

2017 PA Indoor Field Hockey Championship

Presented by:



Saturday April 1, 2017 at Wyoming Valley Sports Dome in Wilkes-Barre, PA

Pool Play Scoring

Win = 2 points

Tie = 1 point

Loss = 0 point

Tie Breaker For Pool Play To Seed For Single Elimination/Championship/Consolation

1. Head to head, if game had a winner
2. Least goals allowed in all pool play games
3. Goal differential in all pool play games, max 5 goal differential per game
4. Least goals allowed in games involving tied teams
5. Goal differential in games involving tied teams, max 5 goal differential per game
6. If at this time a team or teams has been eliminated and only two teams remain tied refer to the head-to-head criteria
7. If two teams remain tied first goal scored in game

Ties In Single Elimination-Five Minutes

1. Goalie remains on field throughout the entire overtime play
2. Overtime play starts with home team possession for passoff at the center line – play should resume as quickly as possible
3. First goal wins
4. At the start of overtime, teams reduced to three field players and one goalie (4V4)
 - a. Two field players and goalie are in cage for corners – remaining player must be at the top the opposite circle
5. If the game is tied after five minutes, one round of three strokes per team, best of three. This will be repeated until winner is determined.
6. Next games on all fields will start at the same time. This may cause a short delay from the published schedule.

Rules & Regulations

1. USFHA outdoor rules will apply with a few modifications. (corners must go outside circle, flicks are not allowed, lifts not allowed except into goal)
2. Female players based on divisions
3. All players are required to wear mouth guards and shin guards.
4. Teams must have like colored shirts with numbers and like colored shin guards/socks. Pinnies will be made available throughout the competition if needed.
5. The goalkeeper's jersey should be the same as her team's color, or contrasting to the opponent's jersey.
6. Both team benches must be on the same side of the field.
7. Substitutions will be made on the fly, with the player entering at mid-field, and the player exiting must be off the field before the replacement player enters the field. No player substitutions on corners.
8. Players may not wear jewelry on the field.
9. Goalkeepers must be fully equipped.
10. Team captains/contacts are encouraged to anticipate team color conflicts, and seek a set of contrasting scrimmage vests from the KSG headquarters prior to the start of competition, when necessary.

11. Games on all fields will start at approximately the same time.
12. Teams should be ready to play 50-60min. early. We will play ahead when possible.
13. Turf shoes (small multi-studded) or flat shoes are recommended.
14. Three defensive players plus the goalie are allowed on corners.
15. Athletic trainer will be on site. Ice is available at KSG desk.
16. Six players plus goalie are permitted on the field for each team. If a coach would like to play with less players on the field that is a decision that could be made by both coaches before the start of the game and both teams must adhere to their decision throughout the remainder of that game. The referee must be notified by this change. This is a game-to-game decision by the coaches.
17. All games are 20 minutes long (running clock) A major injury may change the time of the game that is being played.
18. Players receiving a red card ejection are expelled from the tournament.
19. Coaches receiving a red card ejection are expelled from the next game of the tournament and pending its severity may be removed from the tournament.
20. Any spectator that behaves inappropriately will be asked to leave the premises.
21. 76,000 sq. ft. open field (divided into 3 split fields with netting)
22. Self Start Rule will be used. The player may restart the ball after a foul. She must make a separate move when starting. E.g. cover the ball, stop the ball. The player committing that foul may not play that player until she has moved five meters, similar to a five meter bubble around the player with the ball. The ball should be started close to the foul.

Inside the 25:

All players must be five meters away from the player with the ball, and the ball must move five meters before entering the circle.

There is no striking the ball into the circle until it has moved five meters.

The ball must be placed five meters away from the circle line after a foul near the circle.

For further explanation, please visit and follow Rule #'s 13.1 and 13.2, and pages 29-32.

<http://www.fihockey.org/vsite/vfile/page/fileurl/0,11040,1181-195549-212772-148180-0-file,00.pdf>

23. Penalty Corners- On a penalty corner the defending team may have three players and the goalkeeper behind the backline with their sticks. The remaining two defending players shall be at the top of the other circle.

Admission: There is a \$7 admission for spectators – children under age 5 are FREE

Coaches are required to have wristbands on at all times so that officials will be able to identify coaches from spectators as well as with admission.