

## 2017 Fairport Summer Sizzle 7 v 7 Tournament Rules

This tournament will follow 2017 FIH rules with tournament-specific rules noted below.

### Competition

- Games will be 25 minutes long, with a running clock, and no time-outs.
- There will be a horn to indicate the official start and stop of each game.
- All games will be controlled by paid, actively sanctioned High School or College level officials
- Officials will certify the results of each game
- Team reps must check-in with complete roster and individual waivers prior to taking the field
- Each team will field 6 field players and a goalie.

### Equipment and Uniforms

- Each team must bring two different colored shirts with matching socks (light shirt/light socks and dark shirt/dark socks with all team members in the same/consistent color.)
- Numbers are not required on the uniform shirts.
- Goalkeepers must wear a completely different colored shirt from that of the colors worn by both teams.
- Mouth guards and shin protectors are required.

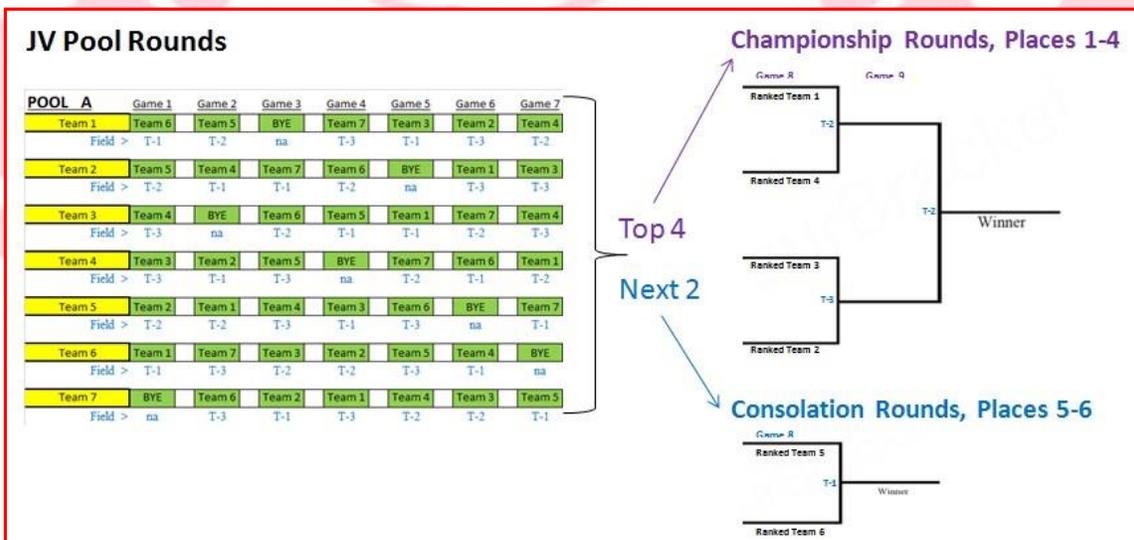
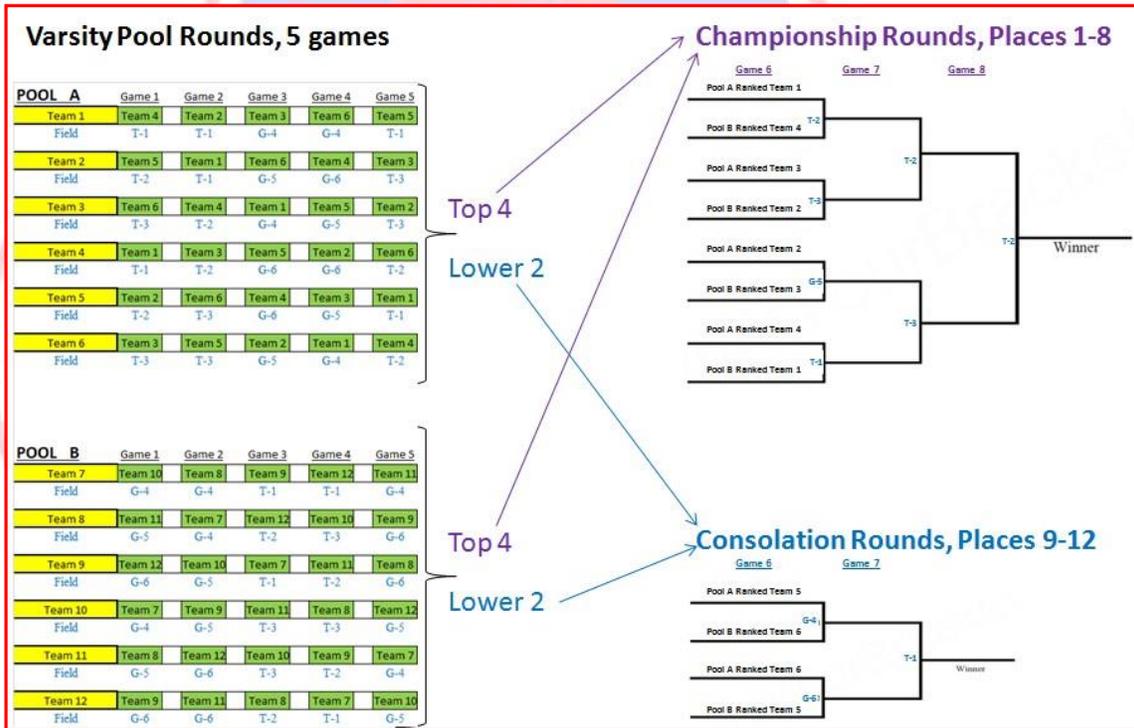
### Format of Play

- The first team listed on the schedule will wear light shirts/socks; the second team listed will wear dark shirts/dark socks. The first team listed on the schedule starts with the ball at the beginning of the game.
- There will be rolling subs. Substitutions shall be made from the sideline in the middle of the field.
- Goalkeepers are allowed to play for multiple teams (non-goalkeepers may only play for one team.)
- Teams arriving later than 5 minutes past a scheduled game start time will forfeit that game (with a recorded score of Winner with 3 goals, Loser with 0 goals.)
- Long hits will be awarded a restart from the 23-yard line at the lateral point where ball passed the end line.
- Penalty corners will be tracked and played as directed by the officials. For the first three penalties, the attacking team will be given a fresh insertion from the 23-yard marker at the lateral point of the infraction. After every fourth penalty, the official will direct that one attacker starting from the center of the field, 23 yards in front of the goal, has 8 seconds to score 1v1 against the goalie. All other athletes will be idle during the 1v1.

### Brackets for Pool, Consolation, and Championship Rounds

- There are two Divisions (JV and Varsity). All teams will play a minimum of SIX games (see Tournament Timeline schedule for registration times & game schedules.)
- Depending on the number of teams registered, there will be five or six POOL games, followed by two or three CHAMPIONSHIP round games. All teams will play all other teams in their pool after which all teams will be ranked according to their total points earned... Win = 3 points, Tie = 1 point, Loss = 0 points
- To resolve ties in total points at the end of pool play, the following sequential criteria will be used:
  - Most Wins
  - Goal Differential (scored vs. allowed)
  - Goals Scored
  - Goals Allowed
  - Head to Head Competition
  - Coin Toss
- The top four teams from EACH pool will proceed into the Championship Rounds. The next two teams from EACH pool will proceed to the Consolation Round.
- Consolation and Championship Rounds will be played at the same time, both in single eliminations format.

If a consolation or championship round game ends in a tie, those games will go into five-player, 1-v-1 penalty shoot-out against the opposing goalie. Each shoot-out is 8 seconds duration or until the ball is deflected out of play. When the 5 players are designated per team, a coin toss called by the dark uniformed team will determine which team attacks first. The attacking team will use their five players in succession, then the goalies will switch and the other team will attack. If there is a tie after the first round of shoot-outs, 3 DIFFERENT players will be selected from each team in a sudden victory format with the team that did NOT attack first in the initial round of the shoot-out going first in the sudden victory round. If ties persist after the second round has been played, the sudden victory format will be extended, alternating the initial five attackers with the three second round attackers and alternating which team attacks first, until the first/sudden victory goal is scored.



WEATHER: Unforeseen weather conditions may impact scheduled events... with priority given to safety first.