

Captain Milton Richards Memorial Hockey Tournament Rules 2008

1. RULES OF THE GAME

All competitions will be played in accordance with the Rules of the Game of Hockey and the Regulations of the International Hockey Federation (F.I.H.) effective 1st January 2007 with the exception of the number of players required to be on the pitch and the conditions contained in this document.

2. ENTRIES

- a) Final entries including names of players, Team colours, (primary and alternative) must be received by the competition's committee by Wednesday March 19, 2008. Teams must register a maximum of ten (10) players per team. A player can only play on the team he/she is registered for. If a Team uses unregistered players, they will automatically lose the points for the game, and a 3-0 walk over score awarded to the opposing Team.

3. DUTIES OF TEAMES

- a) The team lists of not more than ten (10) of the names previously registered must be handed to the officials appointed for a game by the Team Manager or Team Captain ten (10) minutes before the game commences. The number on each player's shirt must correspond with the numbers on the Team List and Match Report.

4. DRESS COLOURS AND EQUIPMENT

- a) Each player must wear the colours of his Team and also wear a number on the back of his shirt. Goalkeepers must wear a shirt of a different colour to both Teams and wear a number on the front and back of their shirt. Captains should wear an arm-band for proper identification. ***Umpires have the right to remove players they consider to be in any unsuitable attire.***
- b) If in the opinion of the Umpires the colours of the opposing Team are similar and might lead to confusion in a game, the Team named first on the fixtures MUST change its colours or lose the game by a 3-0 score walk over and three (3) points awarded to the opposing team.
- c) It is mandatory that all goalkeepers wear helmets.
- d) It is recommended that players wear shin guards at all times.

5. COMPOSITION OF A TEAM

A team comprises six (6) players including a goalkeeper. Any Team not providing four (4) players after five (5) minutes of the appointed start of a game will forfeit maximum points to the opposing Team and no game will take place. The opposing Team will receive three (3) points for a win and a 3-0 score walk over. Should both Teams be at fault, the fixture will be cancelled and all points forfeited.

6. PLAN OF COMPETITION

Postponements will not be allowed.

The teams will play in round robin format, meaning each team will play the other once.

The points systems shall be as follows; Win 3 points draw 1 point, loss 0 point.

7. RANKING

- a) If at the end of the preliminary round, two (2) or more Team have the same number of points for any place, these Teams will be ranked according to their respective goal difference (meaning goals for minus goals against, e.g., 16 goals for less 5 against = 11 goals difference). A positive goal difference always takes precedence over a negative one.
- b) If there remains equality between two (2) or more Teams with the same number of points and the same goal difference, these Teams will be ranked according to their respective number of goals "for."
- c) Should in case the number of "goals for" awarded to two or more Teams is equal, then the result of the game played between only those Teams involved will be taken in consideration to determine the ranking.
- d) Should there still remain equality, then the matter will be decided by Penalty Stroke Competition.

8. DURATION OF GAMES

Preliminary games will consist of two (2) periods of twenty (20) minutes each, unless otherwise agreed separated by an interval which will not exceed eight (8) minutes or be less than five (5) minutes. In the final stage of the competition games will consist of two (2) periods of thirty (30) minutes each with the same condition on intervals.

9. SPECIAL RULES

a) PENALTY CORNER

The FIH Penalty corners rule applies except that the remaining 6th player must be in the opponents circle until the corner is started.

b) PENALTY STROKE COMPETITION

Where applicable, Penalty Stroke Competition will take place between three (3) players of each team. The Umpires will choose the goal to be used and they will toss with the captains to decide which Team will take the first penalty stroke. The Team having been awarded the highest number of goals will be the winner. In the event of an equal number of goals having been awarded, another series of penalty strokes will be started with the same players. This will feature a "SUDDEN DEATH" which will mean that the winner will be the first Team to have been awarded more goals than the opposing Team after an equal number of strokes (no minimum) have been taken by each Team. If necessary, this "SUDDEN DEATH" series may exceed six (6) penalty strokes. The sequence need not be the same as in the previous series, meaning the Team whose player has taken the first penalty stroke of the first series, will not take the first penalty stroke of the "SUDDEN DEATH" series.

c) **2008 EXPERIMENTAL "CAPTAIN'S" RULE**

If a ball is deflected off a player over his/her goal line/back line outside the player's defensive circle, the opposing team will be granted a side line push/hit at the point the deflection occurred.

10. TIME KEEPING

Time keeping will be controlled by the Judges of the game whose responsibility it will be to signal the end of any period of regulation time (half time, full-time, and any periods of extra-time). The Umpire will blow a whistle to start or restart the game; they will also signal to the Judges every stoppage and the subsequent restart.

11. INTERRUPTIONS OF GAME

In the event that a game is interrupted by the Umpires (e.g., because of atmospheric conditions) the Technical Table (TT) will then decide on the award of points or whether the game will be replayed. In all cases the decision of the TT is final.

12. FAILURE TO PLAY

- a) If a walk over are awarded against any team, that team will be considered as withdrawing from the tournament. Points standing will be adjusted as indicated in 12(c).
- b) A Team refusing to take field for a game or declining to continue a game will be considered as withdrawing from

the tournament or if at any time during a game the number of its players is less than three (3) this Team will have lost the game. The opposing Team will be awarded three (3) points for a win and a 3-0 score walk over.

- c) If a Team withdraws from the tournament, all the games it had played up to the point of withdrawal will be considered as not having been played; not only by the withdrawing Team but also by all the Team(s) it had played against. The points' table will be corrected accordingly.

13. ADMISSION TO THE FIELD OF PLAY

No one except players and Umpires properly engaged in a game may enter the field of play during that game, unless permitted to do so by an Umpire. In the case of a reserve player who is to act as substitute, he must have been sitting on the bench from the start of the game. This rule is obligatory even in the event of an injury to a player or to an Umpire.

- b) Each Team engaged in a game may have up to eight (8) persons on the bench. It is compulsory for the Manager to sit on the bench and he is responsible for the conduct of all persons occupying the bench.
- c) In addition to the eight (8) persons, the Team' medical personnel may be allowed to sit on the bench provided that the Team has given his name and obtained the authorization of the Judges or Umpires before the start of the game.

14. SUBSTITUTION OF PLAYERS

- a) Each Team is permitted to make unlimited substitutions including a goalkeeper during a game (including extra-time). The substitutes will be chosen from amongst players whose names appear on the Team List and who were sitting on the bench from the start of the game.
- c) No substitute will be permitted for a suspended player, during the latter's suspension.

15. SUSPENSION OF PLAYERS

- a) If a player receives a RED CARD (i.e., sent off the field for the remainder of the game), he will be deemed a suspended player by the TT, which means that he will miss THE NEXT GAME PLAYED by his team on the list of fixtures published by the Competitions Committee. **If the same player receives a RED CARD on a subsequent occasion, he maybe barred from further participation in the tournament**
(Note for this rule, a game is PLAYED whenever there is a change in the points standing, i.e., any of the two game results apply
 - i) Win or draw
 - ii) Walk over awarded)
- b) If a player receives two (2) YELLOW CARDS, he will also be deemed a suspended player by the TT as in 15 (a) above. If the same player receives a third YELLOW CARD after his suspension, The TT. will make a determination before he may represent his Team.
- c) If a suspended player is used by a Team in a game that Team automatically loses the points for the game and a 3-0 score walk over awarded against them. The Team will be suspended from all further competitions, their games postponed until the COMPETITIONS COMMITTEE makes its ruling.

16. PROTESTS

All written protests must be signed by the Manager or Team Captain and submitted to the TT. within twenty-minutes after a game, accompanied by a fee of J\$1,500.00. This fee will be refunded if the protest is successful.

17. COMPETITIONS OFFICIALS

- a) The Competitions Committees appointed by the organising committee of the Captain Milton Richards Memorial Hockey Tournament.
- b) Judges and Umpires appointed for a given game only.

18. JUDGES AND UMPIRES

- a) Judges and Umpires will be appointed by the TT and allocated to the fixtures list.
- b) An Umpire may not be appointed to officiate in a game in which his/her Team is playing (unless otherwise agreed).
- c) Umpires, Managers or Captains are being requested to adhere to the following practices: -

- (i) If an Umpire cannot officiate in a game he is appointed to, he must find a replacement.
- (ii) A game will commence if only one appointed or substituted Umpire is present.
- (iii) In the unfortunate event that both Umpires fail to turn up, then both Teams are strongly urged to agree on Umpires and play the game. Any listed Umpire present at a game should take command in the event that appointed Umpires fail to turn up.
- (iv) Umpires should ensure that games start on time and the regulations regarding number of players on the field at commencement are adhered to.
- (v) The umpire is within his right to make a report to the TT if a player uses abusive or offensive language before, during or after a game.
- (vi) Umpires who have to make a report with regard to misconduct must do so in writing to the TT immediately after the game and not exceeding thirty minutes thereafter.
- (vii) It is left to the Umpires alone to reach an opinion on whether or not a player is faking an injury and to take whatever measure he thinks best (refusal to stop play, calling on medical attention, showing a card, etc.).
- (viii) The Umpires' decision in any game and in all cases is final.

19. UNFORSEEN EVENTS

Should circumstances arise which are not provided for in these Rules, they will be determined by the Technical Table.

20. PITCH DIMENSIONS

The field of play will be rectangular, 55m long and 45.7m wide.

Side-lines mark the longer perimeters of the pitch; back-lines mark the shorter perimeters of the pitch.

The goal-lines are the parts of the back-lines between the goal-posts.

Areas referred to as the circles are marked inside the field around the goals and opposite the centres of the back-lines.

Goals are positioned outside the field of play at the centre of and touching each back-line.