

Huntington Beach Field Hockey Club

Six-a-Side 2006 Tournament Rules Division I, II & III

(See separate rules for minor division)

All players are REQUIRED to sign the 2006 Liability Waiver form before he/she can participate in the tournament.

1. Field of Play.

- 1.1. The Field of play shall consist of the artificial turf and the walls or any permanent structure part of the arena inside the field of play. Any ball touching these surfaces will be considered in play subject to being safely played and any rules associated with danger.
- 1.2. The field of play is divided into 4 quarters. With three lines and two circles, the center line will be referred to as the "50 yard" line, the two quartering lines as the "25 yard" line and the circles "D's". Although the field is approximately 30 yards in total length, defensive free hits will be called "16 yard" hits.

2. Players

2.1. Division I

- 2.1.1. Each team may have between 4 and 6 players on the field. (Minimum 4 and Maximum 6).
- 2.1.2. One of the 4-6 players must be a goalkeeper.
- 2.1.3. Each team must have a designated goalkeeper, who wears a helmet for the entire duration of the match.

2.2. Division II and Division III

- 2.2.1. Each team may have between 5 and 7 players on the field. (Minimum 5 and Maximum 7)
- 2.2.2. One of the 5-7 players must be a goalkeeper.
- 2.2.3. Each team must have a designated goalkeeper, who wears a helmet for the entire duration of the match.
- 2.2.4. At all times, the ball can not be hit, it must be pushed only.

2.3. All Divisions

- 2.3.1. Goalkeepers may play for multiple teams but only in a match of an equal or higher division team.
- 2.3.2. Field Players may only play for one team.
- 2.3.3. **Each player is required to wear shin-guards.** While mouth guards and other protective gear is recommended, they are not mandatory.
- 2.3.4. All players participating in the match must remain in the "Home" or "Away" bench/dug out area of the field.
- 2.3.5. A maximum number of 10 players of either gender may be registered per team.
- 2.3.6. Misconduct or breach of rules requiring upgraded penalties as described in the FIH rule book will be dealt with by the following:
 - 2.3.6.1. Yellow Card: minimum 3-minute suspension.
 - 2.3.6.2. Red Card: -suspension for the balance of the game and for the next match. Any player receiving a red card is subject to further suspension or disciplinary action based on the situation.
- 2.3.7. In the event of identical uniforms by two teams scheduled to play, the home team will be required to wear another color or use pennies made available by the tournament.

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3. **Time.**

- 3.1. All games will start and end on time. Please take time to warm up on the practice field before your match. The clock is controlled by a central timer and will start as scheduled.
- 3.2. Each game is 20 minutes long **with NO half time break**
- 3.3. Only a 2-minute change over time between games will be allowed.
- 3.4. Time will not stop for injury unless it is life threatening (time keeper will blow horn)
- 3.5. Each team has a 2-minute grace period after the stadium clock starts to field their team. If after two minutes the team can not field the minimum number of players (including goalkeeper) required for their division, the game will automatically be a forfeit to the apposing team with a score of 0-7.

4. **Free Hits.**

- 4.1. All offensive free hits within 5 yards of the circle must be taken 5 yards away from the circle.
- 4.2. Free hits near the sidewalls may be taken 3 yards from the sidewall.
- 4.3. Any offensive fouls in the "D" will be termed "16 yard" hit. The defensive team may only take the free hit from anywhere in "D".
- 4.4. All free hits are subject to the danger rule.
- 4.5. A goal may not be scored directly from a free hit. A second offensive player must touch the ball before a goal can be scored from a free hit.

5. **Penalty Corners.**

- 5.1. One offensive player and one goalkeeper will execute penalty corners. The offensive player will start the ball from the "50 yard" line and have **10 seconds to score a goal**. All of the remaining offensive players and defenders must stand behind the "50 yard" line. The goal must be scored from inside the circle. The penalty corner is over; if the ball is cleared over 5 yards away from the circle after it has enter the circle or 10 seconds have elapsed.

6. **Penalty Strokes.**

- 6.1. Penalty strokes will be taken on a spot 9 yards from the goal line. The penalty stroke will be taken by one offensive player and defended by one goalkeeper. All of the remaining offensive players and defenders must stand behind the nearest "25 yard" line. **Once the penalty stroke is taken, if the ball does not cross the goal line and is still in the field of play the ball is considered live and any player may play the ball.**

7. **Scoring - and associated points.**

- 7.1.1. Goals Scored from inside the "D" 3 points
- 7.1.2. Goals scored from inside the opponents half. 2 points
- 7.1.3. Goals scored from inside own half 1 point
- 7.1.4. Penalty Corner 2 points
- 7.1.5. Penalty Stroke 3 points
- 7.2. Pool matches will result in 3 points for a win, 1 point for a tie and 0 points for a loss. Final standings will be based on the following criteria.
- 7.3. Points earned.
 - 7.3.1. If tied, Goal difference, (goals scored minus goals against)
 - 7.3.2. If still tied, the team with most goals scored.
 - 7.3.3. If still tied, the winner of the match between the tied teams.
 - 7.3.4. If still tied, the winner will be decided by a coin toss.

Any appeals must be made in writing within one hour of the conclusion of the match in question. All appeals committee decisions will be final. Any rule not altered by this document will be played as written in the FIH rulebook.