

**BISHOP SULLIVAN CATHOLIC HIGH**  
**2012**  
**BUBBLE BLAST**  
**FIELD HOCKEY TOURNAMENT**

Updated 1/26/12

**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 of 8 - per game**
- 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 socks/shirts.

The team listed visitor will wear dark socks/shirts.

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

## **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 1<sup>st</sup> and 2<sup>nd</sup> 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.