

BCSSGFHC Championships AA and AAA

TECHNICAL REGULATIONS

These Technical Regulations are to be in effect for the duration of the competition.

1. RULES OF THE GAME

- a) The Tournament will be carried out in accordance with the current Rules Regulations and Policies of the BCSSGFA and the FIH Rules of Hockey (Current issue) with exceptions approved by the BCSSGFHA Executive at the start of the competition season in September.

1. PARTICIPANTS

- a) The official Team Party shall consist of the players and team officials as communicated to BCSS. It is strongly recommended that Team Coaches check their rosters prior to the tournament.

1. TEAM CLOTHING, EQUIPMENT, and COLOURS

- a) The Tournament Director will assign uniform colours for each game
- b) Uniforms will consist of a shirt, skirt, and socks. It is recommended that uniform shirt should be numbered. Each team should have two pairs of socks, one pair each of light and dark colour, matching the uniform
- c) A player's shirt number should be consistent throughout the tournament barring exceptional circumstances, for example uniform damaged in some way.
- d) All players must be uniformly and neatly dressed at all times during a match. Shin guards and mouth guards are mandatory. Hats are not to be worn. Players must remove jewellery that could cause injury to themselves or other players.
- e) Goalkeepers must wear a shirt of a different colour to both teams.
- f) If, in the opinion of the Umpires, the colours of the two opposing teams may lead to confusion, one team will wear pinnies. The Umpires will choose this team.
- g) Blood stained clothing must not be worn.
- h) Each team must have an appointed Captain on the pitch or on the team bench at all times during a match; that player must wear a distinctive captain's band. Should the appointed Captain be suspended or have to leave the match for any reason, an acting Captain must be immediately designated and that replacement Captain must wear the band.
- i) Field players may be permitted to wear soft face and head protection throughout a match for medical reasons subject to an appropriate medical certificate being submitted to the Tournament Director.

1. ADMISSION TO THE FIELD OF PLAY

- a) No one, except the players and umpires properly engaged in a match, may enter the pitch during the match, unless permitted to do so by an umpire. This rule is obligatory even in the event of a player or an umpire becoming incapacitated.
- b) Umpires will stop the match only for a serious injury. Team officials should call off an injured player if she has a minor injury, and replace with a substitute.
- c) If a player sustains an injury that causes bleeding, that player must leave the pitch as soon as possible and shall not re-enter until the bleeding has ceased and the wound is adequately covered. An umpire may direct a bleeding player to leave the pitch, but the player should not wait for this to occur. Players must not wear blood stained clothing. Blood needs to be cleaned from the pitch before the game recommences.
- d) In the event of a player becoming incapacitated, the umpires may authorize the on-duty athletic therapist and Team Manager to enter the pitch to assist and/or remove the player concerned. If any person from the team bench and/or the on-duty therapist enters the field of play to attend to a player other than a goalkeeper, that player must leave the field of play and return to the team bench area for a minimum of two minutes.

- e) No liquid or other refreshment may be consumed on the pitch. Any players wishing to take refreshment during a match, including during time stoppages, must leave the pitch and are permitted to re-enter, but not between the 23 metre line and the goal line. A goalkeeper may re-enter the pitch adjacent to the goal.

1. TEAM BENCHES

- a) The team officials and substitute players registered on the team entry form should remain on the team bench during regulation time, including time stoppages, unless the umpires direct otherwise, or when following substitution procedures.
- b) Vocal communication by team officials and players on the team bench must not in any way be directed at the umpires or players of the opposing team.
- c) The team captain is responsible for the behaviour of her team, coaches, and manager, on and off the field.
- d) No one, except the players and team and technical personnel properly engaged in a match, may enter the bench area during the match, unless permitted to do so by the Technical Officer on duty.
- e) A maximum of three team officials will be allowed on the bench during a game.

1. SUBSTITUTION OF PLAYERS

- a) FIH rules will be followed
- b) A player, upon being suspended, may not be substituted and may not be used as a substitute during the period of the suspension.

1. DURATION OF MATCHES

- a) All matches shall consist of two periods of 30 minutes each, separated by an interval of 5 minutes.
- b) There will be no extra time during Pool Play matches.
- c) Championship Round games that end in a tie will go to a shoot-out competition.

8. TIME and SCORE KEEPING

- a) Umpires will keep time and report the score to the Tournament Director at the end of the game.
- b) Both Umpires and both Coaches must sign the game card.
- c) Scores will be posted by the Tournament Director, in a central location, at the end of each 'set' of games.
- d) A maximum goal difference, that is the number of goals scored by one team minus that of the other team, will be 5 for any game.

1. FORMAT and RANKING

- a) All teams will play against each other in their respective pools and the following points will be awarded for each match:
 - i) three points (3) for a win
 - ii) one point (1) for a tie
 - iii) zero points (0) for a loss.
- b) Rankings within the pools will be determined according to points accumulated by each team.
- c) In the case of teams with equality of points, the Tie-Breaking Procedure (see Rule 10) will be used to determine the final pool results.
- d) AAA Tournament:
 - i) The first and second place teams will enter the Championship Round
 - ii) The third and fourth place teams will enter the Consolation Round
 - iii) In the last games that determine positions 5 to 8 and 13 to 16, if both coaches agree, the game can end as a tie

10. TIE-BREAKING PROCEDURE in POOL PLAY

If two teams have the same number of points after pool play is completed then:

- a) the winner of the match played between those teams shall be awarded the higher placing
- b) If the two teams tied the head-to-head round-robin match, then the team with the higher goal differential (goals for - goals against) throughout round-robin matches shall assume the higher position. A positive goal difference always takes precedence over a negative one. Goal differential shall be calculated by subtracting Goals conceded from Goals scored. A maximum differential of five (5) can be awarded for any one match (ie. a 5 – 0 score (5 goal difference), a 7 – 1 score (5 goal difference), a 7 – 3 score (4 goal difference).
- c) If the teams remain tied, then the team having the least number of goals against in round robin play shall be awarded the higher position.
- d) If the teams remain tied, the team with the most wins in round robin play shall be awarded the higher position
- e) If the teams remain tied, it will be settled by a shoot-out, at a time to be determined by the Tournament Director.

If three or more teams have the same number of points at the completion of pool play then the following procedure will be applied in sequential order.

If after any step, all tied teams have clear placings, they assume that position and the process is complete.

If all teams remain tied, the procedure continues to the next step

If applying any step of the procedure leads to a breaking of the tie for one, but not all teams, then the team shall be awarded the appropriate placing, and the remaining tied teams shall continue to the next step in the procedure.

- f) The teams will be awarded placings based on the best goal differential, as defined in 10b, among **ONLY THE TIED TEAMS**.
- g) If the teams remain tied, then the team(s) having the least number of goals against among **ONLY THE TIED TEAMS** shall be awarded the higher position
- h) If the teams remain tied, then the team(s) having the most wins among **ONLY THE TIED TEAMS**, shall be awarded the higher position
- i) If the teams remain tied, then the team(s) with the best goal differential in **ALL** round-robin games shall be awarded the higher position
- j) If the tied teams remain tied, then the team(s) having conceded the least number of goals against in **ALL** round robin opponents will be awarded the higher position
- k) If there still remains equality among more than two teams, then each team will play a shoot-out competition against the other teams in the same sequence of play as per the order of play in the tournament, but with 5 (five) shoot-out attempts only to be taken compulsorily by each team. A ranking will then be established based upon the results of the shoot-out only, with the award for each play of 3 points to the team having scored or been awarded the highest number of goals, 1 point to each team having scored or been awarded an equal number of goals and 0 points to the team having scored or been awarded the lowest number of goals. If equality remains then teams having an equal number of points shall be ranked according to paragraphs 10 b) & c) as applied to goals recorded during the shoot-out competition. If an equal position of more than two teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of shoot-out are required

INTERRUPTION(S) TO A MATCH

- a) If the umpires or technical officials decide to interrupt a match (e.g. because of bad weather or playing conditions) that match shall be resumed as soon as possible, but not necessarily on the same pitch.
- b) If the pitch is stained by blood, immediate cleaning must take place before the match is restarted. (Water and gloves will be placed on the west side of each pitch at the centre)

1. SHOOT-OUT COMPETITION – refer to FIH rules

- i) Coaches sign the Shoot-out Competition form to confirm the nominations of the five players and the sequence of players to take the shoot-outs and submit the form to the Technical Officer/Umpire on duty.
- ii) If the Shoot-out Competition takes place after the end of a match, the above procedures must be carried out promptly so that the first shoot-out can take place within five (5) minutes of the end of the match.
- iii) A player who is still serving a disciplinary suspension at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, cannot take part in that shoot-out competition. A player who has been warned (green card) or temporarily suspended (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.
- iv) The game officials, will specify the goal to be used.
- v) Players and team officials are not permitted to distract either the goalkeeper/defending or attacking players in any way during the shoot-out. If the TD determines that this has occurred the offender must leave the field and upon consultation with the umpires, the shoot-out can be re-taken.
- vi) Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment
- vii) Five players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 10 shoot-outs.
- viii) If an equal number of goals are scored after each team has taken five shoot-outs: teams go to a sudden-death shootout competition with the same 5 players.
 - i) the sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - ii) the team whose player took the first shoot-out in a series defends the first penalty shoot-out of the next series;
 - iii) when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.
 - iv) If an equal number of goals are scored after a second series of five shoot-outs, additional series of shoot-outs are taken with the same players.
 - v) the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - vi) all eligible players from each team must take a shoot-out before any one of them can take another; any shoot-out due to be taken by a suspended player is forfeited;
 - vii) the team which starts each shoot-out series alternates for each series.
 - viii) The Rules of Hockey apply during a shoot-out

1. UNFORESEEN EVENTS

- a) Should any unforeseen circumstances arise (example: field closure due to severe weather or unplayable fields), we will remain consistent throughout the pool play so that the game time is the same for all of the games. If adjustments need to be made, they will be made during the

championship and consolation rounds. Should any other circumstances arise which are not provided for in these regulations, the Tournament Director and Commissioner will determine any actions necessary to deal with those circumstances.