stroke-off, the teams will go to a sudden-victory stroke-off using three different players from their roster.
3. The team that stroked first in the first round will now defend first.
4. If the score remains tied, the team will repeat the stroke-off in the sudden victory format using the first round of stokers. Strokes continue in the sudden-victory format, alternating first and second round stokers until a winner has been determined.

## **K. TIES AT THE END OF POOL PLAY**

If there is a point tie among teams at the end of pool play, the following procedure will be used to break ties:

- a) Points
- b) Head to head competition
- c) Most wins
- d) Goal differential
- e) Goals for
- f) Coin Toss

## **L. PENALTIES**

Any coach or player receiving a red card in a game is suspended from the remainder of the game in which the offense occurred AND the team's next scheduled game in that division.

1. Umpires will notify the Umpiring Coordinator of any red card issued immediately after the game in which it was issued.
2. Upon recommendation of the umpire, or based upon the severity of the infraction, the Tournament Disciplinary Committee will determine that coach/player's eligibility for further participation in the tournament beyond the one game suspension. Any team using a disqualified coach/player shall forfeit the game in which the disqualified coach/player was a participant and the disqualified coach/player shall be immediately ejected from the tournament.

**M. APPEALS PROCEDURE FOR GAME PROTESTS:** Game protests will not be allowed at the tournament.

**N. TOURNAMENT DISCIPLINARY COMMITTEE:** Support Services Director, Administrative Director, Venue Director, Player Services Director