



SUMMER SEVENS TOURNAMENT RULES

Games will be conducted under the current FIH Rules with USA FH modifications & modified to the 7v7 aside games. 2015 FIH Rulebook: <http://www.fih.ch/files/Sport/Rules/FIH-Rules%20of%20Hockey%202015-interactif.pdf>

Team Reps must check in no later than ½ hour prior to first game.

Team Roster and individual waivers for each player are required prior to taking the field.

The highest standards of good sportsmanship are expected at all times by all participants and spectators.

Teams are expected to keep their areas clean and dispose of all trash and water bottles before leaving.

Teams arriving for a match later than 5 minutes after the starting time forfeit that game.

A. Team Composition: 7 v 7

1. **UNITED SPORTS highly recommends bringing a GK to our tournaments.** We are aware of the FIH Ruling regarding GKS and will allow teams to play without. It does impact the level of competition, however.
2. **CORNERS:** Not more than four defenders, including the goalkeeper or player with goalkeeping privileges, must be positioned behind the back-line with their sticks, hands and feet not touching the ground inside the field. All other defending players must go to the top of the opposing circle.
3. **DOUBLE ROSTERING** within the same division is not permitted. Players may be rostered on two different teams as long as they are in different divisions (i.e. playing for U14 team *and* U16 team permitted). Teams may play with illegally double rostered players if necessary; however, they will forfeit the game. Standings for this game will reflect a 3-0 loss for the offending team. Goalkeepers are the exception, and may double roster within a division.

B. Equipment Requirements

1. Face Masks/Goggles are permitted but not required. Cage/lacrosse-type goggles are not permitted at any time,
2. Mouthguards and Shinguards required.
3. Goalkeepers must wear fully masked helmets, throat guard, chest protector, leg guards and kickers.
4. The wearing of jewelry is subject to danger (Umpire's discretion). Please avoid wearing if possible.

C. UNIFORMS

1. Teams are encouraged to bring 2 sets of shirts & socks in the same colors: (Light & Dark sets).
2. Numbers are required on the backs of uniform shirts.
3. GKs or designated GKs must wear a completely different color shirt from that of the colors worn by both teams.
4. **HOME TEAM:** The first team listed on the schedule is the HOME Team and will wear light shirts and light socks; the second team is the AWAY TEAM and will wear dark shirts and dark socks. The HOME team will be responsible to change shirts and/or socks should there be a conflict of uniforms.

D. GAME TIME

1. A running clock will be used – no time outs allowed. All games will start and stop with a central horn.
2. Games are 25-minute games with 5 minutes between games.
3. The first team listed on the schedule has the center pass
4. Time lost due to injury or other "time outs" (penalty strokes, issuance of cards, etc.) will not be added to the game.

E. SCORE CARDS

1. The umpires will manage the Score Cards for each game
2. At the conclusion of the game, the Score Card must be verified and signed by a coach from each team. After the coaches sign the Score Card, the umpires verify & sign the Score Card making the game official.

SUMMER SEVENS TOURNAMENT RULES – Continued

F. SCORING

Teams will receive:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

Score of a forfeited game shall be 3-0 against the offending team. If both teams forfeit, the score shall be 0-0.

G. TIES AT THE END OF POOL PLAY/ROUND ROBIN COMPETITION

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

1. Points
2. Head to head competition
3. Most wins
4. Goal differential
5. Goals for
6. Coin toss

If more than two teams are involved, then a ranking based upon the results of the matches among (only) the involved teams shall determine their respective positions.

H. TIE BREAKERS - TIES DURING CROSS-OVER PLAY (Championship games only)

1. If a game is tied during crossover play, the two teams will immediately take part in a 3-player stroke off.
2. A coin toss will determine whether the team chooses to stroke or defend first; the team in the dark uniforms will call the toss.
3. If the score is tied after the initial stroke-off, the teams will go to a sudden-victory stroke-off using three different players from their roster.
4. The team that stroked first in the first round will now defend first.
5. If the score remains tied, the team will repeat the stroke-off using the first round of strokers. Strokes continue in the sudden-victory format, alternating first and second round strokers until a winner has been determined.

I. PENALTIES

1. Any coach or player receiving a RED card in a game is suspended from the remainder of the game in which the offense occurred AND the team's next scheduled game in that division.
2. Where a YELLOW card is issued, the offending player shall be temporarily suspended for a minimum of five (5) minutes. During this period the team shall play with one less player.
3. Where a GREEN card is issued the offending player shall be temporarily suspended for two (2) minutes. During the period the team shall play with one less player.

J. ADULT ADAPTATIONS

1. Adult teams are limited to 2 men per team (not including the goalkeeper). Both men may be on the field at the same time.

Game Protests will not be permitted, no exceptions