



**SUPER DIVISION
TOURNAMENT
REGULATIONS**

California Cup

XXXVIII

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1. RULES OF THE COMPETITION

The tournament shall be conducted in accordance with the current Rules of Hockey by the F.I.H. except as listed in these regulations

2. PARTICIPANTS

- 2.1 A maximum of 18 (eighteen) players per team may be entered by each team.
- 2.2 In the case of withdrawal of one or more teams:
 - (a) An alternate team can be added at the prerogative of the Tournament Committee.
 - (b) Pools can be re-drawn before start of the tournament in which case all participating teams will be notified accordingly prior to the tournament commencing.
- 2.3 Only the team coach, trainer and a certified medical doctor, if present and wishing to be authorized to sit on the team bench will be allowed to do so. No other person, supporter or relative will be allowed to be present at the team bench before, during and after matches.

3. UMPIRES

- 3.1 Umpires will be assigned for matches at the discretion of the Umpires Manager.
- 3.2 A team official of a participating team is not permitted to be a technical officer of any match in the same pool as his team during pool matches and in the playoffs if his/her team is in the playoffs.

4. ENTRY FORMS / ROSTERS

- 4.1 Entry forms must be received from the participating teams by the California Cup Committee no later than April 1st in the year of the tournament.
- 4.2 Since the Super Divisions are by invitation, entries received before the deadline are not automatically guaranteed acceptance.
- 4.3 The entry form must include the names of up to 18 players on their team's roster.
- 4.4 Tournament Team rosters can be changed / amended up to an hour before the team's first match.
- 4.5 Rosters cannot be changed / amended once the team has less than an hour to go before their first match.
- 4.6 Teams that have not stated the maximum number of players on their roster may add players to their roster up to the maximum allowed in the preliminary round of pool matches and not in the playoffs.
 - (a) Players names must be on a team's roster on the match sheet submitted to the technical officials before the start of the match in order to participate in that match.
 - (b) Once a match has begun, player names may not be added to a team roster on the match sheet submitted to technical officials before the start of the match
- 4.7 Teams must state the name of the team manager on their entry forms.
- 4.8 Teams must state the name of the team coach, trainer and medical doctor, if present and wishing to be authorized to sit on the team bench.

5. PRE-TOURNAMENT BRIEFING MEETING WITH THE TOURNAMENT DIRECTOR

- 5.1 The Tournament Director at his/her prerogative may conduct a Super Divisions Managers Meeting at a time and place determined by the Tournament Director. If a meeting is not conducted, the Tournament Director must communicate either via mail or email all necessary information necessary for the success and safety of the tournament teams and secure signed acknowledgements from all teams acknowledging receipt of the Tournament Regulations and the Code of Conduct.
- 5.2 Team managers and/or team coach must attend the meeting. In case both the team manager and coach are not able to attend due to unavoidable circumstances, then

- that team manager or coach must sign an official document declaring to have received from the Tournament Director all relevant information as communicated during the meeting. The team manager / coach must deliver the signed document to the Tournament Director before the first match of their team in the tournament.
- 5.3 Team managers / coaches must bring to the meeting samples of the clothing of their field players (primary and alternate colors).
 - 5.4 On request, team managers must provide proof of identification of their players if required by the Tournament Director at any time before or during the tournament for the purpose of identity verification of team personnel.
 - 5.5 The Tournament "Code of Conduct", established to create awareness and accountability for the promotion of the game of hockey amongst the participants of the tournament, will apply and a copy of it must be signed by the team managers or coaches at the meeting.
 - 5.6 A local contact phone number for all team managers will need to be provided at the meeting as well as their hotel and room information.

6. TEAM CLOTHING/EQUIPMENT

- 6.1 There are no restrictions on Sponsorship Advertising on Player Jerseys so long as the advertising does not include any objectionable words or images as determined by the Tournament Director and does not conflict in obscuring the numbers on the backs of player jerseys.
- 6.2 Each player must wear their team uniforms and colors as specified on the teams tournament registration forms.
 - (a) Player's jerseys must have numerical numbers on the backs of their shirts.
 - (b) Numbers must be filled and not outlined and be visible from across the length of the field.
 - (c) Each field player's number must remain the same throughout the tournament.
- 6.3 If in the opinion of the Technical Officials for the match, the colors of two opposing teams might lead to confusion, one of the teams must change colors. This team will be chosen by the toss of a coin if an amicable settlement is not possible.
- 6.4 Goalkeepers must wear a different colored jersey from that of their own team and that of their opponents. The jersey cannot be white color.
- 6.5 Each goalkeeper's number must remain the same throughout the competition. This number must appear in filled (not outlined) and in distinctive numerical figure(s) and must remain constant throughout the tournament.
- 6.6 Teams alternate jerseys should be with each team at all times involved in a match for emergencies.
- 6.7 All players must be uniformly and neatly dressed at all times during a match as determined by the Technical Officials of the match.
- 6.8 Shin guards and mouth guards while not mandatory are highly recommended.
 - (a) Shin guards if worn must be worn inside the socks, at all times during a match.
- 6.9 Players are permitted to wear a face mask while defending a penalty corner provided that the face mask has a smooth surface and fits flush with the face.
- 6.10 Players are permitted to wear a soft face & head protection for medical reasons and must notify the Tournament Director prior to the player's first match.
- 6.11 Players must not wear anything that is dangerous to other players.
- 6.12 No player on the field during play will use or be equipped with any device to receive communications.
- 6.13 The goalkeepers leg guards, kickers and hand protectors may not be white color.
- 6.14 Players shoes may not be green color
- 6.15 Any player(s) may be required make their hockey sticks and goalkeeping equipment available to the Technical Officers before, during or after their match(es) to ensure legality.
- 6.16 Technical Specifications of all playing equipment must meet FIH requirements as listed in the 2009 edition of the Rules of Hockey. It is the individual responsibility of the teams to ensure that all goal-keeping and player equipment meet these

requirements. Any violations of these requirements by any player will result in a red card for that player from the match and an automatic one match suspension of the player(s) next match regardless of whether the next match is a Semi-final or Final.

7. COMPOSITION OF A TEAM

- 7.1 Before every match, each team manager must indicate his/her team's starting lineup including the captain and goalkeeper(s) for the match, excluding any player who has been suspended from playing by the Tournament Director or Disciplinary Committee to the Technical Officer for the match.
- 7.2 The remaining players, with the exception of suspended players if any, may warm-up and practice with their team up to 2 minutes prior to the scheduled start time of the match.
- 7.3 All suspended player(s) may not warm up with their team before their team's match and may not be present at their team bench during their team's match.
- 7.4 A nominated player who becomes incapacitated during warm-up or practice may be replaced by another player in the starting lineup. The team manager must notify the Technical Officer on duty accordingly.
- 7.2 Each team must have a captain, on the field of play at all times. A captain who is substituted must appoint another player as captain while he/she is on the bench.
 - (a) A captain must wear an arm band available at the technical officer's bench during their match.
- 7.3 Each team must field a minimum of 8 players.
- 7.4 In case a team is unable to field a minimum of 8 players, the opposing team will be considered as having won the match by a score of 3-0, or by the score when the match was discontinued, whichever of the two scores will be more advantageous for the winning team.
- 7.5 A team can elect to field a goalkeeper on the field with full protective equipment or only with protective headgear and a different color jersey or play entirely with field players in which case no player has goalkeeping privileges.

8. SUBSTITUTION OF PLAYERS / GOALKEEPERS

- 8.1 Any team wishing to substitute a player may do so at any time subject to substitution guidelines as listed below.
- 8.2 Any player nominated by the team manager to enter as a substitute, shall do so near the vicinity of the center line of the field of play except goalkeepers who may substitute near the goal from the end line.
 - (a) If a field player, he/she will attract the attention of the player to be substituted, and the substitution will be carried out under the supervision of a technical official on duty, without stoppage of time.
 - (b) If a goalkeeper, the substitution will be supervised by the umpire(s).
- 8.3 Any player with a bleeding injury must 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.
- 8.4 All incoming substitute goalkeepers must be fully dressed in goalkeeping equipment unless the team wishes to play with a goalkeeper with protective headgear only or with field players only.

9. ADMISSION TO THE FIELD OF PLAY

Teams are not allowed to warm up on the sidelines of the field while another match is in progress. Teams can only step on the turf field for their next match after the previous match has concluded. All teams are requested to vacate their team benches as soon as possible after their match is over as the time between matches is very limited.

- 9.1 All team personnel must enter & exit the turf field from the side gate located on the right of the team benches ONLY! Under no circumstances are team personnel allowed to walk across the turf field before, during or after matches.

- (a) Team personnel may only enter through the side gate during the second half of the match in progress and must remain on the grassy area away from the team benches until the match in progress is over.
 - (b) All Team personnel must exit the team benches immediately after the conclusion of their match & move to the grass area next to the exit gate and must exit the turf field before the conclusion of the 1st half of the next match.
- 9.2 The team coach or trainer may not enter the field of play at any time under any circumstances without the explicit approval from the Technical Officers on duty.
- 9.3 The team officials and substitute players plus the team medical doctor, if registered, must remain at the team bench during regulation time, including time stoppages, unless the Technical Officer on duty or umpire(s) direct otherwise or when following substitution procedures. The team manager, who is responsible for the conduct of all persons occupying the bench, must be present on the bench during the match.
- 9.4 All team officials and substitute players must remain under the covered bench area or the paved area in front of it. They are not allowed to step on to the turf next to the sidelines unless the Technical Officer on duty or umpire(s) direct otherwise or when following substitution procedures.
- 9.5 Vocal communication by team officials and/or players on the team bench must not in any way be directed at the technical officials seated at the table, the umpires and/or the players of the opposing team. The Technical Officer on duty, after warning a team manager of acts of misconduct by a person or persons on that team bench is empowered, should misconduct continue, to order that person or persons involved to vacate the team bench immediately for the remainder of the match. Further disciplinary action may be taken by the Disciplinary Committee after the match, based upon the circumstances.
- 9.6 No incapacity treatment will be permitted on the field of play.
- (a) If a player becomes incapacitated on the field of play, one of the umpires may stop the match and assess whether or not the player requires attention from the team bench.
 - (b) In the case of an injury to a field player, the umpire may authorize the registered team medical doctor or, if a team does not have such registered officials, the on-duty trainer, to enter the field of play to assist and remove the player concerned from the field of play as soon as it is safe to do so.
 - (c) In the case of an injury to a goalkeeper, the umpire may authorize the registered team medical doctor or, if a team does not have such registered officials, the on-duty trainer, to enter the field of play to assess and as appropriate provide brief treatment or remove the goalkeeper concerned from the field of play as soon as it is safe to do so.
 - (d) If any person from the team bench and/or the on-duty trainer enters the field of play to attend to a player 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.
 - (e) Since the tournament is on an extremely tight schedule, time will only be stopped in instances where it would be injurious to a player if he/she were to be removed without proper medical assistance.
- 9.7 If a player sustains an injury which causes bleeding then that player must leave the field of play as soon as possible and must not re-enter until the bleeding has ceased and the wound is adequately covered. Blood stained clothing must be replaced and equipment cleaned before re-entry to the field of play.
- 9.8 No liquid or other refreshments may be consumed on the field of play. Any player wishing to consume refreshments during a match, including during time stoppages, must leave the field of play and is permitted to re-enter but, not within the 25 yards lines and the back lines. A goalkeeper may leave and re-enter the field of play only adjacent to the goal.
- 9.9 Team officials and players may leave the technical facility area surrounding the field of play during half time only but, in doing so players must leave their sticks and all of the goal-keepers protective equipment at or near the team bench.
- 9.10 Any player(s) receiving a yellow card(s) will exit the field and serve their suspension

in front of the technical table until summoned back by the umpire(s).

- 9.11 Any player(s) receiving a red card(s) will exit the field in an expedited manner and shall not return to the team bench for any match(es) until he/she has served any suspension levied by the Tournament Disciplinary Committee.

10. DURATION OF MATCHES

- 10.1 Due to the tight schedule, there will be no real time timeouts unless:
- (a) In the opinion of the umpires, intentional interruption is being carried out by a team member(s) for their team's advantage in reference to the outcome of a match.
 - (b) The player feigning injury will also be subject to disciplinary action.
- 10.2 Time will be stopped for all penalty strokes awarded by the umpires during matches.
- 10.3 All pool & positional matches to determine final positions shall consist of a regulation time of two periods of 25 minutes each, separated by an interval of 5 minutes.
- 10.4 Semi-Finals, 3rd Place & Championship matches shall consist of two periods of 35 minutes each.
- 10.5 If the score is still equal at the end of regulation time (applicable in playoff matches only), a penalty stroke competition will be played to establish the winner of the match.

11. INTERRUPTIONS OF A MATCH

If a match is interrupted by the umpires or technical officials (e.g. because of weather or field of play conditions), the match must be resumed as soon as possible (not necessarily on the same field of play, time or on the same day) as required by the Tournaments Director, under the following conditions:

- 11.1 The match must be completed up to the regulation full time if at all possible as determined by the Tournament Director. The score on the resumption will be the same as at the time the interruption took place.

12. TIME-KEEPING

- 12.1 Time-keeping will be controlled by the technical officials on duty who will be responsible for signaling the end of the periods of regulation time at half time and at the end of matches.
- 12.2 In the case of an extension of any period of regulation time to permit the completion of a penalty corner, the umpires will signal the end of that period.
- 12.3 The umpires must blow a whistle to start or re-start the match; they must also signal to the technical officials on duty every stoppage they may order and the subsequent re-start.

13. DISCIPLINARY CARDS / DISQUALIFICATION / FAILURE TO PLAY

- 13.1 Accumulation yellow cards:
- (a) Any player accumulating more than 3 yellow cards in pool matches will be automatically suspended for the next match (including semi-final or placing match).
 - (b) The accumulation of yellow cards rule will not apply in all semi-final & placing matches.
- 13.2 Red Cards
- (a) Any player receiving a red card will be automatically suspended for the next match (including placing, semi-final and final match)
 - (b) Any player receiving a red card can be further disciplined by the tournament disciplinary committee which can include a monetary fine and/or further suspension and/or permanent suspension from the tournament.
- 13.3 During the pool matches:
- (a) A team either disqualified or refusing to play or fails to complete a match shall be deemed to have withdrawn from the tournament.

- (b) If a team so withdraws from the tournament, any matches it has played until then, as well as all the matches it has still to play, will be recorded as a 0-3 loss and that team shall be ranked last in the pool (and in the tournament). The pool points table will be corrected accordingly.
- 13.4 During the classification matches:
- (a) A team either disqualified or refusing to play or to complete a match will be deemed to have withdrawn from the tournament at that stage and to have lost the match in question.
- (b) The team will be ranked last in the tournament and will not receive, or will not be allowed to keep any medals and trophies to which it was entitled or which it had already received.
- (c) All teams ranked below the team at the time of the withdrawal will be advanced by one place in the final ranking. Where appropriate after such revision of the ranking, the next highest ranked team(s) at the time of the withdrawal will be awarded any medals and trophies as appropriate.

14. COMPETITION FORMAT

- 14.1 There will be two pools of 4 teams each in the Mens Division. Womens Division consists of one pool with 6 teams. The Tournament Director reserves the right to re-arrange the composition of the pools prior to the start of the tournament if it is deemed necessary.
- 14.2 All the teams will play against each other in their pool, and the following points will be awarded for each match:
- three points to the winner
 - one point to each team, in the event of a draw
 - zero points to the loser

- 14.3 Playoffs teams will be determined after all pool matches have been concluded as follows:

Mens Division

- (a) The first placed team in each pool shall play the second placed team from the other pool in the two semi-finals.
- (b) The winners of the two semi-finals will play in the Championship match.
- (c) The losers of the semi-finals will play for 3rd & 4th place.

Womens Division

- (a) The two teams finishing 1st and 2nd after all pool matches have been played shall play in the Championship match.

- 14.4 Final tournament rankings for teams that did not finish as the top two in their pools will be determined as follows:

Mens Division

- (d) Teams finishing 3rd in their pools at the end of pool play will play the teams finishing 4th in the opposite pool.
- (e) The winners of the matches in 14.4 (d) shall play for 5th Place.
- (f) The losers of the matches in 14.4 (d) shall play for 7th Place.

Womens Division

- (g) Teams finishing between 3rd to 6th in their pools at the end of pool play will not be scheduled to play and their ranking will be based on the results of their pool matches.

15. RANKING WITH FINAL CLASSIFICATION PLAY-OFF COMPETITION

Teams will be ranked according to the number of points each has accumulated in the round-robin pool competition.

- (a) If at the end of the pool matches two or more teams have the same number of points for any place, these teams will be ranked according to their respective number of matches won.
- (b) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference ("goals for" minus "goals against"). A positive goal difference always takes precedence over a negative one.
- (c) If there still remains equality among two or more teams, then these teams will be ranked according to their respective number of "goals for".
- (d) Should there still remain equality among two teams, then the result of the match played between those teams will determine the ranking of the tied teams.
- (e) If more than two teams are involved in a tie, then a ranking based upon the results of the matches among (only) them shall determine their respective positions.
- (f) Should there still remain equality among two teams, then the matter will be settled by a penalty stroke competition between those teams. (Time & Place to be determined by the Tournament Director)
- (g) If more than two teams are involved, then a coin toss will determine the final standings.

16. PENALTY STROKE COMPETITION

- 16.1 (a) Five players from each of the two teams as chosen by their respective team managers from the players listed for that match, except as excluded hereunder, shall take a penalty stroke alternately against one and the same defending goalkeeper of the other team unless the latter has been incapacitated and replaced, making a total of ten penalty strokes, five for each team. The players must take the penalty strokes in the same sequence as the list of five players nominated and communicated by the team managers to the Technical Officer on duty prior to the start of the penalty stroke competition.
- (b) No player who has been suspended by the Disciplinary Committee or Tournament Director, or in the case of a classification match, has been permanently suspended (red card) by the umpires during that same match, be eligible to take part in a penalty stroke competition.
- (c) If during a penalty stroke competition a player (either a stroke taker or a defending goalkeeper) is suspended, then that player shall take no further part in that penalty stroke competition and, unless a defending goalkeeper, cannot be replaced.
- (d) If a stroke taker, any stroke the player would have been entitled to take will be counted as no goal. If a defending goalkeeper, the replacement may only be from one of the nominated stroke takers. The player replacing the defending goalkeeper may continue to take penalty strokes but, when required to defend penalty strokes, must wear protective headgear. This player may also wear other approved protective equipment.
- 16.2 The umpires, after consultation with the Technical Officials on duty, shall choose the goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke. The team having scored or been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.
- 16.3 In the event of an equal number of goals having been scored or awarded, a second series of penalty strokes (sudden death) must be started with the same players, subject to incapacitated defending goalkeeper(s) being replaced, and shall cease after a team shall have scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team. That team shall be the winner of the second series.

- (a) The sequence of stroke takers does not need to be the same as in the previous series and the team manager has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke.
- 16.4 The team whose player took the first penalty stroke of the first series must defend the first penalty stroke of the second (unlimited) series.
- 16.5 Only the team managers, defending goalkeepers and nominated stroke takers may enter the field of play during a penalty stroke competition. These persons will remain outside the 25 yards area unless a player is authorized by an umpire or technical officer on duty to take or defend a penalty stroke.

17. PROTESTS & APPEALS

- 17.1 If a team manager wishes to lodge a protest at the end of a match or at the end of a penalty stroke competition or for any other reason, then such a protest must be in writing (protest forms will be available at the technical officials table) and handed to the Technical Officer on duty, within 30 (thirty) minutes of the conclusion of the match in question or of the penalty stroke competition and declaring the intention to do so immediately under the signature when signing the match or penalty stroke competition report. If the text of the protest is not received in writing prior within 30 minutes, then it will be deemed that no protest has been registered.
- 17.2 (a) A protest must be accompanied with a deposit of US\$200 cash only. Failure to do so will result in the protest considered void.
- (b) The deposit will be forfeited to the California Cup Organizing Committee unless the protest is upheld.
- 17.3 The Tournament Appeals Committee will render a decision in writing to the protesting team no later than one hour after the official written appeal is received.
- 17.4 If the protest is turned down, the protesting team can appeal the decision to the California Cup Executive Committee. All appeals (appeal forms are available from the Tournament Director) must be in writing and must be handed to the technical officials within 30 minutes upon receiving the written decision of the Appeals Committee.
 - (a) The appeal form must be accompanied with a deposit of US\$100 cash only. Upon failure to do so, the appeal will be considered void.
 - (b) The deposit will be forfeited to the California Cup Organizing Committee unless the protest is upheld.
 - (c) If the appeal is upheld, the appeal deposit of \$100 will be refunded along with the protest deposit of \$200.
- 17.5 The California Cup Executive Committee will render a decision in writing and make it available to the appealing team no later than one hour after receiving the appeal.
- 17.6 The decision of the California Cup Executive Committee is final and binding.

18. FINAL WORD

The Tournament Director will have the authority to postpone, re-schedule or cancel any match as necessary for safety of the players and spectators or for any other unforeseen circumstances. Decisions of the Tournament Director shall supersede any rule stated in these regulations if deemed to be in the best interests of fair play and in the best interests of the tournament.

Any team/player affected by the decision of the Tournament Director may appeal the decision to the California Cup Executive Committee in writing with a \$100 cash deposit within 30 minutes after the TD's decision is made known to the team/player.

The Tournament Director shall ensure that all participants abide by the Tournament Code of Conduct and shall have authority to suspend for one or more matches, players, team officials and other officials who, in the opinion of the Tournament Director, are guilty of misconduct before, during or after a match wherever that misconduct occurred. Such suspended persons may not enter the field of play, or the technical facility areas (including the team bench)

surrounding the same during the match(es) of suspension until the match(es) is/are finished.

- END -