



Hockey5s Rules & Regulations Clarifications

(Resolutions valid for Pan Am Youth Championships 2014 – both Men & Women)

References:

- FIH Rules of Hockey5s – effective 01/September/2012, updated 24 January 2014
- FIH Tournament Regulations – Outdoor Hockey5s Competitions – December/2013

#1 – Number of Players

PAHF allows up to 10 players on the Entry Form and for the matches, as per Regulations 3.3a and 5.1

#2 – Duration of Match

Both Pan Am Youth Championships 2014 matches will be played according to Regulation 7.1 (12 minutes X 3 periods). This is due to the hot and humid weather conditions in both venues, and considering the occasions when teams will have two matches per day.

#3 – Match Result

Round Robin (pool) matches may end in a draw. Classification matches must have a winner. See Regulation Appendixes 1, 2, & 9 for reference.

#4 – Yellow Card Suspensions

Yellow carded players will be temporarily suspended for a minimum of 2 minutes of playing time, as per Rule 14.1b.

#5 – Completion of Challenges

In order to comply with Regulation 1.2h, for the upcoming Hockey5s Competitions in Puerto Rico and Uruguay, the PAHF advises that a Challenge will be considered completed if:

- a-. The attacker commits a foul;*
- b-. A goal is scored;*
- c-. The ball goes out of play;*
- d-. Ball crosses center line;*
- e-. Recovering players touch the ball.*

If the player taking the Challenge scores a goal, record this as a Challenge goal. If a Challenge results in any other player scoring a goal, this should be recorded as a Field Goal.



#6 – Suspension of Goalkeeper

According to the Rule 2.2 each team must always have a GK on the pitch; so, if a GK receives a yellow card and the team has another GK, the other GK goes on and the team plays one player short; if they do not have a replacement GK, the GK stays on the pitch and one of the field players serves the suspension. Team Managers must inform TO on duty which player will serve suspension in this case.

#7 – Time stoppage

Time is NOT stopped except for injury or replacement of suspended or incapacitated GK (and not for a routine GK substitution).

#8 – Goalkeeper substitution and time stoppage

Time is NOT stopped except for injury or replacement of suspended or incapacitated GK (and not for a routine GK substitution).

#9 - Substitutions

Question:

Where does GK substitution take place?

Response:

If time is not stopped, entering goalies shall be allowed to do so by the backline near the defending goal. The TO or a Judge may walk with the GK to near the defending goal, the GK to be substituted steps off, and the substitute GK steps on to the pitch without any stoppage of play or time.

Question:

Can the two players involved in a substitution be as far as 22 meters from one another when they sub....or do they need to be close to one another as if they were transferring a sub card?

Response:

Sub cards will not be used. However players must be instructed to be close to one another at the moment that the substitution takes place, 'tagging' each other. Substitution may occur anywhere within 11 meters from the center line, as stated in Rule 2.5.