



TOURNAMENT RULES / GRASS DIVISIONS ONLY

All matches will be played according to the 2011 FIH International Rules of Hockey, with the exceptions as listed here:

1. TIME

- a. Duration of all matches shall be two periods of 25 minutes each.
- b. All match times will begin and end at the sound of the buzzer at the timekeepers table.
- c. The match can only be prolonged at half-time and full-time to allow completion of a Penalty Corner and any subsequent Penalty Corners or a Penalty Stroke.
- d. All matches will begin on time unless the captains mutually agree in the presence of one or both umpires to start late.
- e. Any match starting late must still end on time.

2. SUBSTITUTION

- a. All substitutions must only take place over the SAME sideline at mid-field after the player coming off has exited the field.
- b. Substitution of Goalkeepers can only take place if the goalkeeper coming on already has all protective equipment on. No more than 30 seconds will be allowed for the substitution of goalkeepers which may take place near the goals.
- c. No substitution of goalkeepers will be allowed in the last 2 minutes of a match unless necessary due to an injury.

3. NUMBER OF PLAYERS

- a. All grass divisions will be played 11-a-side except the U14, U12 & U10 & U8 matches which will be played 7-a-side.
- b. Maximum number of players for Adult Divisions rosters is (16) sixteen. (11) Eleven in the U14, U12, U10 & U8 Divisions.
- c. All Adult Divisions teams must field at least eight (8) players to avoid a forfeit. The U14, U12, U10 & U8 teams must field a minimum of five (5) players to avoid a forfeit.

4. CODE OF CONDUCT

- a. Tournament Related – All Team Managers will be required to sign a “Code of Conduct” form at the time of registration. This form requires Team Managers to be responsible for the behavior of their teams, including players, spectators and followers at the tournament sites. Violation of these rules, abuse to players, officials or grounds may result in that player or the entire team’s ejection from the tournament by the Executive Committee. Members of any team so ejected will be required to remove themselves from all tournament sites within one hour of being notified. The decision of the Executive Committee will be final.
- b. Match Related – Any player or team official, who is involved in a disturbance on or outside the field of play in a match related incident, whether or not it occurs at a tournament site, will be subject to disciplinary action by the Tournament Disciplinary Committee. The manager of the player / official subject to the disciplinary action may, within one hour after the decision of the Disciplinary Committee, file an appeal in writing to the Tournament Appeals Committee to review the decision. The decision of the Tournament Appeals Committee will be final.
- c. Furthermore, the Campus Police may intercede at their discretion in any incident.
- d. Field Monitors – Tournament Officials will appoint and assign Field Monitors for the Junior Divisions. Field Monitors will be tasked to assist the umpires if necessary in their interactions with the coaches and or spectators. They will not be responsible for any umpiring decisions. They will also have the authority to interact with coaches, managers to ensure that there is no cheating and to make sure that everyone present conducts themselves in a fair and calm manner.

5. AGE VERIFICATION - (U19, U16, U14, U12, U10 & U8)

Team Managers / Coaches are required to keep photocopies of proof of identification & age (birth certificates or passports) of all player(s) on their rosters in a folder/binder. This folder/binder must be with the Team Manager / Coach during all their matches and must be made available immediately upon request to opposing Team Managers / Coaches and the Tournament Director for inspection for the purpose of identity & age verification. Any team unable or unwilling to produce documentation as required risk forfeiting all matches with no recourse/refunds and may be banned from future tournaments at the discretion of the Executive Committee. All teams are thus reminded to bring photocopies of their player’s identification documents.



Age Requirements

U19	Born after 01-01-1992
U16	Born after 01-01-1995
U14	Born after 01-01-1997
U12	Born after 01-01-1999
U10	Born after 01-01-2001
U8	Born after 01-01-2003

6. ROSTERS

Only those players on the team's roster registered with the tournament may play for the team. Any use of unauthorized players will constitute a forfeit and may result in the team's disqualification from the tournament at the discretion of the TOURNAMENT EXECUTIVE COMMITTEE. All players must wear and display the assigned wristbands to the umpires before the start of each match. Any changes/additions to a team's roster must be approved by the Tournament Committee prior to the team's first match. No player may play on more than one team during the tournament. Female players may not play on male teams and vice versa, except in the Mixed U12, U10, U8 Divisions.

- a. Social division teams must field a minimum of 5 female players during their matches at all times. The 5 female players may include a goalkeeper as one of the five.

7. PLAYERS JERSEYS / EQUIPMENT – All players must wear their team's uniform. All teams players' jerseys MUST have different numbers. A player may NOT take part in a match if his/her jersey does not have proper numbers as specified below.

- a. The numbers must be on the back of the jerseys.
- b. The numbers must be large enough to be identified by umpires easily from 50 yards away.
- c. Numbers produced by markers or by any other means that can't be identified from 50 yards away will not be accepted.
- d. If both teams have similar colored team jerseys, the team listed first in the schedule will wear the pennies available at the Umpires Tent unless they have alternate non-color clashing uniforms. A valid driver's license will be required to check out the pennies which must be returned as soon as possible at the conclusion of the match. Missing pennies will cost \$15 each.
- e. Goalkeepers must wear protective headgear at all times and their jersey color must be different than the jersey colors of both teams.
- f. Shin guards & Mouth Guards are required for all players in age specific Divisions (U19, U16, U14, U12, U10 & U8). No player may participate in a match without them. Although Shin & Mouth guards are not mandatory in the Adult Divisions, they are highly recommended.
- g. Players defending Penalty Corners are permitted to wear face masks as specified in the FIH rules to defend penalty corners only and must remove the face masks as soon as practical when the penalty corner is over.

8. GOALKEEPERS – Not applicable to U10 & U8 Divisions

- a. Goalkeepers must wear protective equipment comprising of at least headgear, leg guards and kickers. The headgear and any hand protectors may be removed when taking a penalty stroke.
- b. Teams may field a goalkeeper (not applicable to the U14 & U12 Divisions) without all the protective gear provided that the goalkeeper:
 - i. Wears a shirt that is different in color from that of both teams.
 - ii. May wear protective gear when inside the 25 yards line.
 - iii. Must wear protective headgear when defending a penalty corner or penalty stroke.

9. SCORING - Each goal will be recorded by the umpires on the tournament score card. Pool matches will result in 3 points for a win, 1 for a tie, and 0 for a loss.

10. FORFEITS - Any team not prepared to play within 3 minutes of the scheduled time may be required to forfeit the match at the umpires' discretion. The score of a forfeited match shall be 0-3. If neither team is ready to play at the scheduled time the score shall be recorded as 0-0 and no points will be awarded to either team. If one team forfeits while the match is in play and the other team is leading by more than three goals, the actual score will be recorded.



- a. Any Team(s) that forfeits a match will lose their forfeit deposit.
- b. Teams forfeiting a match risk forfeiture of all matches (past & future) at the discretion of the Executive Committee.
- c. Teams and players of a forfeiting team will be given a very low priority in future tournaments.

11. POOL STANDINGS - will be determined as follows:

i. Competitive / Social / U19 / U16 Divisions

- a. Teams will be ranked according to their total number of points.
- b. Should two or more teams still be tied, the tied teams will be ranked according to their respective goal difference (Goals for minus goals against). A positive goal difference takes precedence over a negative one.
- c. If two or more teams are still tied, teams will be ranked according to their respective number of goals scored.
- d. If two or more teams are still tied on points, same number of matches won and same goal difference, then the result of the match between those teams will determine the ranking of the teams. The winning team will be ranked higher.
- e. If two or more teams are still tied, the standings will be settled by a penalty stroke competition between those teams (see section 12 for penalty stroke procedures) at a time & place determined by the Tournament Director.

ii. U14 / U12 / U10 / U8 Divisions

- a. If two or more teams are tied on points to determine final standings for the playoffs, tie breaking provisions shall be as follows: Points → Goals difference → Least number of goals scored against → Result of match scored between the tied teams.
- b. If still tied in the Under-14 division, matches will go straight to penalty strokes between the tied teams. The strokes shall be taken from the regular penalty stroke spot at a time & place determined by Tournament Director.
- c. If still tied in the Under-12 division, matches will go straight to penalty strokes between the tied teams. The strokes shall be taken from a spot one hockey stick length closer to the goal line from the regular penalty stroke spot.
- d. If two or more teams are still tied in the U10 & U8 divisions heading into the playoffs despite the tie-breaking provisions as listed under section #11-ii-a, a coin toss will determine the winners instead of penalty strokes.

12. TIE BREAKER PROCEDURES IN PLAYOFFS > (U12, U10 & U8 Divisions – Go to #12m & #12n)

During semifinal and final matches, the following penalty stroke procedures will be used to break ties.

- a. The umpires will determine which goal will be used unless specified by the Grass Div. Technical Officers.
- b. First team to stroke will be determined by a coin toss.
- c. Team managers/captains will select five players from their respective teams. Only players on the teams approved roster, excluding any player(s) who has been ejected (red card) by either the umpire or suspended by Tournament Officials, shall be eligible to take the strokes. The order in which they will take the first series of strokes will be made known by the managers or captains to the Umpires or Tournament Officials prior to the start of the penalty stroke competition.
- d. Each team shall alternately take penalty strokes against one and the same goalkeeper of the other team until a total of five strokes from each teams have been taken. The team scoring the most goals shall be declared the winner. The players must take the strokes in the same sequence as the list of nominated players communicated by the manager or captain to the Umpires or Tournament Officials prior to the start of the penalty stroke competition. Goalkeepers can't be changed unless injured or ejected.
- e. If during the penalty stroke competition, a player (either a stroke taker or a goal-keeper) is suspended, that player shall take no further part in the penalty stroke competition and, unless a goalkeeper, cannot be substituted. If a stroke taker, any stroke the player should have been entitled to take will be counted as no goal. If a goalkeeper is suspended, the replacement may only be from one of the nominated stroke takers. The player replacing the goalkeeper may continue to take the penalty strokes but, when required to defend penalty strokes, must wear protective headgear. This player may also wear other approved goalkeeper equipment.



- f. If the score is tied after the first round, a “Sudden Victory” series of five penalty strokes per round will take place using the same five players. The sequence does not need to be the same as in the previous round and the team manager/captain has the freedom of choice at the time of each stroke as to which of the five nominated players will take the stroke using all five nominated players per round. If a goalkeeper or player is incapacitated or suspended/ejected (yellow/red card) by either the umpires or the Tournament Officials during any round of five strokes, he/she may be replaced by another player for each subsequent round of “Sudden Victory”.
- g. The first team to be awarded more goals than the opposing team after an equal number of strokes has been taken by each team in any “Sudden Victory” round shall be declared the winner.
- h. The team whose player has taken the first penalty stroke of the first round shall not take the first penalty stroke of the first “Sudden Victory” round.
- i. The goalkeeper, if selected to take strokes, may remove only the gloves and helmet.
- j. Team managers, goalkeepers, and nominated stroke takers will remain outside the 25-yard area during the penalty stroke competition until directed by an umpire or Tournament Official to take or defend a penalty stroke.
- k. All other team members and spectators shall remain near the 50 yard line or off the playing field area.
- l. The penalty stroke competition will take place within a reasonable time at the conclusion of regulation play, as determined by the umpires and tournament officials.
- m. U12 Division - The strokes shall be taken from a spot one hockey stick length closer to the goal line from the regular penalty stroke spot.
- n. U10 & U8 Divisions - Instead of using a Penalty Strokes process in case of a tied match, teams will instead play a 5 minute sudden victory period with one less player each (6 players). If match is still tied after 5 minutes, teams will play a second 5 minute sudden victory period with just 5 players per team. If still tied, teams will play consecutive 5 minute sudden victory periods with only 4 players until a goal is scored.

13. DISCIPLINARY ACTION

During matches - Colored cards will be used by umpires at their discretion to signify the following:

- a. Green card* - warning
- b. Yellow card - temporary suspension for a minimum of five minutes.
- c. Red card - permanent match suspension**.

* We will not be implementing the 2 minute suspension for green cards due to the unavailability of technical personnel at each field to monitor the players re-entry into the match.

** Any player red carded in a match will have his/her name, jersey number and the circumstances recorded by the umpires and shall automatically be suspended from his/her team’s next match. Based upon the umpires report & the severity of the infraction, the Tournament Disciplinary Committee will determine that player’s eligibility for further participation in the tournament beyond his/her one match suspension. Any team using a suspended / disqualified player shall forfeit the match in which the disqualified player was a participant. The team may be subject to disciplinary action by the TDC and the disqualified player will immediately be ejected from the tournament.

14. UMPIRES CHECK IN – All umpires MUST check in at the umpires’ tent at least 15 minutes before the start of the match they are assigned to officiate. If a match is postponed because an umpire failed to complete his/her assignment, his/her team’s next match may be forfeited / canceled and their umpires deposit forfeited. The original postponed match will then be played during that time period. Any Designated umpire not showing up for his assigned match will forfeit his team’s umpiring deposit.

15. PROTESTS / APPEALS – Time out may not be taken to lodge a protest or appeal during matches. Judgment calls cannot be protested. The captain of a protesting team should notify either umpire to note the time of the disputed decision. At the end of the match, the captain of the team wishing to lodge a protest shall notify the captain of the opposing team and must file the protest within 15 minutes after the match ends.

- a. Protests - Protest Forms will be available at the Umpires Tent. A monetary deposit of \$200.00 (cash only) must be posted with the protest. The Tournament Appeals Committee will then review the protest and decide the matter promptly. Should the protest be upheld, the deposit will be refunded. If the match needs to be replayed, it shall be scheduled in the first available time slot, and will begin from the point of notification of the protest to the umpire or any other time at the discretion of the Appeals Committee. If the protest is denied, the \$200 deposit will be forfeited.



- b. Appeals - The decision of the Appeals Committee may be appealed to the Executive Committee. Appeals forms can be obtained from the Tournament Director. All Appeals must be accompanied with a monetary deposit of \$100.00 (cash only). Appeals must be filed no later than 1 hour after notification of the results of the protest. The Executive Committee will then review the appeal and decide the matter promptly. The decision of the Executive Committee will be final.

16. UNDER 14, UNDER 12, UNDER 10 & UNDER 8 DIVISIONS

- a. Umpires will enforce all rules to prevent any dangerous situations that may result from the swing of a player's stick in all matches.
- b. All penalty corners will be executed as per general rules of the tournament.
- c. **The self start rule will be applied in all divisions.**
- d. All Junior divisions will have a mercy rule in which matches will be recorded on the Game Card, with a goal difference of no more than 5 goals. (ie. 5-0, 6-1, 7-2, 8-3 etc.)
- e. Any team manager or coach may exercise the "mercy rule" by conceding the match at any time their team is losing by a score higher than a 5 goal differential by notifying the opposing team's manager and umpires. The players can then continue to play on. The score at the time the "mercy rule" was exercised will be recorded as the final score.
Example: 9-1 will be recorded as 6-1 15-2 will be recorded as 7-2
Example: 7-0 will be recorded as 5-0 15-0 will still be recorded as 5-0
- f. **FREE HITS** – Awarded to the defending team within 5 yards of their own circle:
Only players of the opposite team need to be 5 yards from the spot of the free hit.
- g. **FREE HITS** – Awarded to the attacking team within 5 yards of the opponents circle:
 - i. Free hits awarded to the attacking team need not be moved 5 yards away from the circle. The ball however must travel 5 yards from the spot of the free hit before a goal can be scored.
 - ii. The ball can be hit into the circle from a free hit within 5 yards of the circle. The ball must not be raised intentionally. Safety must be the primary decision for hits into the circle.
 - iii. All players from both teams, except the player taking the free hit must be 5 yards from the spot of the free hit. Long corners and side line free hits are exempt from this rule but the ball however must travel 5 yards from the spot of the free hit before a goal can be scored.

17. UNDER 14 & UNDER 12 DIVISIONS

- a. Penalty strokes can be awarded and will be executed from the traditional penalty stroke spot for the U14 divisions. For the U12, the stroke shall be taken from a spot one stick length closer to the goal from the traditional spot.

18. UNDER 10 & UNDER 8 DIVISIONS

- a. Teams will play without goalies or kicking backs.
- b. Only one coach from each team will be allowed on the field during matches but will be prohibited from entering the shooting circle at all times. Coaches repeatedly violating this rule may be yellow carded.
- c. The coach may not position him/her self to interrupt/interfere players from either team at any time. Umpire(s) may eject any coach for repeated violations of this rule with a yellow or red card.
- d. While the umpires will not award penalty strokes, a player can be carded for intentional fouls inside the circle if necessary.
- e. All players must keep their sticks below their waist at all times.

19. MIXED SOCIAL DIVISION

- a. Social division teams must field a minimum of 5 female players during their matches at all times.
- b. If any of the female players are injured and unable to continue during a match and no female substitutes are available, the team may choose to play short the remainder of that match and all subsequent matches but under no circumstances are the teams allowed to field more than 6 men at any given time in any match.
- c. The requirement of a minimum of 8 players to avoid a forfeit still applies.

20. FREE HIT – (Divisions U16 and above) CLARIFICATION:



- a. Self start rule shall apply in all divisions.
- b. A free hit is taken close to where the offence occurred. "Close to" means within playing distance of where the offence occurred with no significant advantage gained. The location from which a free hit is taken must be more precise inside the 25 yards area.
- c. A free hit awarded within 5 yards of the circle to the attacking team is taken at the nearest point 5 yards from the circle.
- d. Opponents must be at least 5 yards from the ball. If an opponent is within 5 yards of the ball, they must not interfere with the taking of the free hit, must not play or attempt to play the ball. If this player is not playing the ball, attempting to play the ball or influencing play, the free hit need not be delayed.
- e. When a free hit is awarded to the attacking team inside the opponents 25 yards area, all players other than the player taking the free hit must be at least 5 yards from the ball.
- f. The ball is moved using a push or hit.
- g. The ball must not be raised intentionally directly from the free hit.
- h. If the player taking the free hit is the next player to play the ball, the actions of taking the free hit and of next playing the ball must be two separate actions.
- i. Before another player of the team which took the free hit is allowed to play the ball, the ball must move at least 1 yard. The ball does not have to move 1 yard before the player taking the free hit may play the ball again.
- j. From a free hit awarded to the attacking team within the 25 yards area, the ball must not be played into the circle until it has travelled at least 5 yards or has been touched by a player of either team other than the player taking the free hit - If the player taking the free hit continues to play the ball (ie. no other layer has yet played it):
 - a. That player may play the ball any number of times, but the ball must travel at least 5 yards, before that player plays the ball into the circle by hitting or pushing the ball again.
 - b. Alternatively: Another player of either team who can legitimately play the ball must deflect, hit or push the ball before it enters the circle, or after this player has touched the ball, it can be played into the circle by any other player including the player who took the free hit.

The Executive Committee may change any fixtures, fields & schedules as it deems necessary. The Tournament Director shall determine safety conditions for play based on the amount of light remaining for the last scheduled game of the day, any other weather related stoppages or other unforeseen circumstances. The score, at the time matches are ended by darkness or other stoppages, shall be recorded as official for the match.

Committees:

Disciplinary

Ravi Kanwal
Stan Saez
Gabriel Scally

Appeals

Jane McGuigan
Bob Fleming
Harminder Momi

Executive

Billie Ahluwalia
Tom Harris
Silvia Scally