

BISHOP SULLIVAN CATHOLIC HIGH
2011
BUBBLE BLAST
FIELD HOCKEY TOURNAMENT

Updated 2/16/10

FORMAT:

Indoor Rules apply.

All games are 25 minute running clock with no half time. No timeouts unless injury.

We will be using the self-start rule.

POINTS:

Teams receive

3 points for a win

1 point for a tie

0 points for a loss

PENALTY CORNERS “IN PLAY” AT THE END OF THE GAME:

Will be played out ONLY if a goal will determine the final outcome of the game, i.e., if the team awarded the penalty corner is down by one goal or the score is tied.

TIES AT THE END OF POOL PLAY:

If there is a point tie among teams at the end of pool play, the following procedures will be used to break ties:

- a) Points
- b) Head to head
- c) Most wins
- d) Goals against – **Goal differential per game of 8**
- e) Goals for
- f) 5 strokes
- g) Sudden victory stroke off

TIES AT THE END OF CROSSOVER, SEMIFINAL OR FINAL GAMES:

The following procedures will be used to break ties:

- *Teams go immediately into sudden-victory stroke off.
- *A coin toss will determine whether the team chooses to stroke or defend first; the designated visitor team will call the toss.
- *Coaches will provide the head official a roster including ALL players on the team, in order selected by the coach, to stroke in sequence needed.
- *Strokes to continue in sudden-victory format, alternating teams stroking, until a winner is determined.

UNIFORMS:

The team listed home will wear white.

The team listed visitor will wear dark.

Teams may stay in their uniform shirts, without changing back and forth to white, unless the two teams' uniform colors conflict.

EQUIPMENT:

- *Indoor sticks are not required.
- *Flat athletic shoes or cleats.
- *No jewelry.
- *Colored mouth guards must be worn.

GENERAL INFORMATION:

There will be medals awarded for 1st and 2nd place in all divisions.

STANDARD INDOOR RULES 2011

CONDUCT OF PLAY - PLAYERS:

- Players must not hit the ball. “Slap” hitting the ball, which involves a long pushing or sweeping movement with the stick before making contact with the ball, is regarded as a bit and is therefore not permitted.
- Players must not play the ball with the back of the stick.
- The hand is considered part of the stick.

TAKING A CENTER PASS:

- It is permitted to play the ball in any direction.
- All players other than the player taking the center pass must be in the half of the pitch which includes the goal they are defending.

RAISED BALLS:

- Players must not play the ball with any part of the stick when the ball is above the shoulder height. Exception: defenders are permitted to use the stick to stop or deflect a shot at goal at any height.
- Players must not raise the ball off the pitch except for a shot at goal. It is not an offense if the ball rises unintentionally off the pitch by less than 1 inch unless an opponent is within playing distance of the ball.

DANGEROUS PLAY:

- Players must not play the ball dangerously or in a way which leads to dangerous play.
- A ball is considered dangerous when it causes legitimate evasive action by players.

BALL OVER THE END-LINE:

- When the ball is played over the end-line by an attacker, unintentionally by a defender or deflected by a goalkeeper and no goal is scored: Play is re-started with the ball up to the top of the circle from and in line with where it crossed the end-line by a player of the defending team.
- When the ball is played over the end-line intentionally by a defender, unless deflected by a goalkeeper, play is re-started with a penalty corner.

SCORING:

- A goal is scored when the ball is played within the circle by an attacker and does not travel outside the circle before passing completely over the goal-line and under the cross-bar.
- The score counts as long as the ball is touched by an attacker within the circle, regardless whether or not it is touched by a defender’s stick or body.

GOALKEEPERS:

- Goalkeepers must not lie on the ball.
- When the ball is outside the circle they are defending, goalkeepers are only permitted to play the ball with their sticks.
- Goalkeepers are permitted to play the ball inside the circle while lying on the pitch inside the circle.

OBSTRUCTION:

- In indoor hockey, holding the ball against the side-boards is also obstruction.

PENALTY CORNERS:

- The attacker taking the push from the back-line must have at least one foot outside the pitch.
- No attacker other than the attacker taking the push from the back-line is permitted to be within 3 meters of the ball when the push is taken.
- A goal cannot be scored until the ball has traveled outside the circle.
- If a defender is within 3 meters of the first shot at goal and is struck above the knee in a normal stance, the shot is judged to be dangerous and a free push must be awarded to the defending team.