

# THE GAME



## THE TOURNAMENT - Fast5

- ★ All-Star **Double Elimination format** – Round 1 | 8 Teams | 10 matches
- ★ Teams will play up to 3 matches.
- ★ 2 wins and the team will advance straight through to the Semi Finals.
- ★ 2 defeats and the team will be sent packing!
- ★ Semi Finals and Final will involve a **Straight Knockout**.



## THE TEAM

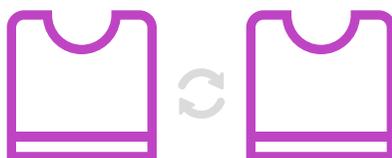
Each All-Star squad will be made up of a total of 5 playing positions.

The teams will consist of the following:

- ★ A minimum of 8 players who played in the 2018 Superleague
- ★ Up to 2 Worldwide **All-Star picks**

## SUBSTITUTIONS

Fast5 All-Stars includes rolling substitutions, which means a change can be made at any stage of the match from inside the substitution zone.



## GAME MANAGEMENT

There are **no cautions** in the British Fast5 All-Stars Championship. All-Stars will receive **Official Warnings** for Intentional Infringements. For all Intentional Infringements after an Official Warning and for Dangerous Play the player will be sent to the Sin Bin and **suspended for 30 seconds**.



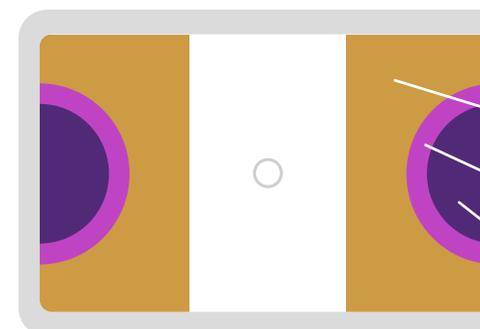
## TIMING

All Fast5 All-Stars matches will run a total of **12 minutes**. In the event of a tied game, the result will be determined on a next goal wins concept.

## POWER PLAY

Each All-Star team will have the ability to double all points scored in a **2-minute Power Play**.

The Power Play must conclude during the first 10 minutes of the game and cannot be used while the opposing team's is in motion – **a fight for the golden buzzer!**



## GOAL SCORING

- 5 POINTS** The All-Star shot made from within the 5 point zone, for the long-bomb specialists and dare devils.
- 3 POINTS** Double Trouble! A shot made from the outer circle, perfect for the show offs.
- 1 POINT** A goal scored in the inner circle, the traditional option.



## CENTRE PASSES

All centre passes shall be taken by the team that did not score the last goal.

The coin toss at the start of the game will determine who takes the first centre pass.