

**International Youth Ball Hockey  
Tournament  
United World Games 2024  
Klagenfurt am Wörthersee/Austria  
June 20-23, 2024**  
[www.unitedworldgames.com](http://www.unitedworldgames.com)  
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**UNITED  
WORLD  
GAMES**



In cooperation with:



## Sports Venue

**Messehalle 1**  
Florian-Gröger-Straße 10  
9020 Klagenfurt

## Regulations Ball Hockey

### **Most Important Rule - FAIR PLAY**

It should be needless to say, but we expect fair play from all teams! Please respect your opponents as well as the decisions of the referees and try to play as fair as possible.

## 1. Age Groups & Playing Time

### Male:

Categories	Cutoff Date	Playing time Prelims.
U 17	01.01.2007 and younger	2 x 12 mins
U 15	01.01.2009 and younger	2 x 12 mins
U 13	01.01.2011 and younger	2 x 12 mins

### Female:

Categories	Cutoff Date	Playing time Prelims.
U 19	01.01.2005 and younger	2 x 12 mins
U 17	01.01.2007 and younger	2 x 12 mins

## 2. Tournament Mode

The 3on3 tournament will be **played with 3 players plus 1 goalkeeper per team.**

Teams are allowed a **maximum of 13 + 2 (goalkeepers) players + 3 staff.**

The **minimum number of players** to start a game is **7 players** specified as **6 outfield** players and **1 goalkeeper**. No less than 3 players during match and 1 goalkeeper are allowed. It is permissible to replace a goalkeeper with an outfield player at any time during a match.

## 3. Match Regulations

- Two teams compete to score the most goals in a match. The team that scores more goals is declared the winner.
- To score a goal, a team must get the ball into the opponent's goal net by legal means according to the rules.
- Players control the ball with their stick and work their way through the field by passing, shooting and running.
- **Regular playing** time consists of **two 12-minute periods (running time)** of play.
- **Time stops** in **the last minute** of the **second period**. When **the difference of score is 6 goals, time does not stop.**
- The **periods** of play **are interrupted by a 2-3 minute break.**
- **Each team is allowed one 30-second time-out** during a game.
- Teams must start a game defending the goal net closest to the players' bench. **Teams will NOT switch sides at the start of each period.**
- The **penalty shootout** will follow the second period **if the score is tied after 24 minutes of regulation play.** The **penalty shootout** will **consist of 3 shots per team**, followed by a sudden death penalty shootout if the score remains tied after those shots. The team that has taken the last penalty shot will begin the Sudden Death Penalty Shootout.
- **Bodychecking is prohibited.**

- Minor/Bench **minor penalty = 1 minute** on the game clock, **major penalty = 3 minutes** on the game clock + automatic game misconduct.
- If an official on the field stops the game, players must stop contact with their opponents and give up the ball.
- If **play is in progress**, it will continue **until an official on the field blows the whistle** to stop the play.
- Faceoffs will take place at the centre faceoff spot under the following circumstances:
  1. At the start of a period
  2. After a goal has been scored
  3. After an error by the on-surface officials
  4. Each period shall begin with a face-off at the center spot. Every other instance shall begin with a face-off at one of the five spots marked on the playing surface.
  5. The on-surface official must drop the ball only on one of the five designated **faceoff spots**.

## 4. Points & Playoffs

Every **match must end with a victory of one team**.

Points:

1. **3 points** for a **win** in **regular time**
2. **2 points** for a **win after shootout (3 shooters)**
3. **1 point** for a **loss after shootout**
4. **0 points** for a **loss** in **regular time**

After the preliminary round a table reflects the order of the teams. This ranking derives from:

1. the number of points in the table/group
2. more win
3. win in regular time
4. direct duel
5. +/-
6. more goals scored
7. less goals allowed
8. drawing

## 5. Squad List & ID Checks

For **each participating team a squad list has to be submitted** to the Organizing Committee (via email to [office@unitedworldgames.com](mailto:office@unitedworldgames.com)), which will be checked, signed and handed out to the respective team representatives upon checking in in Klagenfurt. The coaches are requested to carry the signed squad list, as well as **player's licences or IDs of all athletes with them to all games**. Upon request, every player must be able to verify his or her **identity** by showing a valid photo ID card. In case of a suspected violation of deadlines or the use of an ineligible player, squad list and ID have to be checked in coordination with the referee/venue supervisor. A **violation results in an automatic defeat** for the concerned team.

Generally, it is allowed for athletes to play in 2 separate teams, as long as they are not entering the same competition, yet they also have to appear on the respective squad lists of both teams (a player of the U13 tournament may for example also be a member of a team participating in the U15 competition and compete for both teams, provided the tournament schedule allows it).

Should participants enter one and the same competition with more than one team, they are forbidden to move players between these teams. **Athletes may only appear on the squad list of ONE team per competition.**

## 6. Walk Over (w.o.)

A team that fails to present itself on the court without any reported valid reason is automatically disqualified (w.o.). **Delayed teams will be waited for 5 minutes.**

All further actions and decisions are the responsibility of the Tournament Director or Venue Supervisor (in consultation with the referee).

## 7. Team Outfits

**Each player must be equipped with helmet, jersey, socks, football (soccer) or lightweight ballhockey pads, gloves** (ball hockey or ice hockey). The equipment must have the same colour. **Shoulder pads** of any kind are **prohibited**.

**All teams must bring two sets of jerseys in different colours** in case the jerseys are too similar to the discretion of the referee.

**All jerseys must include a number on the backside** and the number must be the same on both jerseys for each player.

The **goalkeeper** needs to wear the **same jersey as his teammates**.

If both teams should have similar jersey colours, the team that is first on the schedule must change jerseys.

## 8. Insurance & Disclaimer

The participants are not insured through the organizers. It is up to the coach of each team to make sure that his/her players and all the participants of the team are insured during the event. The organizers do not assume any kind of liability in case of illness, accidents or loss/theft of personal belongings.

With their participation the athletes accept the disclaimer of warranty for any kind of damage. No claims can be asserted against the organizing committee, the event sponsors, the city of Klagenfurt and the province of Carinthia regarding damage or injuries.

Every athlete has to make sure that they are fully physically capable of participating without any medical objections.

**For all players:** Do not leave any valuable things and/or expensive clothing and/or shoes in the locker rooms.

## 9. Disciplinary Remark

Severe offenses and brutal fouls will lead to an ejection. However, the game will proceed with the same number of players on the field. In addition, the tournament direction will speak out a further suspension according to the severity of the offense. The player can be suspended for the remainder of the tournament.

Furthermore, the **tournament direction reserves the right to suspend entire teams** from the tournament, if they act disrespectful towards referees, officials or opponents, or misbehave themselves.

## 10. Final Remark

The organizers of the United World Games are at the understanding that each participant and team leader knows all the items as mentioned in these regulations.

**IMPORTANT: In emergencies and during the night-time the emergency number 144 must be called. Please also note that if an injured athlete has to be transported to the hospital with an ambulance, a coach of the affected team must always go with him.**