

Beach Bash Tournament Rules 2017

1. Games on Saturday will be 33 minutes total with 2 minutes between games. Games on Sunday will be 31 minutes total with 4 minutes between games (to allow time for tie-breaking procedures). Ties will stand during pool play games on Saturday. See below for tie-breaking procedures on Sunday's crossover matches.
2. Current FIH rules are in effect for all tournament games.
3. Mixed Play – All teams may play with a maximum of 2 male field players at one time. The goalie is neutral and can be either gender. Any gender may take a penalty stroke during normal play. See cross-over rules for tie-breaking shootouts.
4. Ages & Requirements: Participants must be at least 18 years old OR be a current high school senior (participant can be 17 years old in the case of a high school senior). Players are responsible for ensuring compliance with any applicable NCAA edibility requirements. All participants must be current members of USA Field Hockey. All players are required to sign the online waiver. See www.BFHA.org for details.
5. Roster: **A player may only play for 1 team.** Teams must only play with players on their official roster. The Roster must be turned in prior to your first match. The only exceptions to this rule are described in rule #7, which requires prior approval.
6. Goalkeepers. If a team does not have a goalkeeper, they have 2 options. 1) They can play with a kicking back according to FIH rules. During a penalty corner, the kicking back must wear a helmet and a shirt of a color different from either team. When wearing protective headgear, the kicking back must not play beyond the 25 yard line. The player can remove the protective headgear to play beyond the 25 yard line. Or 2) if the team you are playing against agrees prior to the start of the game, you may pick-up a goalkeeper from another team. Teams must fill out the 'Goalkeeper Agreement' form and have both teams sign BEFORE the start of the game to pick up a goalkeeper. Forms are on the clipboards at each field.
7. Teams with less than 11 players for a given match: For a game to be official, teams must have at least 8 players from their roster on the field (including either a goalkeeper or kicking back) at the start of the game, otherwise the game will be a forfeit. If your opponent agrees PRIOR to the match by checking the box on the scoresheet, you may pick up a max of 3 players (to reach a total of 11). This is ONLY allowed if your team is short players, and approval is gained BEFORE the match begins. At all other times you must only play with players on your official roster.
8. Forfeited Games: If a team wins by forfeit, they will receive 3 points for a win. The assumed score will be 4-0 for determining goal differential in case of a tie for final pool seeding. Any team that forfeits a game will be charged \$125 as described on the registration website.
9. Score Sheets: Score sheets are located on the clipboard at each field. Upon completion of each game, the umpires will complete the score sheet and then BOTH TEAM CAPTAINS MUST VERIFY AND SIGN. Teams are responsible for keeping track of game scores so that you can verify the posted scores. If you do not agree with the score sheet, talk to your umpires BEFORE SIGNING. The WINNING TEAM MUST TAKE THE COMPLETED SCORE SHEET TO THE REGISTRATION TABLE IMMEDIATELY FOLLOWING THE GAME so the score can be posted. In the event of a tie, the team listed first shall take the score sheet to be posted. Once signed, the scores will stand. If a team challenges one of the scores, they must have both of the umpires and a representative from each team come to the registration table. A score may only be overruled if all 4 sign off on the revised result.

10. Standings will be determined using the following point system:

3 points for each win, 1 point for each tie, 0 points for each loss

11. All teams play a total of 6 games. For crossovers, teams will be seeded within their pool based on pool play results. See schedule for crossover match-ups.

12. If two or more teams are tied for determining standings, the determining factors will be as follows:

- a. The result of the match between the tied teams.
- b. Greater goal difference (goals for minus goals against: A maximum of a 6 goal differential per game will be used in the tiebreaking procedure. This is to discourage teams from running up the score.)
- c. Goals for (max 6 per game).
- d. Goals against (max of 6 per game).
- e. If teams remain tied, seeding will be determined by penalty strokes (3 each). If both teams are not available, then it shall be determined by the flip of a coin.

13. If any Sunday crossover match ends in a tie, the tie shall be broken by 1v1 shoot outs, 3 participants from each team. Maximum number of male shooters per team shall be 1. A coin toss shall determine the order. If a tie remains after the first round, sudden victory shall be played with the same shooters, however teams may change the order of the shooters.

14. Protests regarding umpire decisions are not allowed. Questions or concerns about all other aspects of the tournament shall be brought to the Tournament Directors and will be addressed/resolved by the Tournament Committee.

15. Player misconduct/Cards: Players may be penalized for misconduct according to Section 14 of the FIH rules. As stated, any player receiving a Green card will be temporarily suspended for 2 minutes. Any player receiving a Yellow card will be temporarily suspended a minimum of 5 minutes as determined by the umpire. That team will play down until the end of the suspension. Any player receiving a red card will be permanently suspended from the current match and must leave the field area. That team will play down until the end of the match. Any player receiving 3 yellow cards or 2 red cards will be disqualified from the tournament. Player and spectator misconduct will not be tolerated. The Tournament Directors reserve the right to remove a player or spectator from the event or to suspend a player or team from games as they see necessary.

16. Inclement Weather: Games stopped due to inclement weather shall be considered complete if 75% of the playing time has been completed. If the game is stopped prior to being 75% complete, the game shall be resumed from the point at which the game was stopped. The tournament committee may revise the schedule, as required, due to inclement weather. Please call 443-499-BFHA or check our Facebook Page 'BFHA Beach Bash' for information regarding game postponements or schedule revisions due to inclement weather.