



TEAMS	3-4 SCHEDULE		GAMES 18 MINS		3 MINS BETWEEN GAMES TEAMS PLAY 7V7	TEAM LISTED FIRST WEARS WHITE AND PROVIDE GAME BALL
		START	END	FIELD	TEAM A	TEAM B
TOWSONTOWNE(GAHAN)	1	8:00	8:18	1	TOWSONTOWNE(GAHAN)	FREEDOM DYNAMITE
NC STORM BLACK	2	8:00	8:18	2	NC STORM BLACK	HEREFORD BULLS
TOWSONTOWNE 2	3	8:21	8:39	1	TOWSONTOWNE 2	FREEDOM FIREBALLS
CARROL MANOR BLUE	4	8:21	8:39	2	CARROL MANOR BLUE	HEREFORD 2
TOWSONTOWNE 3	5	8:42	9:00	1	TOWSONTOWNE(GAHAN)	NC STORM BLACK
HEREFORD 2	6	8:42	9:00	2	TOWSONTOWNE 3	HEREFORD BULLS
HEREFORD BULLS	7	9:03	9:21	1	TOWSONTOWNE 2	CARROL MANOR BLUE
FREEDOM FIREBALLS	8	9:03	9:21	2	FREEDOM DYNAMITE	HEREFORD 2
FREEDOM DYNAMITE	9	9:24	9:42	1	TOWSONTOWNE(GAHAN)	HEREFORD BULLS
	10	9:24	9:42	2	TOWSONTOWNE 3	FREEDOM FIREBALLS
	11	9:45	10:03	1	TOWSONTOWNE 2	FREEDOM DYNAMITE
	12	9:45	10:03	2	NC STORM BLACK	HEREFORD 2
	13	10:06	10:24	1	TOWSONTOWNE(GAHAN)	FREEDOM FIREBALLS
	14	10:06	10:24	2	TOWSONTOWNE 3	CARROL MANOR BLUE
	15	10:27	10:45	1	TOWSONTOWNE 2	NC STORM BLACK
	16	10:27	10:45	2	FREEDOM DYNAMITE	HEREFORD BULLS
	17	10:48	11:06	1	TOWSONTOWNE 3	HEREFORD 2
	18	10:48	11:06	2	FREEDOM FIREBALLS	CARROL MANOR BLUE
	19	11:30	11:48	1	1st	2 <sup>nd</sup>



TEAMS		5-6	20 MIN GAMES			3 MINS BETWEEN: TEAMS PLAY 11V11	TEAM LISTED FIRST WEARS WHITE AND PROVIDE GAME BALL
			START	END	FIELD	TEAM A	TEAM B
CARROL MANOR BLUE		1	12:30	12:50	1	CARROL MANOR BLUE	NORTH CAROLL BLACK
HEREFORD		2	12:53	1:13	1	NORTH CAROLL RED	HEREFORD
FREEDOM FLASH		3	1:16	1:36	1	FREEDOM FLASH	TOWSONTOWNE
FREEDOM FORCE		4	1:39	1:59	1	FREEDOM FORCE	CARROL MANOR BLUE
FREEDOM FIREBOLTS		5	2:02	2:22	1	FREEDOM FIREBOLTS	NORTH CAROLL BLACK
NORTH CAROLL BLACK		6	2:25	2:45	1	NORTH CAROLL RED	TOWSONTOWNE
NORTH CAROLL RED		7	2:48	3:08	1	FREEDOM FLASH	HEREFORD
TOWSONTOWNE		8	3:11	3:31	1	FREEDOM FORCE	NORTH CAROLL BLACK
		9	3:34	3:54	1	FREEDOM FIREBOLTS	CARROL MANOR BLUE
		10	3:57	4:17	1	NORTH CAROLL RED	FREEDOM FLASH
		11	4:20	4:40	1	FREEDOM FORCE	TOWSONTOWNE
		12	4:43	5:03	1	FREEDOM FIREBOLTS	HEREFORD
		13	5:06	5:26	1	CARROL MANOR BLUE	NORTH CAROLL RED
		14	5:29	5:49	1	NORTH CAROLL BLACK	FREEDOM FLASH
		15	5:52	6:12	1	FREEDOM FORCE	HEREFORD
		16	6:15	6:35	1	TOWSONTOWNE	FREEDOM FIREBOLTS
		17	6:35	6:50	1	BREAK	
		18	6:50	7:10	1	1 <sup>ST</sup>	2 <sup>ND</sup> CHAMPIONSHIP GAME (TOP 2 TEAMS)



TEAMS		5-6	20 MIN GAMES			3 MINS BETWEEN: TEAMS PLAY 11V11	TEAM LISTED FIRST WEARS WHITE AND PROVIDE GAME BALL
			START	END	FIELD	TEAM A	TEAM B
CARROL MANOR WHITE		1	12:30	12:50	2	CARROL MANOR WHITE	HEREFORD
CARROL MANOR BLUE		2	12:53	1:13	2	CARROL MANOR BLUE	NORTH CAROLL BLACK
NORTH CAROLL BLACK		3	1:16	1:36	2	FREEDOM FIRECRACKERS	CARROL MANOR WHITE
FREEDOM FIRECRACKERS		4	1:39	1:59	2	CARROL MANOR BLUE	HEREFORD
HEREFORD		5	2:02	2:22	2	NORTH CAROLL BLACK	FREEDOM FIRECRACKERS
		6	2:25	2:45	2	CARROL MANOR WHITE	CARROL MANOR BLUE
		7	2:48	3:08	2	HEREFORD	FREEDOM FIRECRACKERS
		8	3:11	3:31	2	NORTH CAROLL BLACK	CARROL MANOR WHITE
		9	3:34	3:54	2	CARROL MANOR BLUE	FREEDOM FIRECRACKERS
		10	3:57	4:17	2	HEREFORD	NORTH CAROLL BLACK
		11	4:17	4:32	2	BREAK	
		12	4:32	4:52	2	1 <sup>ST</sup>	2 <sup>ND</sup> CHAMPIONSHIP GAME (TOP 2 TEAMS)

### Tournament will use FIH Rules

The following tournament rules, and/or modifications will be in effect for all divisions of play.

### TEAM RULES

1. Seven players per team on the field at one time in grades 3-4 and 11 in grades 5-6 & 7-8.
2. Team roster should be completed and turned in prior to the first game.
3. **Only Goal Keepers will be allowed to double roster in the same age division.** Players will be allowed to play up a division eg. 3-4 player can play up with 5<sup>th</sup> and 6<sup>th</sup> grade. 5<sup>th</sup>-6<sup>th</sup> Players can play up with the 7<sup>th</sup>-8<sup>th</sup> grade. Players cannot play down age division unless they are of the appropriate age for that Division.
4. Substituting players must enter the field of play only after the substituted player has left the field of play over the same sideline at mid-field near the team bench.
5. First team listed is home team, home team wears white and **PROVIDE THE GAME BALL**. In the case of similar uniforms, the away team (second team listed) shall wear contrasting pinnies. All teams must bring their own pinnies).
6. The wearing of jewelry is prohibited.

### GAME FORMAT AND PLAY-OFF INFORMATION:

At the conclusion of all games the official will verify the score with the head coach. The Head coach and official will sign. Scores cannot be changed once they have been recorded. Games can end in a tie at the end of regulation for pool play.

- A. Grades 3<sup>rd</sup>/4<sup>th</sup>:** Games will be 18 mins total (No Half Time). 5 mins between games. Top two teams play for the championship.
- B. No Penalty Corners for 3<sup>rd</sup>/4<sup>th</sup>.** For Fouls inside the circle the offense will have a free hit outside the circle and 4 defenders stay with 3 defenders going to the opposite circle. If team has a Goal Keeper, 3 defenders will stay and 3 defenders will go to the opposite circle. Ball must travel 5 yards before entering the circle.
- C.** Teams may substitute on the fly.
- D. Playoff championship rules for 3<sup>rd</sup>-4<sup>th</sup>:** **If teams are tied at the end of regulation play during the championship game teams will play 3v3 Sudden victory: Each team will choose 3 starting players. Teams will play 10 mins until a goal is scored. If there is still a tie teams will take PENALTY STROKES BY SELECTING 3 PLAYERS.** Fouls inside the circle during sudden victory play will have No penalty corner, they will have a free hit just outside the circle and 2 defenders stay with 1 defender going to the opposite circle. Ball must travel 5 yards before entering the circle. Teams may substitute on the fly.
- E. 5<sup>th</sup>-6<sup>th</sup> and 7<sup>th</sup>- 8<sup>th</sup>:** Games will be 20 mins total (No Half Time). Regulation pool plays can end in a tie.
- F. Playoff championship rules for 5<sup>th</sup>-6<sup>th</sup> & 7<sup>th</sup> 8<sup>th</sup>:** In single elimination a winner needs to be decided. In this case of single elimination games for 5<sup>th</sup>-6<sup>th</sup> & 7<sup>th</sup>-8<sup>th</sup>: If a game is tied at the end of regulation play teams will select three players to take a stroke. If it is still tied after first round of strokes there will be a second round of sudden victory stroke. (Each team will take a stroke; the team that misses or have their stroke saved by the GK will be the runner-up)

Penalties 1. Any player receiving a red card in a game is suspended for the remainder of the game in which the offense occurred AND the team's next scheduled game. 2. Umpires will notify the Umpiring Coordinator of any red card issued immediately after the game in which it was issued. 3. Any team using a disqualified player shall forfeit the game in which the disqualified player was a

participant and the disqualified player shall be immediately ejected from the tournament. Scoring: 3 points for a win, 1 point for a tie. Tie Breaker System (For pool play). 1. Head to head ( IF NO HEAD TO HEAD WE GO TO #2) 2. Goal differential (Goals scored-Goals Allowed) 3. Fewest Goals Allowed 4. Strokes

External Conditions, Weather, Etc. 1. In case of inclement weather or field conditions, at the Tournament Director's discretion, games may: • Be shortened • Be rescheduled • Go to penalty