

California Sixes 2007

Tournament Rules

All matches will be played according to the 2007 edition of the International Rules of Hockey, with the following clarifications & exceptions which are underlined>.

1. Match Play

- a. All substitutions may only take place over the same sideline at mid-field after the player coming off has exited the field.
- b. Duration of all (Pool & Playoffs) matches shall be two periods of 25 minutes each.
- c. Due to the tight schedule, there will be no real time outs except in the Championship matches.
- d. All matches will begin on time unless the captains mutually agree in the presence of one or both umpires to start late.
- e. All match times will begin and end at the sound of the horn at the timekeepers table.
- f. All divisions will be played 6-a-side with open substitution.
- g. A minimum of 4 players (including goalkeepers) are required to avoid forfeits.
- h. Maximum number of players are (12) twelve in all divisions.
- i. First named team will be responsible for providing the match ball and wear pennies if needed. Pennies will be available at the Shed.

2. Goalkeepers

- a. Each team must have a goalkeeper on the field at all times during play.
- b. Goalkeepers must wear over any upper body protection a shirt or garment which is different in color from that of both teams.
- c. Protective headgear is compulsory for goalkeepers except when taking a penalty stroke.
- d. A helmet incorporating fixed full-face protection and cover for the entire head and throat is recommended.
- e. It is also recommended that goalkeepers wear other protective equipment.
- f. Goalkeepers must not take part in the match outside the half of the field they are defending, except when taking a penalty stroke.

3. Start of Play (Match, 2nd half and after each goal scored)

- a. Each team shall start either the match or second half 5 meters outside their own circle. An Umpire's coin toss shall determine which team starts which half.
- b. A team who was scored upon shall re-start the match from 5 meters outside their own circle.

4. Penalty Strokes

- a. A maximum of 4 defenders will be allowed to defend a penalty corner.
- b. The remaining 2 defenders will position themselves in the opponents circle and will not leave until the attacking team puts the ball into play.
- c. The match will be prolonged at half-time and full-time to allow completion of a penalty corner or any subsequent penalty corners or penalty stroke. For this purpose, the penalty corner is completed when:
 - i. A goal is scored.
 - ii. An attacker commits an offence.
 - iii. The ball travels more than 5 meters outside the circle.
 - iv. The ball travels outside the circle for the second time.
 - v. The ball is played over the back-line and a penalty corner is not awarded.
 - vi. A defender commits an offence which does not result in another penalty corner.
 - vii. A penalty stroke is awarded.

5. Long Corners - Long corners will be taken 5 meters from the top of the defending teams circle.
6. 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 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 Tournament Executive Committee. Members of any team so ejected will be requested to remove themselves from the site of the tournament within one hour of having been notified. The decision of the Tournament 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 on the 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 file an appeal in writing to the Tournament Appeals Committee to review their particular case. Such an appeal must be filed not more than one hour after the notification. The Appeals Committee will have one hour in which to respond. The decision of the Tournament Appeals Committee will be final.
 - c. Furthermore, Campus Police may intercede at their discretion at any time.
7. U13 Division – Age Requirements / Verification
 - a. All male players must be under 13 years old on the first date of the tournament. 9/1/07.
 - b. All female players must be under 14 years old on the first date of the tournament. 9/1/07.
 - c. All U13 managers may be requested to make available, legal proof of identification of age of any player on their team by the Tournament Director or any Tournament Executive Committee member before and/or during the tournament for the purpose of age verification. Any team unable or unwilling to produce identification as required risk forfeiting all matches with no recourse/refunds and may be banned from future tournaments at the discretion of the Tournament Executive Committee. All teams are thus reminded to bring photocopies of their player's identification documents.
8. Shin Guards & Mouth Guards
 - a. Competitive & Social Divisions – Shin Guards are required.
 - b. U13 Division – Both Mouth & Shin Guards are required.
9. Rosters
 - a. Only those players listed on a team's roster submitted to the Tournament Committee may play for that team and that team only except goalkeepers* who may play on one other team in a higher division only. *Goalkeepers must be rostered on all teams they play for.
 - b. A team may submit a revised (Final) roster to the Tournament Committee no later than 30 minutes before their first match after which no changes or additions will be allowed.
 - c. Higher division caliber (Division 1) players are not allowed to participate in the D2-Competitive or D3-Social Divisions. Similarly, any higher division caliber (Division 2) players are not allowed to participate in the D3-Social Division.
 - d. Team Managers may request an authorization / exemption / approval from the Tournament Director for any player they think may fall in a grey area referencing their caliber of play, prior to the start of the tournament.
 - e. **The Executive Committee may, in the best interests of the tournament's integrity and viability, at any time elect to deliberate and possibly prohibit any player(s) it feels is too good for the division in which he/she is participating in.**
 - f. All players must wear their teams' uniform during match play.
 - g. All teams in all divisions may field any combination of male and female players.

10. Points for goals scored.

- 3 goal/points – Goals scored from inside an opponent's circle and from penalty strokes.
- 2 goal/points – Goals scored from anywhere outside an opponent's circle as well as goals scored from penalty corners.

11. Points for Win – Draw – Loss – Forfeit.

- Win 3 points
- Draw 1 point
- Loss 0 points
- Forfeits -2 points (negative 2 points + negative 9 goal/points)

12. Forfeits

- a. Any team not prepared to play within 2 minutes of the scheduled time will forfeit the match unless an approval for a delayed start can be sought from the captain of the opposing team resulting in a shortened 1st half. Both umpires must be informed of such delay immediately.
- b. The score of a forfeited match shall be 0-9.
- c. Any team forfeiting any pool match will also have 2 points deducted from their points total.
- d. If neither team is ready to play within 2 minutes of the scheduled time the score shall be recorded as 0-0 and both teams will have 2 points deducted from their points total.
- e. If one team forfeits while the match is in play and the other team is leading by more than 9 points, the actual score will be recorded.
- f. Teams that forfeit a match risk forfeiture of all matches at the discretion of the Tournament Executive Committee. Teams and players of a forfeiting team will be given a very low priority in future tournaments.

13. Pool Standings

- a. Teams will be ranked according to their total number of points.
- b. Should two or more teams be tied, teams will be ranked according to their respective number of matches won.
- c. 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.
- d. If two or more teams are still tied, teams will be ranked according to their respective number of goals scored.
- e. 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.
- f. If two or more teams are still tied, the standings will be settled by a penalty stroke competition between those teams (see section 10 for penalty stroke procedures) at a time & place determined by the TD.

14. Semi-Finals & Finals

- a. If at the end of regulation the match is tied, teams will switch sides after two minutes rest and play a 5 (Five) minutes overtime with 5 players each.
- b. If at the end of this five minutes overtime period, the match is still tied, teams will immediately switch sides without a rest period and play sudden death overtime with 4 players each. First team to score shall be declared the winner.

15. Disciplinary Action

- Green Card Match play warning
- Yellow Card Minimum suspension of 5 minutes
- Red Card Permanent match suspension*

* Any player red carded in a match will have his/her name 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 disqualified player shall forfeit the game in which the disqualified player was a participant and the disqualified player will immediately be ejected from the tournament.

16. Umpires

- a. All umpires are requested to check in at the technical bench (Shed) at least 15 minutes before the start of the match they are assigned to officiate.
- b. All umpires will receive a \$10 stipend per match officiated.

17. Time out may not be taken to lodge a protest or appeal. 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 a match, the captain of the team wishing to lodge an appeal shall notify the captain of the opposing team and must file an appeal within 15 minutes after the match ends. Appeal Forms will be available at the Shed. A monetary deposit of \$200 cash must be posted with the appeal. The Tournament Appeals Committee will then hear the appeal and decide the matter promptly. The decision of the Appeals Committee is final. 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 appeal is denied, the \$200 deposit will be forfeited.

18. Unforeseen Events - If circumstances arise that are not provided for in these regulations, they will be addressed by the Tournament Director in collaboration with the Executive Committee.

19. Suspension & Cancellation of Tournament - The Tournament Director in collaboration with the Executive Committee has the authority to suspend or cancel the tournament due to bad weather or other natural disasters.

The Tournament Executive Committee may change any fixtures, fields, schedules, and umpires, 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 games are ended by darkness or other stoppages, shall be recorded as official for the game.

California Sixes Executive Committee

Version 1.2