

[WOMEN'S BALL HOCKEY] RULES & REGULATIONS

GENERAL

- The referee's ruling on a play is final.
- The Al-Wahda Tournament Committee Officials reserve the right to modify these rules at any time.
- The Al-Wahda Tournament Committee Officials reserve the right to eject anyone, player or spectator, for inappropriate conduct.
- The Al-Wahda Festival has a zero-tolerance drug and alcohol policy for all participants and guests.

GAME FORMAT

- 3 vs. 3 plus a goalie. Teams must have a minimum of three players (two players and one goalie) to start the game. 8 players maximum allowed per team.
- Round robin and Playoff games will be two 15-minute periods run-time, with a 5-minute halftime break.
- Teams will switch sides between periods. □
- There will be stop time in the last 2 minutes of the game if the goal differential is 3 or □less.
- If a team chooses to pull their goalie and play with 4 attackers, players must stand outside □of the goalie crease. □
- The goalie cannot cover the ball outside of the goalie crease. □
- Games will be played using a floating offside rule (the ball must cross the offensive blue □line before players enter the zone, players may remain in the offensive zone until the ball crosses the red (centre) line).
- Teams are allowed one 30 second timeout per game. The clock will stop for the timeout.

EQUIPMENT

- All players must wear shin pads, running shoes, gloves, eye protection (goggles or helmet) and their jersey/pinnie. □
- Helmets with full facemask and goalie equipment are mandatory for all goalies. □
- It is highly recommended for all players to wear a helmet with facemask to avoid severe □injury. □

- Players are NOT allowed to play without the mandatory equipment. □

FORFEITS

- A team is considered to forfeit a game if the minimum number of players is not met within 5 minutes of game start time. □
- Any forfeit will result in an automatic 5-0 loss and a loss of a point in the standings. □

REFEREE

The Referee has the authority to end the game before the scheduled time, due to any of the following: the game is deemed out of control, arena conditions deemed unsafe, Arena rental time has expired due to delay of game by participating teams. The final score will be taken as is.

STANDINGS

- During the round robin games if a game finishes in a tie after regulation time, both teams will receive one point.
- If a playoff game is tied at the end of regulation time, both teams will play a 5-minute sudden death overtime period and then a shoot-out. The shoot-out will consist of three players from each team taking a penalty shot. If after three shots from each team the teams are still tied, then shootout will continue in a sudden death format until a winner is determined.□
- Tiebreak in points in the standings will be resolved in the following order: Wins, Head to Head, Goal Differential, Goals For.

PENALTIES

- Penalties will result in a penalty shot for the non-penalized team.
- Penalty shot will be taken by the player who was directly impacted by the penalty. If a bench minor is called, any player on the team can take the penalty shot.
- Penalties will be called under the following circumstances:
 - Too many people – a team has more than 4 players (including goalie) on the floor
 - Stick/equipment from the bench is obstructing play
 - Heckling the referee/arguing call from the floor, bench, penalty box, or by ejected player
 - Throwing anything from bench onto playing area

- Cross-checking – Is defined as checking/hitting an opponent with the stick while held with both hands and no part of the stick is on the floor
- Delay of Game - A player other than goalie closing their hand on the ball or A player deliberately falling onto or corralling the ball in order to stop play or holding up play for any other unjustifiable reason
- Elbowing – When a player hits an opponent with his elbow
- High-sticking – Any time a player’s stick is above their waist whether they are taking a shot or not
- Holding – Is defined as grabbing an opponent’s body, clothing, equipment or stick using your hands or stick in order to prevent the opponent’s progress
- Hooking – Using your stick as a hook to slow down an opponent
- Tripping – Using your stick or body to take down an opponent
- Goalie Interference – Physically impeding the goalie’s ability or checking the goalie while the goalie is in their crease. If the goalie is outside his crease to play the ball, then they are considered to be a “player”
- Slashing – Swinging your stick, using one or two hand, at an opponent regardless of whether or not contact with the opponent’s body, or equipment is made. This includes any swing that breaks your or an opponent’s stick.
- Swearing – Using obscene, profane or abusive language whether directed to a teammate, an opponent, the referee, or any spectator. A penalty will be called even if it is not directed to anyone.
- Any roughing, body-checking, fighting, interference, or unsportsmanlike conduct will result in a penalty, possible ejection from the game.
- An automatic ejection will occur if a player takes 3 penalties in a game.
- Any contact to the head will result in an automatic ejection