

BFHA
Rules for the Indoor Tournament

Rules of the Game: The tournament will be conducted in accordance with the most current F.I.H. "Rules of Indoor Hockey" and the USFHA experimental rule for breaking on a penalty corner.

Participants: All participants in the high school tourney must be under the age of 19. There is no age limit for the adult division.

Teams must have their roster registered with the Tournament Directors prior to the start of their first game of the tournament. No changes are allowed after a team has started play.

All High School players must remove all jewelry prior to play.

Goalkeepers: If a team does not have a goalkeeper, they have two options: A.) you can play with a kicking back. The kicking back must wear a helmet and a shirt of a color different from either team. B.) Or if the team you are playing against agrees **prior to the start of the game**, you may pick-up a goalkeeper from another team.

Required number of players on the field: A team must have a full team **from their roster** (except in the case of a goalkeeper as described above), for a match to be official. If a team forfeits any match – the final score of such a default shall be either the score standing at the time or 5 - 0 in favor of the opposing team (greater of the two). The Tournament Directors have the final determination in all forfeit matters. Despite a forfeit, the game should be played if both teams wish to do so.

If a team forfeits a game it shall be charged the forfeit fee submitted with their registration material.

Uniforms and Team Colors: Teams shall bring both light- and dark-colored uniforms. The home team is the first team listed on the schedule and must wear light-colored shirts and shin guards.

Duration of Matches: All games are 25 minutes in duration, run by a central clock. The clock shall be a running clock; time out is not taken for cards, injuries, or any other incident which may occur. There will be 5 minutes between games.

Point Scoring & Standings: To determine final standings within a pool, the following point system will be used:

Win = 5 Tie = 3 Loss = 0

If two or more teams are tied for final standings after pool play, the determining factors will be as follows, in this order:

- The result of the match between the tied teams
- Greater goal difference -- "goals for" minus "goals against". (A maximum of 8 goals will be used to determine "goals for" to discourage teams from "running up the score" against a less competitive opponent.)
- Goals for (max of 8 per game).
- Goals against (fewest).
- If teams remain tied, a penalty stroke competition will be held ASAP. (One set of 3 each—if the score remains tied, a 2nd set would be a sudden victory format). Any registered player may take a penalty stroke. A team may change the order of the stokers for the 2nd set, but not the individuals taking the strokes.

Cross-overs:

If any crossover match ends in a tie, a penalty stroke competition will be held ASAP at the designated Penalty Stroke area. (One set of 3 each—if the score remains tied, a 2nd set would be a sudden victory format). Any registered player may take a penalty stroke. A team may change the order of the stokers for the 2nd set, but not the individuals taking the strokes.

Misconduct: A player receiving a red card in a game is ineligible to participate in the next game played by that team. If the red-carded player does not comply, his/her team shall forfeit that game and their forfeit fee. A player receiving two yellow cards, not necessarily in the same game, is ineligible to participate in the next game played by that team. Umpires are required to record all yellow and red cards on the score sheets. The team captain is responsible for ensuring the double yellow-carded player does not play in the next game. If the player does play in the next game, the team shall forfeit the game and its forfeit fee. All games shall be played to completion and it is the tournament committee's responsibility to discuss with the team captain forfeits of games.

Cancellation Policy: In the event a local or federal authority has cancelled activities with the county or city of the event, or in case of inclement weather, the Baltimore Field Hockey Association Executive Board may cancel the tournament or modify game schedules and times at their discretion. Teams may contact the following hotline number to check on the status of the event: 410-558-BFHA

Protest: Protests regarding an umpire's decision(s) are not allowed.

Indoor 2012