International Youth
Ball Hockey Tournament
United World Games 2027
Klagenfurt am Wörthersee/Austria
June 24-27, 2027
www.unitedworldgames.com
Hotline: 0043/699 19010545

Under the patronage of

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	Minimum number of players
U 17	01.01.2010 and younger	2 x 12 mins	7 players (6+1)
U 15	01.01.2012 and younger	2 x 12 mins	7 players (6+1)
U 13	01.01.2014 and younger	2 x 12 mins	7 players (6+1)
U 11	01.01.2016 and younger	2 x 12 mins	7 players (6+1)

Female:

Categories	Cutoff Date	Playing time Prelims	Minimum number of players
U 18	01.01.2009 and younger	2 x 12 mins	7 players (6+1)

Exception permits:
Due to different deadlines of the various national Ball Hockey Federations, expections may be issued in accordance with our statutory expection rules. As per this rule, **1 Player per team** is allowed to **exceed the respective age limit by up to no more than 1 year.** This player must be announced to the Organizing Committee and marked on the corresponding Squad List accordingly.
Aditionally, it is allowed that girls may play in the male age categories, and that younger players may play in higher age categories.

Male:

Categories	Number Players of Exception permits	Deadline of Exception permits
U 17	1 Player	01.01.2009 and younger
U 15	1 Player	01.01.2011 and younger
U 13	1 Player	01.01.2013 and younger
U 11	1 Player	01.01.2015 and younger

Female:

Categories	Number Players of Exception permits	Deadline of Exception permits
U 18	1 Player	01.01.20108 and younger

2. Squad List & ID Checks

Each participating team must submit its **squad-list** online via the UWG account at https://my.unitedworldgames.com/ **by May 31st, 2027**, which then will be approved.
A team can only complete check-in and receive its relevant documents after the squad list has been successfully reviewed and approved.
If the squad list is not completed, an additional processing fee will be charged.

Coaches are required to carry the **UWG-approved squad list** and **player ID cards/passports** for all games. It is highly recommended to have a printed version of the squad list on hand to avoid any issues due to potential internet problems at the venues and to ensure access at all times.

During the tournament, coaches have the right to request a pre-game ID check of the opposing team and verify players. If this check is not requested before the match starts, the right to do so expires.
In addition, a maximum of two players from the opposing team may be checked during the time of the match. Player verification is carried out by the referees in coordination with the venue supervisors.

If a team:

1. uses players who do not meet the age requirements,
2. uses players who are not listed on the official squad list, or
3. uses a squad list that has not been approved by UWG,

the current match will be automatically recorded as a defeat for the respective team.
In the case of a repeated violation of the squad list regulations, the team will be disqualified from the tournament.

It is generally allowed for a player to participate in two different teams, as long as they are not competing in the same competition category. In such cases, the player must be listed on both squad list. (Example: A player competing in the U13 category may also be listed on a U15 team and play for both, as long as the match schedule allows it).
If a club enters multiple teams in the same category, players may not be moved between teams. Each player may only appear on the squad list of one team per competition.

3. Arrival at the Sports venue

All teams must arrive at their designated venue **no later than 15 minutes before** the start of the match and must check in with the **venue supervisor.**
If a team arrives, for example, only 10 minutes before the match or fails to check in properly, the game will be officially forfeited. However, the referee, together with the coaches of both teams, may decide whether the game will actually be forfeited or played as scheduled. If the team that arrived on time insists on the forfeit, it will be enforced accordingly.

The changing rooms will only be available approximately 10 minutes before the match, as they are reserved for the teams currently playing. Please note that changing rooms are shared with other teams. Teams are kindly asked to vacate the changing rooms promptly after the match to ensure a smooth transition for the following teams.

4. 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.

5. 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.**

6. Points & Playoffs

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

Points:

Win in regular time	3 Punkte
Win after shootout (3 shooters)	2 Punkte
Loss after shootout	1 Punkt
Loss in regular time	0 Punkte

After the preliminary round a table reflects the order of the teams. These are the criteria for determining the ranking in the group stage:

1. Number of points (win in regular time: 3 points, win after shootout: 2 points, loss after shootout: 1 point, loss in regular time: 0 points)
2. Lower number of forfeited games due to disqualification (DSQ)
3. Higher number of won games
4. Higher number of won games in regular time
5. Higher score difference (goals for – goals against)
6. Higher number of scored goals (goals for)
7. In case of two or more teams being equal on all of the criteria above, only the matches between these teams will count to determine their ranking (criteria 1-5 apply in the same order)
8. If no decision can be made after applying all of the criteria above, there will be a decision by lot (automated random draw by computer)

In case the best 2nd, 3rd, 4th or 5th ranked teams (etc.) need to be compared across different groups, the following criteria apply:

1. Number of points / Number of games played
2. Number of forfeited games (DSQ) / Number of games played
3. Score difference / Number of games played
4. Number of scored goals (goals for) / Number of games played
5. If no decision can be made after applying all of the criteria above, there will be a decision by lot (automated random draw by computer)

7. Walk over

A team that fails to present itself on the court without any reported valid reason is automatically disqualified with 0:5 (w.o.).
All further actions and decisions are the responsibility of the Tournament Director or Venue Supervisor (in consultation with the referee).

8. 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.

9. 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.

10. 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.

11. 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.