

## **2025 Khalsa Cup- Tournament Rules and Regulations**

**All games will be played according to the latest FIH rules, with the following exceptions:**

- 1a)** All league matches and other game times are posted on the final version of the schedule.
  - 1b)** The 16 yard line defines the rectangular goal-scoring area (as opposed to the semicircle/D typically used and this rule is not applicable for Men Super Division).
  - 1c)** The penalty corner is modified as follows: 3 defenders (i.e. 2 field players plus a goalkeeper) begin inside the goal. 3 attackers total are allowed; 2 outside of the scoring area and 1 to insert the ball. All other players begin inside the opposite scoring area. Once the ball exits the 16 yard line, open play resumes with no restriction on initial shot. The penalty corner is over once the ball exits 5 yards outside of the goal-scoring area or goes out of bounds (this rule is not applicable for Men Super Division).
  - 1d)** For any foul taken in the opponent's half; the ball must travel 5 yards before being played into the attacking goal-scoring area. In other words, it is the same rule described by FIH for free hits within the 25 yard line, but for this tournament, it is the **Center Line** since there is no 25 yard line. Similarly, the long corners will start at the center line and everyone must be 5 yards to start. Sideline outs inside of the scoring area will also be taken at the center line (this rule is not applicable for Men Super Division).
  - 1e)** All matches will begin and end at the sound of the official horn (unless game time is shortened for Over-50, Over-60 and all youth division matches).
  - 1f)** Timeouts by teams will not be allowed during any match.
  - 1g)** There will be no overtime played. Where necessary, games will be decided by rule **9**.
  - 1f)** Over-55 division only, there is no hitting (another word no hand together while hitting).
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- 2a)** Each team roster shall consist of no more than 11 players except Men Super team maximum 16 players. Men Super can have 3 maximum international players on the roster and all others must be within your country (dual residents are considered international players, except the age of 21).
  - 2b)** A player registered in a roster can play in one team only unless he/she is under the age of 17 or over the age of 50 (see the invitation letter for cut off dates for each group).
  - 2c)** A team playing an illegal player shall forfeit the game and the score shall be recorded as 3-0 or the final score; whichever favors the opposing team.
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- 3.** Teams in the Men's Competitive division are allowed to play with their **Local Players Only** (local player defined as each club state unless they are approved in writing in advance). The forfeit rule (**2c**) will apply if any team violates this rule (State ID must be issued before June 1, 2025).
  - 4.** No team will be allowed to add a player or modify its roster after the team's first game has started.
  - 5.** No player should be under the influence of drugs or alcohol during a game. Violation of this rule will result in the player's automatic suspension from the game.
  - 6.** All teams must bring their own uniforms with proper number markings and no duplicate numbers.
  - 7.** All games will begin on time unless the captains of both teams mutually agree in the presence of both umpires to start late, but by no more than 2 minutes, which will be deducted from the playing time. If a team is late by more than 2 minutes beyond the scheduled time and/or any team has less than 5 players (Men Super less than 7) on the field at the agreed time to start, that team will forfeit the game. The score of the forfeit game will be 3-0. If neither team shows on the field, the score will be 0-0.
  - 8.** Any team that does not play its final pool game will automatically be disqualified from advancing to the next round of play. This rule will apply regardless of the total points the violating team has accrued from its previous games.

**9.** Pool matches will result in 3 points for a win, 1 point for a tie, and 0 for a loss. There is a separate point system based on cards to be used for a tiebreaker (-1 point for a green card, -2 points for a yellow card, and -5 points for a red card). Pool standings will be determined on the basis of:

- a) Total points earned.
- b) If (a) ends up in a tie, then the winner in head-to-head pool play wins the tie-break.
- c) If (b) ends up in a tie, then the goals scored minus goals scored against wins the tie-break.
- d) If (c) ends up in a tie, then the team with the most goals scored wins the tie-break.
- e) If (d) ends up in a tie, then the team with the least goals against wins the tie-break.
- f) If (e) ends up in a tie, then the warning cards points will be deducted from your total points.
- g) If the position is still not determined by (f), then rule # 10 will be followed unless both teams agree to use coin toss.

**10.** In the situation where all other tie-break conditions have been exhausted, or in the case of a tied score at the end of a knock-out match, the following procedure will be used to break a tie:

- a) Five nominated players from each team will have a shootout. The modifications to the FIH shootout rule are as follows: **(1)** The attacking player will start the ball from the center line. **(2)** The shootout duration is changed from 8 seconds to 10 seconds to accommodate the difference in pitch dimensions.
- b) The team with the greater number of shootout goals scored will be declared the winner.
- c) In the case of a tie, then the match will be decided with sudden death penalty shootouts.

**11.** A green card is a 1 minute suspension, and a yellow card can be 3 minutes minimum and 6 minutes maximum, but men super division will follow FIH rules. Any player who is sent off the field for disciplinary reasons (RED CARD) will have his name and the circumstances recorded by the umpire. The violating player will not be allowed to play in the current and the next game. Upon the recommendation of the umpire, or based on the severity of the infraction, the tournament technical committee will determine the player's eligibility for further participation in the tournament. Any team using a disqualified player will forfeit the game.

**12.** Teams are responsible for the conduct of their players, spectators, and followers. Violations of these rules, abuse of the players, officials, or grounds and equipment will result in that team's suspension from the tournament. The suspended team will be requested to leave from the tournament site. However, the team manager from such a team can file an appeal, in writing, to the tournament technical committee to review. The decision of the tournament technical committee will be final.

**13.** If any team wishes to protest at the end of the game, the team captain shall give notice within a half-hour of the end of the game and lodge a monetary deposit of \$200 cash only. The protest will then be heard by the tournament committee and the matter will be decided promptly. The decision of the technical committee is final. If the decision goes in favor of the protesting team, then the deposit shall be refunded, otherwise it will be kept by the tournament committee.

**I have received this copy of the tournament rules, and it is my responsibility to share with my team. My team and I agreed to comply with these rules.**

**Rec'd & Signed** \_\_\_\_\_

**Date** \_\_\_\_\_

**Team Coach/Manager** \_\_\_\_\_

**Team Name** \_\_\_\_\_