

## Youth Tournament Rules

Unless otherwise stated, the FIH Rules of Hockey will govern play. The following tournament rules, and/or modifications to the Rules of Hockey, will be in effect for all divisions of play.

### Players Dress and Equipment

1. Mouth guards and shin guards are mandatory for all players.
2. Goggles are permitted but not required.
3. All goalkeepers must wear fully masked helmets and a throat guard and a chest protector.
4. Members of all teams must be in proper uniform (shirts and socks of matching color) with numbers on at least the back of the shirt. Goalkeepers must, as a minimum, wear a shirt color different from their team and the opposing team's primary color.

### Team

1. Seven players per team on the field at a time. No more than 4 players defending on corners all remaining players return to the top of the opposite circle.
2. Each youth age division is allowed one male player on the field at a time. Goalie is gender neutral and may also be male.
3. Team rosters should be completed and turned in prior to the first game.
4. Substituting players must enter the field of play only after the substituted player has left the field of play over the same sideline at mid-field near the team bench.
5. The first team listed is the home team, home team wears white.

### Duration of Play

1. The duration of games will be 25 minutes.
2. All games begin and end at the sound of the central horn. Penalty corners or penalty strokes awarded before the end of the game will be completed.
3. At the conclusion of the game, umpires will verify the score with each team coach.
4. Games can end in a tie at the end of regulation for pool play. In single elimination, a winner needs to be decided. In this case, we will go to 1v1's, 3 players from each team go. If tied, we will go to sudden victory 1v1's (8 seconds).

### Penalties

1. Any player or coach 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.
2. Umpires will notify the Umpiring Coordinator of any red card issued immediately after the game in which it was issued.
3. Any team using a disqualified player or coach shall forfeit the game in which the disqualified player or coach was a participant, and the disqualified player or coach shall be immediately ejected from the tournament.

**Scoring** - 3 points for a win, 1 point for a tie. In the event of a forfeit a 4-0 score will be reported.

1. A coach from each team is required to sign the scoresheet upon completion of their team's game. Failure to sign the scoresheet within a reasonable timeframe, as determined by the tournament director, will result in the reported score by the designated scorekeeper being considered final. It is the responsibility of each coach to ensure their acknowledgment of the recorded score, and any disputes must be raised promptly with the tournament director for resolution. No further disputes will be considered once a signed scoresheet is submitted to the tournament director.

### Tie Breaker System

1. Total points (based on wins & ties).
2. Head-to-head\*
3. Goal differential.– capped at +8.
  - a. E.g: a 12-0 game registers as +8. No goals after a +8 differential will count towards the total **for that match**.
4. Least goals allowed.
5. Total goals scored.
6. 1v1's.

*\*Head-to-Head will only be used to determine a tie between **two teams** that have **played one another**. All other scenarios will automatically defer to the next tie breaker.*

### External Conditions, Weather, Etc.

1. In case of inclement weather or field conditions, at the Tournament Director's discretion, games may:
  - Officials will determine the best time to break for water at a natural break in the game flow (after a goal or after a foul). This will not be a coaching break. The break will be 1-2 minutes in duration.
  - Be shortened
  - Be rescheduled
  - Go to 1v1's
  - Be cancelled