



Philly Sport Center Indoor Hockey Tournament and Facility Rules  
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#### CHECK IN

- A Team representative must check in approximately 30 minutes prior to the team's first game. No team may enter the court without checking in, paying any unpaid balance due and submitting a roster and all waiver forms.

#### FACILITY RULES

- No food or drink other than water is permitted in the court area.
- Only clean indoor court shoes are permitted in the court area.
- Players should hang their bags on the hooks provided to keep the floor space open.
- GKs should store their bags behind the near goal to keep floor space open.
- GK bags are not permitted upstairs on the mezzanine level.
- No persons other than coaches, umpires and players are permitted in the court area.
- Players on the bench should store water bottle either under or on the bench to keep space clear for umpires.
- Players on the bench should not rest their feet on the sideboards, this is a safety hazard for umpires.
- Abuse of any kind towards umpires, players, staff, and coaches by any persons will not be tolerated.

#### PLAYING RULES

- All games will be conducted under the current [FIH Rules of Indoor Hockey](#) with the following modifications:
- One male is permitted per team.

#### UNIFORMS

- Pinnies may be permitted for U10, U12 and U14 and on agreement by coaches from competing teams.
- The first team listed is the HOME team and will wear light shirts and socks and sit on the HOME bench on the left when facing the benches.
- The HOME team will possess the ball at the start of the match.

## GAME FORMAT

- An umpire-regulated running clock will be used.
- No time-outs are permitted.
- Games are 25 minutes in duration with 2 minutes between games
- The home team will conduct the center pass at the start of the game.
- Penalty corners awarded prior to the end of play will be played out.
- Time lost due to injury, penalty strokes, issuances of cards, etc. will not be added to the game clock.
- Scores will be kept and recorded by umpires.

## SCORING and TOURNAMENT FORMAT

- Teams arriving for a match later than 5 minutes after the starting time will forfeit that game.
- Umpires will manage scorekeeping for each game.
- After each game the coaches must verify the score with the bench side umpires
- After verification the umpire will record the score on the score sheet. At that time the score becomes official.

## POOL PLAY COMPETITION

- Teams receive 3 points for a win, 1 point for a tie and 0 points for a loss.
- A game won by forfeit is a win with a score of 3-0.
- If there is a tie in standings at the end of pool play the USA Field Hoc key criteria will be used to break ties:
  - Matches won, Goals For, Goals Against, Head-to-Head, Coin Toss

## CROSSOVER COMPETITION

- If a first-place championship game ends as a tie during crossover play, the two teams will immediately take part in three person sudden-victory Penalty Strokes.

## PENALTIES & MISCONDUCT

- When a player earns a green or yellow card, they may sit on the team bench to serve the penalty time.
- When a player earns a red card, they may sit on the team bench for the remainder of the game and the team will play short for the remainder of the game. A player who earns a red card is additionally suspended for the next schedule game. The team does not play short for that game.
- If a coach earns a red card, they must leave the game area within 60 seconds. Failure to do so and/or failure to cease all team contact during the remainder of that game and that teams next scheduled game will result in a team forfeit for each game in question. A replacement coach is permitted. A coach coaching multiple teams may not participate in the tournament in any way until the full suspension is served. That coach may not coach a different team while the suspension is still active.

Game protests will not be considered, no exceptions.