

2014 Winter League

League Rules/Game Format Reference Sheet

League Games Format:

- **Game Time:** Games will start PROMPTLY at the scheduled time. Each team is responsible for arriving on time with appropriate numbers each week. Forfeited or shorted rosters are highly frowned upon.
- **Seven Aside:** Games are played 7 vs 7 (6 field players and 1 GK). **Goalkeepers are recommended for each team. *Note:* There will be no sharing of players between teams in the same Division without approval from the RUSH Board. Players can be brought up from Division two to Division one with approval from the RUSH Board. No exceptions.
- **Duration of Match:** 2 x 22 minute halves, 3 minute halftime, No overtime.
- **Pool Play Points:** Win=3, Tie=1, Loss=0, Tie-breaker: Points, Head to Head, Goal Against, Goal Diff and then Goal For.
- **5 Pools of 4 teams,** each team will be everyone in their pool.
 - **Championship Bracket** - Winner of their pools, plus 3 Wildcard Teams (based on record) will be moved into two groups, play everyone in their group. 1th - 4th Place Teams crossover and 5th - 8th Place Teams crossover (based on record). Classification matches.
 - **Consolation Bracket** - The other 12 teams will be pooled into two groups, play everyone in their group, (Classifications will be based on record)
- **League Rules:**
 - We will be playing a modified indoor game. The ball can be played off the boards like traditional indoor and all balls crossing the end line, will go to the defending team. The ball will be able to be played 3D as long as it does not endanger the defender.
 - No hitting the ball. Sweep, reverse sweeps, push pass, flick, overhead and slap hit are primary distribution methods. (ie. Outdoor style hitting is not permitted).
 - Self-start will be played in all games, (on a free hit, it is the option of the team with the ball to either pass in from the free hit or take the ball dribbling by self starting). The ball must be stopped and placed in the vicinity of where the foul occurred. Defending players must give 3 yards. Free hits inside 3 yards from the circles edge will be brought back to the red dots. All players have to be 3 yards from free hit. The ball will have to travel 3 yards or touch by another player before entering the circle.
 - **Scoring:** A goal is scored when the ball is played completely over the goal-line and under the cross bar. (A goal may be scored when the ball has been touched by an attacker or defender (including a goalkeeper) inside the circle.
 - **Penalty Corners:** All members of the defending team (including GK) position themselves behind the back-line to defend against the penalty corner. Only the GK is allow to position herself inside the goal. All other defenders must be outside the goal on the side furthest from where the ball is being put into play. Once the ball is pushed out, before a goal can be awarded, the ball must first travel outside the circle.

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Manager/Coach/Player Information:

- Saturday Games: First game teams bring out goals. Last game teams please leave blue tape & goals on courts for Sunday morning games.
- Sunday Games: Last game teams return goals.
- Every player should have a Student Id or Drivers License each week for roster checks
- Each team bring pinnies or alternate shirt color (light & dark).
- First team listed is the HOME team (white jersey) and must provide orange ball.
- Second team listed is the AWAY team (colored jersey or pinnie).
- Report scores and initial score sheet to official on east/west court immediately following each game.
- Court Shoes: No black soles, cleats or turfs.
- Escondido Sports Center Directions: I-15, exit Via Rancho Parkway (East). Go Left at Kit Carson Park Road. The Escondido Sports Center is located on the left.

League Contact Information: Brian Schledorn - sdcoach@rushfieldhockey.org

****Goalkeepers are recommended. If a team chooses to play without a goalkeeper, then the following rule as stated from the FIH Indoor Rules will apply:

a field player with goalkeeping privileges wearing a different color shirt and who may wear protective headgear (but not leg guards and kickers or other goalkeeping protective equipment) when inside the half of the pitch they are defending; they must wear protective headgear when defending a penalty corner or penalty stroke; this player is referred to in these Rules as a player with goalkeeping privileges.