

BFHA Fall Classic Rules 2017

1. All games will be 32 minutes total, with 3 minutes between matches run by a central clock. Ties will stand during pool play games. See below for tie-breaking procedures for crossover matches.
2. FIH rules are in effect for all tournament games, except as noted herein (length of game, tie breakers, etc).
3. Mixed Play – All teams may play with a maximum of 3 male field players at one time. The goalie is neutral and can be either gender. Any gender may take a penalty stroke during normal play. See cross-over rules for tie-breaking shootouts.
4. Ages & Requirements: Participants must be at least 18 years old OR be a current high school senior (participant can be 17 years old in the case of a high school senior). Players are responsible for ensuring compliance with any applicable NCAA edibility requirements. All participants must be current members of USA Field Hockey. All players are required to sign the online waiver. See www.BFHA.org for details.
5. Roster: A player may only play for 1 team. Teams must only play with players on their official roster. The Roster must be turned in prior to your first match. The only exceptions to this rule are described in rule #6, which requires prior approval.
6. Goalkeepers. If a team does not have a goalkeeper, they have 2 options. 1) They can play with a kicking back according to FIH rules. During a penalty corner, the kicking back must wear a helmet and a shirt of a color different from either team. When wearing protective headgear, the kicking back must not play beyond the 25 yard line. The player can remove the protective headgear to play beyond the 25 yard line. Or 2) if the team you are playing against agrees prior to the start of the game, you may pick-up a goalkeeper from another team. Teams must fill out the 'Goalkeeper Agreement' form and have both teams sign prior to the start of the game to pick up a goalkeeper. Forms are on the clipboards at each field.
5. Teams with less than 11 players for a given match: For a game to be official, teams must have at least 7 players from their roster on the field (including either a goalkeeper or kicking back) at the start of the game, otherwise the game will be a forfeit. If the opposing team agrees, a team may pick up the remaining 4 players (to reach a total of 11). **YOU MUST CHECK WITH YOUR OPPONENT PRIOR TO THE START OF THE GAME TO SEE IF THEY WILL ALLOW YOU TO PICK UP PLAYERS.** Please make a note on the score sheet that an agreement was made to pick up players.
6. Forfeited Games: If a team wins by forfeit, they will receive 3 points for a win. The assumed score will be 4-0 for determining goal differential in case of a tie for final pool seeding.
7. Protests regarding umpire decisions are not allowed. Questions or concerns about all other aspects of the tournament shall be brought to the Tournament Directors, Megan Gribb and Lauren Janniello.

8. Score Sheets: Score sheets are located on the clipboards at each field. The umpires will fill these out and both team captains and the umpires must verify and sign the score sheet immediately after the match. **PLEASE VERIFY THAT THE SCORE SHEET IS FILLED OUT CORRECTLY BEFORE SIGNING!!!** The WINNING TEAM MUST TAKE THE COMPLETED SCORE SHEET TO THE REGISTRATION AREA IMMEDIATELY FOLLOWING THEIR GAME so the score can be posted. In the event of a tie, the team listed first shall take the score sheet to the tent. Once signed, the scores will stand. If a team challenges one of the scores, they must have both of the umpires and a representative from each team come to the registration table. A score may only be overruled if all 4 sign off on the revised result.

9. Standings will be determined using the following point system:

3 points for each win, 1 points for each tie, 0 points for each loss

10. If two or more teams are tied for determining pool standings after pool play, the determining factors will be as follows:

- a. The result of the match between the tied teams
- b. Greater goal difference (goals for minus goals against: A maximum of a 5 goal differential per game will be used in the tiebreaking procedure. This is to discourage teams from "running up the score" against a less competitive opponent.)
- c. Goals for. (max 5 per game).
- d. Goals against (max of 5 per game).
- e. If teams remain tied, seeding will be determined by penalty strokes (3 each). If both teams are not available, then it shall be determined by the flip of a coin.

11. If any cross-over game ends in a tie, the tie shall be broken by 1v1 shoot outs, 3 participants from each team. Maximum number of male shooters per team shall be 1. A coin toss shall determine the order. If a tie remains after the first round, sudden victory shall be played with the same shooters, however teams may change the order of the shooters.

12. Player misconduct/Cards: Players may be penalized for misconduct according to Section 14 of the FIH rules. As stated, any player receiving a yellow card will be temporarily suspended for a minimum of 5 minutes as determined by the umpire. That team will play down until the end of the suspension. Any player receiving a red card will be permanently suspended from the current match and must leave the field area. That team will play down until the end of the match. Any player receiving 3 yellow cards or 2 red cards will be disqualified from the tournament. Player and spectator misconduct will not be tolerated. The Tournament Directors reserve the right to remove a player or spectator from the event or to suspend a player or team from games as they see necessary.

13. Inclement Weather: Games stopped due to inclement weather shall be considered complete if 75% of the playing time has been completed. If the game is stopped prior to being 75% complete, the game shall be resumed from the point at which the game was stopped. The tournament committee may revise the schedule, as required, due to inclement weather. Please call 443-499-BFHA or check our Facebook Page 'Baltimore Field Hockey Association' for information regarding game postponements or schedule revisions due to inclement weather.

SHOOTOUT RULES

Attacker starts on the 25 yard line and goalie/defender starts on the goal line; attacker has 8 seconds to score; the shootout ends if (a) the attacker commits a foul or (b) if the ball goes over the sideline or the endline. Note that goalkeepers are allowed to intentionally clear the ball over the endline without penalty.

If no one wins during the Sudden Victory shootout, we will then declare the winner based on who was the higher seeded team from the regular pool play.

Additional notes:

- Teams are allowed to borrow a goalie even if they did not have one during regular game-time, or teams may use a field player if no goalie is available.
- If a field player must be used as the defender, she/he does not need to wear a helmet, and the attacker does not have any restrictions on shot height (since this is a 1v1, there should not be any more danger than a 1v1 during the course of a game.... defenders should charge the ball, however, and not just sit back on the endline!).
- If the defender fouls, the shootout is retaken just as it would if a goalie had fouled; however if the defender *intentionally* fouls, a goal should be awarded to the offensive player (whereas if it is a goalie who intentionally fouls, a stroke should be called).