

HOCKEYCARNIVAL

Mar 30th - Apr 28th

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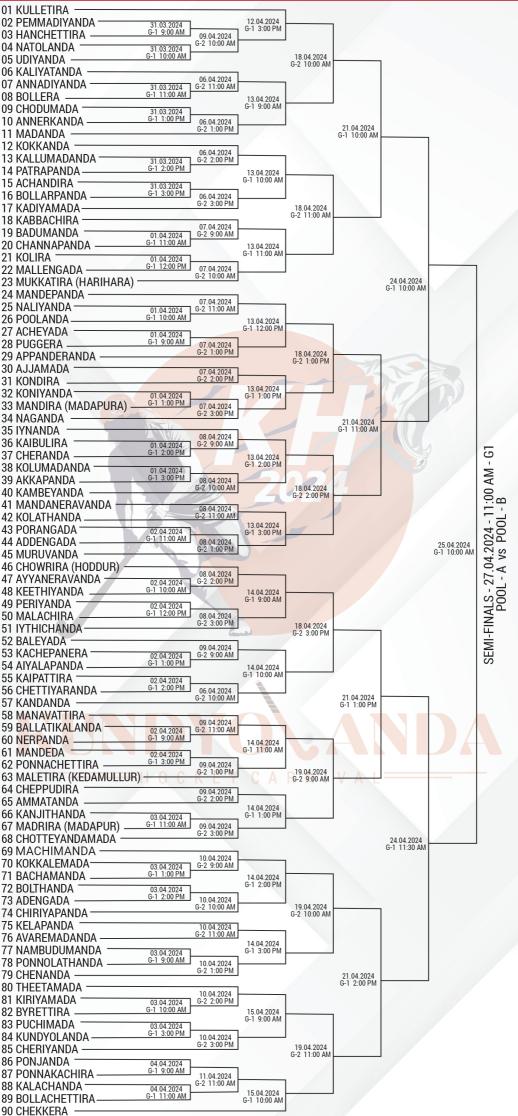
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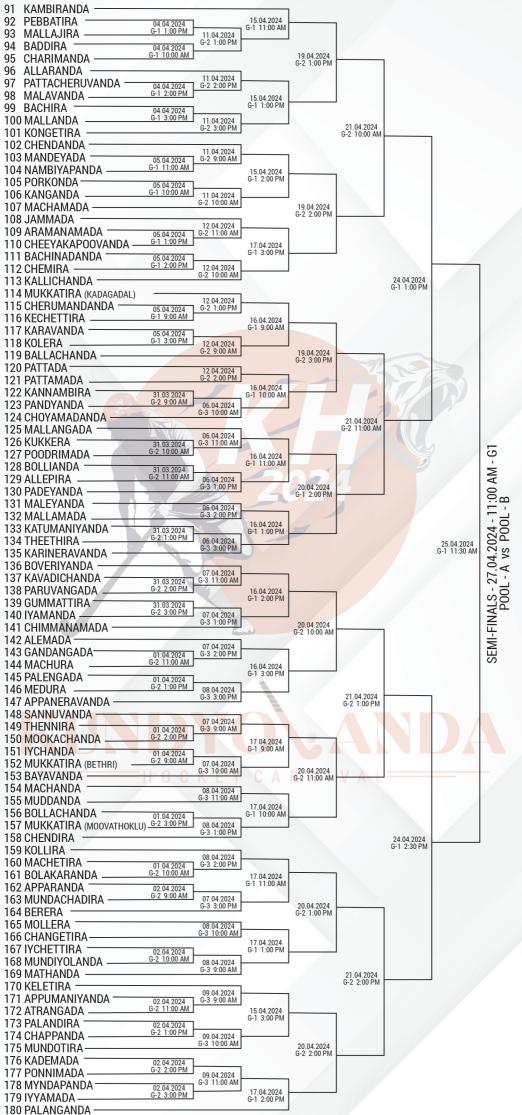
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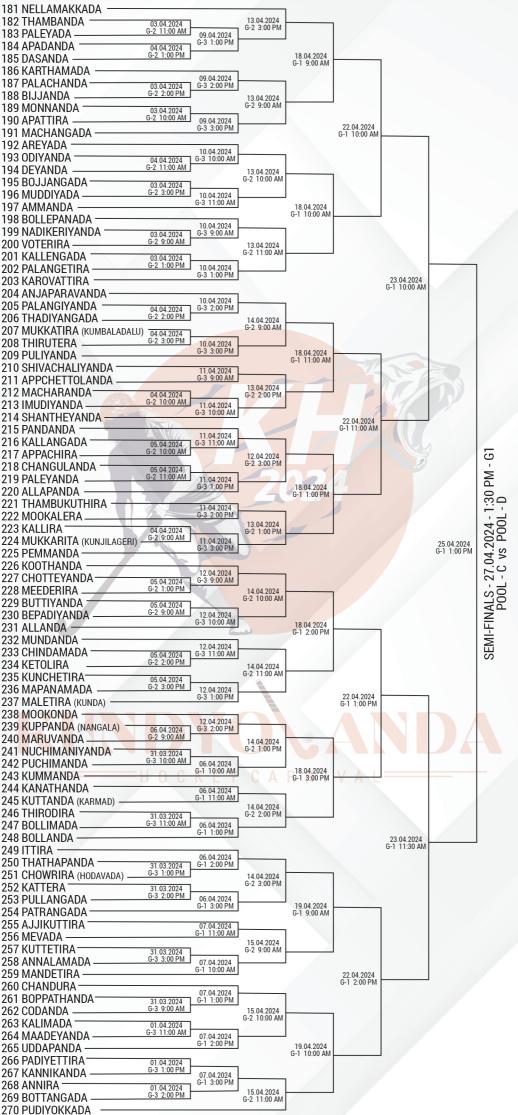




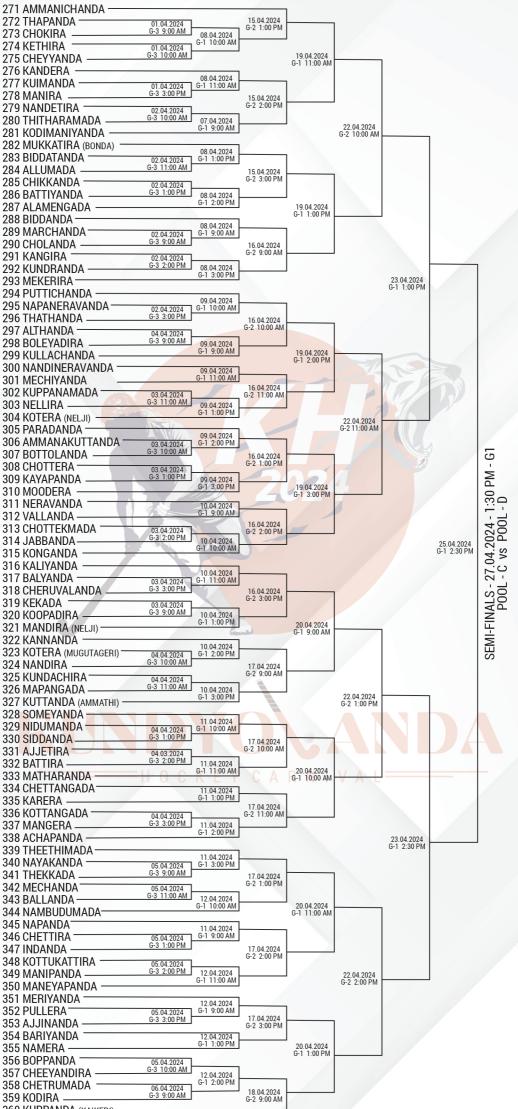












360 KUPPANDA (KAIKERI)

RULES & REGULATIONS

The matches will be played under the rules and regulations of FIH and Hockey India

1. PLAN OF THE CHAMPIONSHIP:

- a. 1-to 4-round, the matches will be played in a duration of 20-5-20 and no extra time Direct Tie-breaker.
- b. From Pre quarter finals, matches will be played in a duration of 15-2-15-10-15-2-15 and no extra time. Direct Tie breaker.
 c. In case of scores are level, penalty shootout competitions of 8 seconds rules will be applicable and the winner will be decided.
- d. Any protest during the matches, the match will continue. No stoppage of play. The manager will have the authority and no other officials or team players are allowed to speak.

COMPOSITIONS OF THE TEAMS:

A maximum of 18 players may be included by a team in a match where 2 must be goalkeepers wearing full protective equipment. If one of the goalkeepers gets injured during the tournament, the team can continue to use 17 players including only 1 goalkeeper. If team chooses not to include a second goalkeeper in the 18 players, they are limited to using 16 players in a match.

2. REPORTING TIME TO THE MATCHES:

The team should report at least one hour before the scheduled match.

3. TEAM CLOTHING, COLORS AND EQUIPMENT:

The shirt numbers 1 to 32 shall be displayed visible on the back of the shirt and the numbers will remain constant till the end of the competition. Goalkeepers will have the number printed/stuck in the front and back of their shirt. Each team will wear their own colors. In case the color of the playing teams leads to confusion, then by the opinion of the umpires and the tournament directors, either of the teams (by way of toss) will be required to change and wear different colored shirt/bib. The goalkeeper will wear a distinctive color (different from that of the team members and opponents). Goalkeepers must wear protective head gear at all times during the match. Players must wear shin guards, worn inside their socks at all times. Team managers must take responsibility of their teams to maintain proper clothing and uniformity. Managers are requested to get the equipment and the sticks of the goalkeepers and players checked 10 minutes before the start of the match.

4. STARTING LINEUP:

Each manager must indicate before every match the 11 players who will be in the field of play and the 7 players who will sit on the team bench at the commencement of the match, including Captain (C) and Goalkeeper (GK) to the technical officer of the match. Once the list is submitted to the Technical Table, it is considered as final and there would not be any room for changes. A player nominated to a game who becomes incapacitated during the warm up period may be replaced by a player whose name appears on the team entry form upto 10 minutes prior to scheduled start time of the match by the team manager notifying the change to the T.O. on duty.

To minutes prior to schedule start time of the match, the team manager shall be responsible to ensure that any suspended player for the game remains outside the team bench area / technical facility until the match is over.

5. DURING THE MATCH:

a. Captain: Each team must have a Captain (who must wear a distinctive arm band or a ribbon) on the field or on the team bench during the match. The Captain is responsible for the behaviour of the players on the field of play. A replacement Captain must be appointed if the appointed Captain is suspended.

b. Composition and Control of the Team Benches: +The team manager (or stand in manager), coach and the nominated substitute players of the match up to a maximum of 7+2 are permitted to sit on the bench. + It is compulsory for the team manager (and if the team manager is suspended or incapacitated, the stand in manager) who is responsible for the good conduct of all persons occupying the team bench, to be present at all times during the match and occupy the seat nearest to the technical official's table. + Verbal communication must not be directed to the technical table, umpires or members of the opposing team. The technical officier is empowered to order any person committing acts of misconduct to leave the team bench and stay away for the remainder of the match.

c. Admission to the Field of Play: No one except the players and umpires properly engaged in a match may enter the field of play during the match. No one will enter the field of play without prior permission of one of the umpires. THIS RULE SHALL BE APPLIED STRICTLY EVEN IN CASE OF INCAPACITIES. THE TEAM COACH MAY NOT ENTER THE FIELD OF PLAY AT ANY TIME.

d. Incapacity Treatment: NO TREATMENT FOR INCAPACITY IS ALLOWED ON THE FIELD OF PLAY

• Only the registered team Doctor and or Physio is allowed to enter the field of play with the permission of the umpires. in the absence of either the team manager and the on duty tournament doctor may enter if authorized by the umpire. • If any person from the team bench or duty doctor enters the field of play to attend to the player without material for treatment other than a goalkeeper that player must leave the field of play and return to the team bench area for minimum of 2 minutes. The 2 minute, will not be managed by the technical officials on duty. The player required to leave the field may be substituted. However, there shall not be any substitution during the award of penalty corner. • A player with an Injury causing bleeding will have to leave the field of play and shall not re enter until the bleeding has seized, the wound adequately covered and his clothing and his bloodstains has been replaced.

e. Substitution: • Each team is permitted to substitute any player during the match except after the award of the penalty corner and during the playing time of the penalty corner unless defending goalkeeper is incapacitated and has to leave the field of play or is suspended in which case the replacement goalkeeper enter the field of play immediately. • A Substitute player may not enter the field of play until the player of the same team substituted has left it. • If a goalkeeper is being substituted then substitution will be supervised by the umpires and time will be stopped. • The team manager is responsible for ensuring a proper substitution and must ensure at all time that there are no more than 11 players on the field of Play. • The interval at half time will be 5/10 minutes. • Team officials and players may leave the technical facility areas surrounding the field of play during half time, but must leave their sticks and goalkeeper hand protectors and head gear at the team bench and must return not less than 2 minutes before the match is due to restart. • The TD or technical officer on duty has the power to modify the duration of half time in case of adverse weather conditions or field of play watering requirements and to interrupt the match in case of thunderstorm with lightning. **f. Post Match**:

a. Signing the match report: At the end of match or penalty shootout competition (if any), the team manager has to sign the relevant report without delay. Please ensure that all the details are checked - goal score card, final score before signing the form. In case of protest proceed in accordance with the tournament regulation. PLEASE NOTE THAT NO PROTEST MAY BE MADE TO OR CONSIDERED BY THE TD FROM THE DECISION OF ANY UMPIRE DURING THE MATCH. If any team wishes to lodge a protest for any other reason its managers must submit a return protest within 10 minutes after the completion of the match and handover to the T.O. on duty along with Rs. 3000/- (Rupees Three Thousand) as protest fee. Refundable only if the protest is right. The tournament committee or jury will decide the protest and communicate the decision to the concerned team within 2 hours after the end of the match.

b. Leaving the bench area: As the tournament schedule is extremely tight cooperation of the teams in vacating the team benches within 10 minutes of the completion of the matches will immensely help the smooth running of the tournament. Team for the next game must not enter the team bench area until the leaving team has vacated the area.

g. General:

Green card - Yellow card suspension : Player receiving a green card shall be temporarily suspended for 2 minutes which time shall start only when the player is seated at the technical table area. However, the match shall be immediately restarted by the umpire following the issue of the card. Player receiving green card shall be temporarily suspended for a minimum of 5 minutes which time shall only start when the player is seated at the technical table area. However, the match shall be umpire following the issue of the card. Player receiving green card shall be temporarily suspended for a minimum of 5 minutes which time shall only start when the player is seated at the technical table area. However, the match shall be immediately restarted by the umpire following the issue of the card. The control for the time for the above suspension shall be kept by the technical table. 2 Yellow Cards or Red Card is likely to lead to suspension. However, any suspension is at the discretion of the T.D. • From semi finals, golden goal rule and penalty shootout competition will be applied. h. Decisions of the tournament director will be binding in all matters:

(a) Special rule for the hockey namme: In case of death in any one family for the particular match it is mandatorily rescheduled to the nearest date available. All teams have to abide by this rule.

(b) In case of a match ending in a draw, tie break rule will be applied and it may taken up in the same venue or different venue as per the convenience of the organiser and the technical committee, to save the time

(c) In case of rain or any other calamities, the match shall be played at the given time and venue as decided by the organizers and the technical committee.

(d) Teams shall co-operate and agree to the decision of the organizers in the event of any valid reason /unnatural incident/ death. (e) Legal action will be initiated against the players, in case of misbehaving / manhandling with tournament officials and organisers.

JURY OF APPEAL: Kundyolanda Dinesh Cariappa Kundyolanda Bipin Belliappa Nayakanda Deepak Chengappa Marchanda Ganesh Ponnappa Kulletira Beba Shivachaliyanda Ambi Cariappa Kulletira Ajith Nanaiah Kelettira Deepu Devaiah