

2009 Surrey Lions Tournament
July 24,25,26

Tournament Regulations

Time

All pool matches are 2 periods of 25 minutes.

All matches will begin and end at the sound of the horn at the Technical table.

Time will be prolonged at half-time and full-time to only allow completion of Penalty Corners and Penalty Strokes.

All matches WILL begin on time on the hour, specifically on Friday July 24 for the afternoon games starting at 1400h. If both team captains agree to start the match late, the time will be started at the technical table on the hour and will be stopped accordingly after 25 minutes have been played in the half. The remaining half will be played for a full 25 minutes.

Substitution

All substitutions must take place in the vicinity of the technical table.

Substitution of goalkeeper can only take place if the goalkeeper coming on is wearing his protective gear.

No more than 30 seconds will be allowed for the substitution of the goalkeeper.

If a team chooses not to play with a goalkeeper, it will be in accordance with FIH rules for goalkeepers without full protective gear.

Code of Conduct

All team managers, coaches and captains are responsible for the behaviour of their teams, including players, spectators and team supporters at the tournament site.

Violation of these rules, abuse to players, officials or the grounds, physical or verbal, may result in that player or the entire team being ejected from the tournament.

The \$500 safe play deposit for that team will be confiscated as penalty.

Any player or team official involved in a disturbance on or outside the field of play during a match will be subjected to Disciplinary Action by the OC.

Any player that incurs 2 yellow cards in a match, will be suspended for the duration of the current match and automatically suspended for the teams next match.

Any player that accumulates 3 yellow cards, in different matches, will be suspended for their team's next match.

Any player red carded will be suspended for the duration of the current match and suspended for the team's next 2 matches.

A yellow card will result in a \$25 deduction from the team's safe play deposit.

A red card will result in a \$100 deduction from the team's safe play deposit or if it is in violation of the COC, it could result in the entire \$500 deposit being confiscated.

Each team is allowed a maximum of 19 persons on the team bench at any time during the match.

Player jersey's/equipment

All teams must have proper jersey's with numbers on the back.

A player must not take part in the match if his jersey does not have a number on the back.

If both teams have the same colour jersey's than the team listed first in the schedule will have to wear pennies, made available by the OC, or find an alternate colour that does not clash with their opponents.

Protective head gear and different coloured jersey's are mandatory for all goalkeepers at all times during the match.

Forfeits

Any team not prepared to play within 3 minutes of the scheduled time will forfeit the match to their opponents by a score of 3-0.

If both teams are not prepared to play at the scheduled time, the score will be recorded as 0-0 and no points awarded to either team.

If one team forfeits while the match is in progress (walking out) and the other team is leading by more than 3 goals, the actual score will be recorded.

Any team forfeiting while the match is in progress will be ejected from the tournament and will have the \$500 safe play deposit confiscated.

Scoring and Pool competition

Each goal will be recorded by the Technical Table and umpires.

Pool matches will be recorded as 3 points for a win, 1 point for a tie and 0 points for a loss.

Teams will be ranked by total number of points accumulated during pool competition.

If 2 or more teams are tied in points, rankings will be determined by goal difference (goals for minus goal against). A positive goal difference takes precedence over a negative one.

If teams are still tied in goal difference, than goals for will be used to determine the rankings.

If teams are still tied in goal difference and goals for than a Penalty Stroke competition will be used to determine the ranking. A scheduled time will be set by the OC to run the PS competition.

Disciplinary Action

Green card – warning

Yellow card – 5 minute minimum suspension from match play

Red card – permanent match suspension and automatic suspension from next match.

Any team using and ineligible player shall forfeit the match in which the disqualified player played.

The disqualified player will be ejected for the duration of the tournament.

Penalty Stroke Competition

To be used during semifinal and final matches, to determine a winner, and also to determine team rankings during pool competition (if needed).

There will be no extra time used during semifinals and finals to determine a winner.

The 2 teams that are tied will go directly into a PS competition.

Please refer to bottom of page for Penalty Stroke Competition Rules.

Protest/Appeals

Time outs cannot be taken to lodge a protest. Judgment decisions made by umpires cannot be protested.

At the end of the match, the captain of the team wishing to lodge a protest must inform the umpires within 5 minutes after the match ends.

- Protest

The protest must be writing and clearly written. A deposit of \$100 must accompany the protest form. The Appeals Committee will assess the protest and a decision will be made promptly. The decision of the AC is final. Should the protest be upheld, the \$100 will be refunded. Due to time and field constraints, a replay of the match will not be done. A letter of apology will be given to the team that won the protest. THERE WILL BE NO APPEALS LODGED TO ANY DECISION MADE BY THE AC.

Rosters

Players can only play for one team. If a team has entered 2 teams in the tournament, one in the Competitive and one in the Social division, field players can only play for one team, either in the Competitive division or Social division. Goalies are the only ones exempted from this rule.

Only players listed on the teams' submitted roster can play for that team.

Any team using ineligible players will forfeit the game and could result in complete disqualification from the tournament at the discretion of the OC.

Only players listed on the teams roster, coaches and managers can enter the field of play.

The OC must be notified if changes are made to team rosters.

4. PENALTY STROKE COMPETITION

4.1 (a) Five players from each of the two teams, chosen by their respective team manager from the players listed on the entry form, or, in the case of a classification match, from the players nominated for that match, except as excluded hereunder, shall take a penalty stroke alternately against one and the same defending goalkeeper of the other team unless the latter has been incapacitated and replaced, making a total of ten penalty strokes, five for each team. The players must take the penalty strokes in the same sequence as the list of five players nominated and communicated by the team managers to the Technical Officer on duty prior to the start of the penalty stroke competition.

(b) No player who has been suspended by the Tournament Director, or in the case of a classification match, has been permanently suspended (red card) by the umpires during that same match, shall to take part in a penalty stroke competition.

(c) If during a penalty stroke competition a player (either a stroke taker or a defending goalkeeper) is suspended, then that player shall take no further part in that penalty stroke competition and, unless a defending goalkeeper, cannot be replaced.

If a stroke taker, any stroke the player should have been entitled to take will be counted as no goal. If a defending goalkeeper, the replacement may only be from one of the nominated stroke takers. The player replacing the defending goalkeeper may continue to take penalty strokes but, when required to defend penalty strokes, must wear protective headgear. This player may also wear other approved protective equipment.

4.2 The umpires, after consultation with the Technical Officer on duty, shall choose the

goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke. The team having scored or been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.

4.3 In the event of an equal number of goals having been scored or awarded, a second series of penalty strokes shall be started with the same players, subject to

incapacitated defending goalkeeper(s) being replaced, and shall cease after a team shall have scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team.

That team shall be the winner of the second series.

The sequence of stroke takers does not need to be the same as in the previous series and the team manager has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to

take a further stroke.

4.4 The team whose player has taken the first penalty stroke of the first series (see paragraph 4.1(a) above) must defend the first penalty stroke of the second (unlimited) series.

4.5 Only the team managers, defending goalkeepers and nominated stroke takers may enter the field of play during a penalty stroke competition. These persons will remain outside the 23 meters area unless a player is authorised by an umpire or technical official on duty to take or defend a penalty stroke.