Rules and Regulations

The tournament will be conducted in accordance to the rules of Hockey India.

The tournament will be conducted on league come knockout basis. The teams have been divided into two pools. Top 2 teams of each pool will be qualified for the Semifinal (Knockout) Match.

- The matches will be played for the duration of 30 minutes for boys and 25 minutes for girls. Each way with an interval of 5 minutes.
- In case of draw at knockout penalty stroke competition will be enforced.
- The team shall report to the venue for the match at least 30 minutes before the schedule time.
- A maximum of 18 players may be included in a team of whom 2 must be goal keepers. If a team chooses not to include a 2 keeper in 18 players they are limited to use 16 players only in a match.
- Goal keeper shall have number in the front and back with distinctive color ware.
- If the colors lead to confuse then one of the teams will be required to change and wear a different colors (by virtue of the toss)
- Managers are requested to get the equipment and sticks of the goalkeepers and players checked 10 minutes before the start of their match.

Starting lineup:

- Each Manager must indicate before every match the players who will be on the field of play and up to seven more players who will sit on the team bench at commencement of the match, including the Captain (C) and the Goalkeeper (GK) to the technical Officer of the match.
- A player nominated to a game who becomes incapacitated during the warm up period may be replaced by a player whose name appears on the Team Entry Form up to 10 minutes prior to the scheduled start time of the match by the team Manager notifying the change to the T.O on duty.
• 10 minutes prior to the scheduled start time of the match, the team manager shall be responsible to ensure that the players suspended for the game remain outside the team bench area/technical facility until the match is finished.

**During the Match:**

a. Captain

- Each team must have a captain (who must wear a distinctive armband or a ribbon), on the field or on the team bench during the match. The captain is responsible for the behavior of the players on the field of play. A replacement Captain must be appointed if the appointed captain is suspended.
- The Captain is solely responsible for the individual or group protests which are not acceptable. The captain is reminded of his responsibility concerning the team conduct.

b. Composition and Control of the Team Benches

- The team manager (or stand in manager), coach or assistant coach, Physiotherapist (if any), Medical Doctor (if any) and the nominated substitute players of the match, up to a maximum of eleven (11) persons are permitted to sit on the team bench.
- It is compulsory for the team manager (and if the team manager is suspended or incapacitated, the stand in manager) who is responsible for the good conduct of all the persons occupying the team bench, to be present at all times during the match and occupy the seat nearest to the technical officials table.
- Vocal Communications must not be directed to the technical table, umpires or members of the opposing team. The technical officer is empowered to order any person committing acts of misconduct to leave the team bench and stay away for the remainder of the match.

c. Admission to the Field of Play:

- No one, except the players and the umpires properly engaged in a match, may enter the field of play during the match without prior permission of one of the umpires. THIS RULE SHALL BE APPLIED STRICTLY, EVEN IN THE CASE OF INCAPACITIES.
- The team coach may not enter the field of play at any time.
d. Incapacity Treatment:

- NO TREATMENT FOR INCAPACITY IS ALLOWED ON THE FILED OF PLAY
- Only the registered team Doctor and or physio is allowed to enter the field of play with permission of the umpires. In the absence of the either, the team manager and the on duty tournament doctor may enter if authorized by the umpire.
- If any person from the team bench or duty doctor enters the field of play to attend to the player without material for treatment (other than a goalkeeper) that player must leave the field of play and return to the team bench area for a minimum of two minutes. The two minute period will be managed by the technical officials on duty. The player required to leave the field may be substituted, however there shall not be any substitution during the award of a penalty corner.
- A player with an injury causing bleeding must have to leave the field of play and shall not re enter until the bleeding has ceased, the wound is adequately covered and his clothing, if blood stained has been replaced.
- No refreshments may be consumed on the field of play. Players leaving to take refreshments may re enter between the 23 meters area on the side of the field used for substitutions. A goal keeper may enter the field of the play only adjacent to the goal.

e. Substitution

- Each team is permitted to substitute any player during the match except after the award of the penalty corner and during the playing time of the penalty corner unless the defending goalkeeper is incapacitated and has to leave the field of play or is suspended, in which case the replacement goalkeeper may enter the field of play immediately.
- A substitute player may not enter the field of play until the player of the same team being substituted has left it.
- If a goalkeeper, the substitution will be supervised by the umpires and the time will be stopped.
- The team manager is responsible for ensuring a proper substitution and must ensure at all times that there are not more than eleven (11) players on the field of play.
f. **Half time:**
   - The interval at half time will be (10) minutes.
   - **Team officials and players may leave the technical facility areas surrounding the field of the play during half time but must leave their sticks and goalkeeper’s hand protectors and headgear at team bench and must return not less than two(2) minutes before the match is due to restart.**
   - The TD or the technical officer on duty has power to modify the duration of the halftime in case of adverse weather conditions or field of play watering requirements and to interrupt the match in case of thunder storm with lightning.

(G) **Post match**

a. **Signing the Match report**
   - At the end of the match or penalty Shootout Competition (if any), the Team Manager has to sign the relevant report without delay.
   - Please ensure that all details are checked – goal scorers, color cards and the final score before signing the form. In case of protest, proceed in accordance with the tournament regulations. *Please note that no protest may be made to or will be considered by the TO/TD from a decision of an umpire during a match.*
   - If any team wishes to lodge a protest, for any other reason its manager must submit a written protest within 10 minutes after the completion of the match and handover to Jury of appeal.

**Mandatory Experimental Rule**

8.1 A goal is scored when:

a. The ball is played by an attacker, or touches the stick or body of a defender, within the circle.

b. After either of these actions, the ball does not travel outside the circle before passing completely over the goal-line and under the cross bar.

c. The ball is moved using a bit, push, flick or scoop.
d. The ball may be raised immediately using a push, flick or scoop but not be raised intentionally using a hit.

**Rescheduling of Matches**

- In the event that a match(es) has to be rescheduled due to adverse weather conditions or other unavoidable circumstances, please be reminded that the TD has power, if need be, after consultation with the respective Team Managers to modify the rest time between consecutive matches.