



## WOMEN'S RULES CHANGE PROPOSAL for 2018 General Assembly

Rule Change Proposal #8	2018 W Field - 8		Descriptor
Remove tournament rules	Rule 25.F	Remove Create Appendix B	Remove Tournament Rules from within the rules and insert in an Appendix

**Proposal:** Remove Rule 25 and create Appendix F

### CURRENT DESCRIPTOR:

- A.** For FIL events, a roster of 18 players constitutes a full team. 6 support staff are allowed in the Team/ Bench Area during games. (Rule 5.A)
- B.** The color of the ball will be solid yellow.
- C.** The scorekeeper will record the time of goals and any other necessary game statistics.
- D.** If one team is leading by 12 or more goals, the clock will continue to run after a goal is scored. (Rule 13)
- E.** In Tournament Play, when there is a tie on points, the Goal Differential Formula will be applied: Goals For – Goals Against Total Goals In the formula, the scores of all the games in the Round Robin of the tied teams are used. The maximum difference in scores allowed per team will be 12, which is achieved by reducing “Goals for”. Actual scores are used except those matches where the goal difference exceeds 12. In these cases, the goal difference is reduced to 12. For example, a score of 15 – 1 will be reduced to 13 – 1 before using the goal formula.
- F.** Overtime Procedures – Playing off a tie game when required.
  - 1.** When the score is tied at the end of regulation playing time, both teams will have 5 minutes rest and toss the coin for choice of ends. The lower seeded team or the team dressed in the dark shirts will call the coin toss for choice of end to defend.
  - 2.** Each team may request one 90 seconds time out during overtime (see Rule 11.H).
  - 3.** A full 6 minutes of stop-clock overtime will be played in sets of two 3 minute periods. At the end of the first 3 minute period, the teams will change ends with no delay for coaching, and the game will be restarted with a center draw. The team that is leading at 95 RULE 25 / TOURNAMENT RULES the end of the full 6 minutes wins the game.
  - 4.** If the teams are still tied after the full 6 minutes of overtime, they will have 3 minutes of rest and change ends.
  - 5.** The winner will be decided in a “sudden victory” stop clock overtime of not more than 6 minutes. If a winning goal is not scored in the first 3 minute period, teams will change ends with no delay for coaching, and the game will be restarted with a center draw. The team scoring the first goal wins.
  - 6.** Play will continue with “sudden victory” stop-clock overtime periods of 6 minutes in length. Teams will continue to change ends after each 3 minutes of play. Teams will have 3 minutes of rest between every 6 minutes period until a winning goal is scored.
- G.** Penalty demerit system for FIL World Events.

1. For FIL Tournaments, a penalty point system will be in place for players receiving warning cards for personal fouls and to deter unsportsmanlike or dangerous conduct by players: ☐ Yellow card suspension = 2 penalty points ☐ Yellow/red card suspension = 4 penalty points ☐ Red card suspension = 8 penalty points

2. When a player has accrued 8 penalty points, she will be suspended from the next match of the championship.

3. Penalty points are cumulative. Once a player sits out one match, she will sit out a second match if she accrues an additional 6 points.

4. It is the responsibility of the Technical Delegate or Competitions Chair to advise the Team Manager when a player has accrued 6 points.

H. Uniform advertising: A maximum of 3 advertisement emblems/logos may be worn on the player's field uniform or body. Advertisement emblems/logos must not exceed 40 square centimeters.

1. Uniform Shirts: 96 RULE 25 / TOURNAMENT RULES

a. 1st Strip or Uniform (home team, higher seed, or light colored shirt

b. 2nd Strip or Uniform (away team, lower seed or dark

c. colored shirt.

d. Teams must have two alternate blood shirts in each color.

I. For FIL Tournaments, numbers 1 to 40 only are permitted on team shirts. Numbers at least 15 cm tall must be centered on the front of the shirt, and numbers at least 20 cm tall must be centered on the back of the shirt. Playing numbers must be written in plain block font, and the color of the numbers must clearly contrast the color of the shirts. If a team wears a patterned shirt, the numbers must be superimposed on a solid, clearly contrasting color block background. (Rule 6)

**J. Omitted in rule book**

K. A sports hijab with Velcro fastening may be worn.

L. Technical Delegates will set tournament and bench rules

**Rationale:**

Simplifies the rules and places "Tournament Rules" in its own section. Supports the Competition Committee Work with FIL Events and is consistent with the Men's Field Rule Book as it does not have "tournament rules" within the rules.