

# FHF 9 v 9 modified rules

- ☒ Each match consists of two 30-35 minute halves with 10 minutes for halftime.
  - A 25 sec prescribed time limit is to be applied to all penalty corners. ○ A 8 sec shot clock to be applied to all penalty shootouts.
- ☒ A maximum of 9 players from each team take part in play at any particular time during the match. A maximum of 18 players are able to participate in a match.
- ☒ 1 player must stay in the attacking half at all times –penalty for a player breaching the rule - green card (2 mins) *Team to nominate athlete.*
  - *The 1 attacking player is to move into the attacking half immediately at the commencement of each half or after a goal is scored. (FIH rule 6.4 taking a centre pass applies).*
- ☒ Each team is permitted to substitute from its players not on the field of play. A substitution is permitted at any time except within the period from the award of a corner and penalty corner until after it is completed. (Refer to FIH rule 2.3).

## Taking a penalty corner

- ☒ **Structure:**
  - Four (4) attacker's vs. three (3) defenders including the goalkeeper or player with goalkeeping privileges if there is one".
  - All other remaining players start from the half line.
  - Until the ball is played, none of these attacking or defending players is permitted to cross the centre line".
- ☒ **Taking a penalty corner:**
  - The ball is placed on the back-line inside the circle at the 10 metres mark from the goal-post on whichever side of the goal the attacking team prefers.
  - If the attacking team has not commenced the penalty corner within the prescribed time (25 seconds), the umpire will blow the whistle and signal a 16 yard hit.
  - If the defending team is not ready to go within the prescribed time (25 seconds), the umpire will blow the whistle and signal a break. One defender to be sent to the half line. (Nominated by the team)
  - An attacker pushes or hits the ball without intentionally raising it.

# FHF 9 v 9 modified rules

- The three attackers in addition to the attacking player taking the hit/push-out, hands and feet not touching the ground inside the attacking 23 meter line area
- No defender is permitted to be within 5 meters of the ball when the push or hit is taken.
- Not more than three defenders, including the goalkeeper or player with goalkeeping privileges if there is one, must be positioned behind the back-line with their sticks, hands and feet not touching the ground inside the field
- If the team defending a penalty corner has chosen to play only with field players, none of the defenders referred to above has goalkeeping privileges.
- A goal cannot be scored until the ball has first travelled outside the attacking 23 meter line
- The match is prolonged at half-time and full-time to allow completion of a penalty corner or any subsequent penalty corner or penalty shootout.

## **The penalty corner is completed when:**

- A goal is scored
  - A free hit is awarded to the defending team
  - The ball is played over the back-line and a penalty corner is not awarded
  - A defender commits an offense which does not result in another penalty corner
  - A penalty shootout is awarded
  - A bully is awarded.
  - Ball travels more than 5 meters past the attacking 23 meter line
  - If play is stopped because of an injury or for any other reason during the taking of a penalty corner at the end of a prolonged first or second half and a bully would otherwise be awarded, the penalty corner must be taken again.
- For substitution purposes and for completion of a penalty corner at half-time and full-time, the penalty corner is also completed when the ball travels outside the circle for a second time.

## ***FHF 9v9 - Modified Rules***

### **☒ *Corner* ☒ *Structure:***

- ☒ Five (5) attacker's vs. five (5) defenders including the goalkeeper or player with goalkeeping privileges if there is one".
- ☒ All other remaining players start from the half line. ☒ Until the ball is played, none of these attacking or defending players is permitted to cross the centre line".

# FHF 9 v 9 modified rules

## Taking a corner:

- The ball is placed on the side-line 5 meters in from the corner flag on the same side of the field the ball goes over the back-line on. (Normal corner position)
- There is no time limit for the corner to take place.
- The four attackers in addition to the attacking player taking the hit/push-out, hands and feet must not be touching the ground inside the attacking 23 metre line area
- No defender is permitted to be outside of the circle arch where it meets the back- line when the push or hit is taken.
- Not more than five defenders, including the goalkeeper or player with goalkeeping privileges if there is one, must be positioned behind the back-line with their sticks, hands and feet not touching the ground inside the field
- If the team defending a corner has chosen to play only with field players, none of the defenders referred to above has goalkeeping privileges.
- A goal cannot be scored until the ball has first travelled outside the attacking 23 metre line
- The match is prolonged at half-time and full-time to allow completion of a corner or any subsequent 1 corner, penalty corner or penalty shootout.

## The corner is completed when:

- A goal is scored
- A free hit is awarded to the defending team
- The ball is played over the back-line and a corner or penalty corner is not awarded
- A defender commits an offense which does not result in a corner or penalty corner
- A penalty corner or shootout is awarded
- A bully is awarded.  Ball travels outside of the circle after the ball has entered the circle.
- Ball travels more than 5 meters past the attacking 23 meter line
- If play is stopped because of an injury or for any other reason during the taking of a corner at the end of a prolonged first or second half and a bully would otherwise be awarded, the corner must be taken again.
- For substitution purposes and for completion of a corner at half-time and full-time, the corner is also completed when the ball travels outside the circle after it has entered the circle.

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## ☒ Penalty shootout

☒ Penalty shootout is taken under the following conditions: (Refer to FIH penalty shootout regulations)

- The defending goalkeeper starts behind their own goal line between the goal posts
- The ball is placed on the nearest 23 metre line opposite the centre of the goal
- The attacker starts behind the 23 metre line near the ball
- The umpire blows the whistle to signal the start of the shootout; the

attacker and the goalkeeper can move in any direction

- The shootout is completed when one of the following occurs:

☒ 8 seconds has lapsed

☒ The attacker scores a goal

☒ The attacker commits an offence

☒ Goalkeeper commits an offence in which case the shootout is retaken

☒ The goalkeeper commits an intentional offence in which case the goal is awarded

☒ The ball goes out of play over the back-line, or side-line, this includes the goalkeeper intentionally playing the ball over the backline

☒ In the case of a tied **Gold medal match only**, a penalty shootout will take place **IMMEDIATELY** following the final match siren with 5 players nominated to take a penalty shootout prior to the game and if they are unable 2 emergencies will be nominated to take their place.

☒ A result is confirmed under a golden goal rule. i.e. If a player from team 1 scores then team 2 misses, team one wins.









- There will be no penalty shootout for tied matches during the qualifying rounds or the men's 3 vs 4 playoff game on the final day.

- All regular qualifying games (Days 1, 2 & 3) that finish in a draw, 1 point will be given to both teams (see full points allocation below)

- In the case of a drawn match on the final day between the men's 3 vs 4, the higher ranked team at the end of the qualifying rounds will be awarded 3rd place for the tournament.

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## **Other**

- Points for games will be allocated as follows -
- 0 points for a loss.
- 1 point for each team in a drawn match.
- 3 points for a win.
- If the ball crosses the goal-line off either a defender or attackers stick from anywhere in the field of play it is a corner. (If the ball comes off an attackers stick inside the circle a goal will be awarded).
-  *The goalkeeper therefore must keep the ball in play at all times if the ball is going to cross the goal-line. The Penalty if ball cross's the goal-line is a corner.*
-  More tolerance of foot contact and stick check to reduce unnecessary stoppages in play.
-  If the ball hits the foot outside the circle and it doesn't influence play i.e. non intentional use of foot then its play on.
-  FIH Rules of Hockey apply inside the circle  Where stick contact is made and is unintentional and does not influence play then  
it is play on.
-  Players are allowed to receive and stop the ball over their shoulder on any part of the pitch subject only to the normal rules regarding dangerous play.
-  A penalty shootout will replace the penalty stroke during normal play.  FIH Tournament Regulations will apply with the above modifications.