



POWER PLAY LAW (Balancing Teams - Goal Deficit Rule)

During a match when the goal difference reaches 4, the losing team may field an additional player. If the goal difference reaches 6, the losing team may field another additional player (taking the total up to 2 additional players).

At the point the goal difference falls to 5 the losing team must withdraw one of their additional players. At the point the goal difference falls to 3 the losing team must withdraw their final additional player (this does not need to be the same player that was put on as an additional player)

The diagram below will help explain the process

<u>Score</u>	<u>What Happens</u>	<u>5 v 5</u>	<u>7 v 7</u>	<u>9 v 9</u>
Red Team 3-0 Blue Team	No Change	5 v 5	7 v 7	9 v 9
Red Team 4-0 Blue Team	Blue Team bring on <u>one</u> extra player	5 v 6	7 v 8	9 v 10
Red Team 4-1 Blue Team	Blue Team remove <u>one</u> player	5 v 5	7 v 7	9 v 9
Red Team 5-1 Blue Team	Blue Team bring on <u>one</u> extra player	5 v 6	7 v 8	9 v 10
Red Team 6-1 Blue Team	No Change	5 v 6	7 v 8	9 v 10
Red Team 7-1 Blue Team	Blue Team bring on <u>another extra</u> player	5 v 7	7 v 9	9 v 11
Red Team 7-2 Blue Team	Blue Team remove <u>one</u> player	5 v 6	7 v 8	9 v 10
Red Team 7-3 Blue Team	No Change	5 v 6	7 v 8	9 v 10
Red Team 7-4 Blue Team	Blue Team remove <u>final extra</u> player	5 v 5	7 v 7	9 v 9