

# NATIONAL HOCKEY LEAGUE

## COMPETITION RULES

*Updated June 2011*

### **GENERAL RULES**

(Rules 1 – 24)

- 1. NHL Competition**

An NHL competition for representative teams from affiliated associations shall be held annually.
- 2. Competition Format**

The NHL shall be conducted as a Round Robin competition with Semi-finals and Finals. Teams approved by Hockey New Zealand to compete are Auckland, Canterbury, Central, Midlands, Northland, North Harbour, Southern and Capital.
- 3. Draw**
  - 3.1. The draw shall be drafted by Hockey New Zealand in consultation with the participating associations. Once the draw is confirmed, Hockey New Zealand will send a copy of the draw to participating teams and officials.
  - 3.2. The NHL competition shall be played at venues with water surfaces only.
- 4. Participation Agreement**

Hockey New Zealand shall provide Agreements for participating associations. The Agreement must be signed and delivered to Hockey New Zealand by the date stipulated.
- 5. Participation Fee**
  - 5.1. Each team is to pay Hockey New Zealand a "participation fee". The participation fee shall be set annually. Payment due dates set by Hockey New Zealand must be strictly adhered to or a 10% late payment penalty fee may be applied.
  - 5.2. The 2011 NHL participation fee is **\$22,743.30** (GST Exclusive) per team.
- 6. Rules of the Game**

The tournament shall be conducted in accordance with the current Rules of the Game of Hockey and the Regulations of Hockey New Zealand.
- 7. Team Numbers/Eligibility**
  - 7.1. Squads of 18 maximum. Teams are limited to a maximum of **16 players per match** from the registered squad of 18. No team can use players outside of their 18 during the NHL except in case of significant injury (see Rule 7.5.) or special dispensation. (Dispensation requests must be made in writing to the Hockey New Zealand Chief Executive. A final decision will be at the discretion of Hockey New Zealand).
  - 7.2. Associations may include a maximum of **6 Guest Players** in their NHL squad (**2 of which may be International Guest Players**).

- 7.3. It is not compulsory for all players to accompany the team to tournament, but at each match, teams shall have a minimum of **12** fit players available for the match.
- 7.4. Players named in the current year's National Squad are required to play for their Region of Origin (unless an exception or special dispensation has been granted by Hockey New Zealand)

Once a Region is chosen, the player must represent that province for the entire year.

National squad members not selected or required by the Association they are registered with, are still eligible for Guest Player status.

N.B. National Squads of approximately 24 players are to be named by the National Coaches annually.

- 7.5. **Significant Injury** – If any player named in either the initial squad or final team suffers a significant injury which means they can take no further part in the NHL competition, they may be replaced by either a “Local” player, “Region of Origin” player, or a “Guest Player” (if the Association has not filled the Guest Player quota).

The Association must submit a **signed Doctors Medical Certificate** to Hockey New Zealand before a replacement can be named.

Significant Injury replacements may take place any time from the 7<sup>th</sup> of June to the 14<sup>th</sup> of August 2011.

*\*Please refer to the Player Eligibility and Guest Player Rules*

## **8. Team Registrations**

- 8.1. Associations are required to name **initial squads** by **Tuesday 7 June 2011**. These are 100% confirmed players that will represent each team in the NHL. They can be “local” players and any confirmed “international guest” players. Initial squads must be a **minimum of 12 players** and a maximum of 18. Players named at this stage must represent the Region in the NHL (barring injury or special circumstances) and are not eligible as “local guest” or “Region of Origin” players for another Association.
- 8.2. Associations are required to confirm the **final squad of 18** by **Friday 1st July 2011**.
- 8.3. Completed Guest Player Agreement forms and Province of Origin forms must be received at the Hockey New Zealand office by **Friday 1st July 2011**. Teams may register Guest Players and Region of Origin players after this date due to significant injury (see Rule 7.5).

*\*A team will have 4 points deducted from their NHL competition points total if they do not adhere to the dates stipulated above.*

- 8.4. All players must be numbered.
- 8.5. The Managers must advise the Match Director & Host Association of the playing sixteen at least 1 hour prior to the match commencing. Only players

within the registered squad of 18 or any approved replacement players (due to “significant injury” or special dispensation) may participate.

*\*Please refer to the Player Eligibility and Guest Player Rules.*

- 8.6. A) All players must sign the master registration form. No player may participate in the NHL if they have not signed this form. (Replacement players must sign the ‘Additional Player Registration form’).
- B) The signature of the player indicates that they have read and understand the Hockey New Zealand Anti Doping Code & Sanctions and Hockey New Zealand Code of Conduct.
- C) Players under 16 years of age must have this signed by a parent or caregiver.

A copy of the signed Master Registration Form must be sent to Hockey New Zealand by Friday 8<sup>th</sup> July 2011.

## **9. Hosting Association Financial Obligations**

- 9.1. The hosting Association shall accept full responsibility for all financial obligations in connection with hosting NHL matches and for any financial loss incurred.
- 9.2. Travel to the host association town/city, accommodation, transport and sundry costs incurred by the participating players, team officials, umpires, technical personnel and Hockey New Zealand officials shall be excluded from the above clause.

## **10. Turf Fees**

- 10.1. The host association will make the turf available to teams taking part in Round 1 and 2 NHL matches, half an hour prior to the match, during the match and half an hour after the match. For Rounds 3 – 7 and finals, the host association will make the turfs available half an hour prior to the first match through to half an hour after the last match.
- 10.2. The host association is responsible for turf costs for Round 1 and 2 NHL matches.
- 10.3. Turf costs for NHL matches during rounds 3 – 7, semi finals and finals will be equalized amongst the participating teams and will be included in the participation fee
- 10.4. The host association may charge turf fees for practice sessions that teams may use that are outside of Rule 10.1.

## **11. Ball Attendants**

The host association should provide ball attendants for each match. These ball attendants should wear mouth guards and shin pads. Their uniforms are to be of a different colour to both teams and officials. Hosting associations for Rounds 1 and 2 should provide ball attendants for each match at their venue.

## **12. Match Balls**

The host association must provide at least **7 White Elite Kookaburra** match balls (that are in good condition) for each Round 1 and Round 2 match. Hockey New Zealand to provide match balls for Rounds 3 – 7, semi finals and finals.

- 13. Match Doctor and Medical Service**  
These medical personnel will be available to provide on field assistance as required for assessment and management of injuries under the guidance of the Tournament Director or delegated Technical Officials on duty.
- 14. Hockey New Zealand Anti Doping Code & Sanctions**  
Will be enforced in the NHL competition.
- 15. Hockey New Zealand Head Injury Policy**  
Will be enforced in the NHL competition.
- 16. Managers Responsibilities**  
Team managers are responsible for the conduct of team members including players, coaches, physiotherapists, video operators and other team officials. The team manager is responsible for providing the Match Director and Host Association with any changes to the team personnel at least one hour prior to the start of the match.
- 17. Female Teams**  
At least one of the team officials accompanying female teams **must** be a woman.
- 18. Team/Technical Officials**  
A team official of a participating team is not permitted to be an umpire or technical official of the NHL competition.
- 19. Team Uniforms & Colours**
- 19.1. A) Each team must wear the registered colours of the association they represent (either primary or alternative) as specified on the master registration form except for extenuating circumstances deemed appropriate by the Tournament Director. Each team must have both a primary and alternate uniform with different primary colours.
- B) A detailed colour photograph of both the **team uniform and the alternate strip** (shirts/dress, shorts/skirts and socks) must be sent to Hockey New Zealand (Digital or print copy) by **8 July**.
- 19.2. If in the opinion of the Tournament Director the colours of two opposing teams might lead to confusion, one of the teams must change to the alternative strip. The Tournament Director will decide which team is to change colours (this may be by the toss of a coin). The Tournament Director's decision is final. If a team does not adhere to the decision, that team will be defaulted from the match concerned.
- 19.3. Goalkeeper must wear a colour different from that of their own team and that of their opponents.
- 19.4. Hockey New Zealand recommends that **shin guards** and **mouth guards** be worn.
- 19.5. Spare set of player's uniforms must be with the team management involved in each match, in order to replace blood-stained or torn clothing.
- 20. Shirt Numbers**
- 20.1. All teams must have numbered shirts (1 - 32 only).
- 20.2. All teams must have numbered alternative coloured shirts and alternative coloured socks in case of colour clash.

- 20.3. Each player must wear the number they have been registered with on the team registration form throughout the competition except for extenuating circumstances deemed appropriate by the Tournament Director.
- 20.4. The number shall appear in full figures and will be between 16cm - 20 cm in height, on the back of the player's shirt
- 20.5. Goalkeepers shirts must be numbered on the **front** and the **back** and be of a different colour to their own team and that of the opposition.

## **21. Sponsorship on Uniform**

- 21.1. The Hockey New Zealand Commercial Manager must be advised of sponsorship and must give approval for the sponsorship.
- 21.2. A) Players may wear sponsorship logos on their playing shirts, skirts/shorts and socks. The sponsor's logo can only appear once on each item of clothing.  
B) The size of any logo shall not exceed 350 square centimetres.  
C) The player's number must be clearly visible and not impaired by any sponsorship logo.
- 21.5. Teams may be required to include the logo of the NHL naming rights sponsor on their playing shirts.

## **22. Trophies**

- 22.1. The K Cup shall be awarded to the winner of the NHL women's competition. The Challenge Shield shall be awarded to the winner of the NHL men's competition.
- 22.2. The association holding the trophy shall be responsible for engraving costs and any damage the trophy may receive while in their custody.

## **23. Withdrawing from the NHL Competition**

- 23.1. Any withdrawal must be made in writing to the Hockey New Zealand Chief Executive.
- 23.2. If any team withdraws from the NHL competition then the replacement team and seeding will be at the discretion of Hockey New Zealand.

## **24. Unforeseen Events**

If circumstances arise which are not provided for in these Rules, any actions or determinations will be the responsibility of the Tournament Director, after consulting Hockey New Zealand if possible.

## **TECHNICAL RULES**

(Rules 25 – 45)

### **25. Tournament Director, Officials and Umpires**

- 25.1 The Hockey New Zealand Umpires Council (HNZUC) will appoint a Tournament Director, Technical Officials and Umpires to the NHL competition with the approval of Hockey New Zealand.
- 25.2 The TD shall deal with any matters arising during the tournament including instances where the Hockey NZ code of conduct may have been breached. The authority of the TD will include the determination of any sanction or action, which may include convening a judicial committee

### **26. Match Directors**

- 26.1. The NHL matches will be run by Match Directors (appointed by the Tournament Director) who will work in conjunction with the Host Association.
- 26.2. The Match Director has the responsibility to ensure the match is run according to the NHL rules. If circumstances arise which are not provided for in these rules, they will be determined by the Tournament Director who may also consult Hockey New Zealand.
- 26.3. The Tournament Director has ultimate responsibility to ensure the NHL is run according to the NHL rules

### **27. Rules of the Game**

The tournament shall be conducted in accordance with the current FIH Rules of Hockey and the Regulations of Hockey New Zealand.

- 27.1 The following two rules will be enforced during all matches of the 2011 NHL:

#### **A. Green Card – Two Minute Suspension**

For any offence, the offending player may be warned (indicated by a green card). Where a green card is issued the offending player shall be temporarily suspended for two (2) minutes.

During the period of temporary suspension of a player, the team shall play with one less player.

The umpire shall immediately restart the game after the issue of the green card.

The offending player must leave the field immediately. If the player interferes with play on the way to the technical table area the umpire will further penalise the player under the normal conduct of play provisions.

The two minute temporary suspension shall commence when the player is seated at the technical table area.

The timing of the suspension shall be controlled by the technical officials on duty at the technical table.

#### **B. Breaking at Penalty Corner**

Until the ball has been played, no attacker other than the one taking the push or hit from the back-line is permitted to enter the circle and no

defender is permitted to cross the centre-line or back-line.

For any offence of this rule by a defender, the offending player(s) shall be required to go beyond the centre-line and cannot be replaced by another defender.

For an offence of this rule by an attacker who enters the circle before the ball is played, the offending player(s) shall be required to go beyond the centre line.

The player who pushes or hits the ball from the back-line must not feint at playing the ball.

For an offence of this rule the offending player shall be replaced by another attacker.

**28. Game Duration**

A match shall consist of the regulation time of two (2) periods of thirty five (35) minutes each, separated by an interval which shall not exceed ten (10) minutes and shall be no less than five (5) minutes.

**29. Time-Keeping**

29.1. Time-keeping will be controlled by the Technical Table officials whose responsibility it will be to signal the end of the periods of regulation time at half time, full time and golden goal extra time.

29.2. The umpires shall blow a whistle to start or re-start the game; they shall also signal to the Technical Table officials every time stoppage they may order and the subsequent re-start.

**30. Interruptions of a Match**

30.1. The responsibility for interrupting any match rests with the Tournament Director or delegated technical officials on duty

30.2. If the Tournament Director or delegated technical officials on duty decides to interrupt a match (e.g. because of weather conditions), that match must be resumed as soon as possible (not necessarily on the same field of play or on the same day) under the following conditions:

- A) The match must be completed up to the agreed regulation full time (refer Rule No. 29), the score on the resumption being that at the time the interruption took place.
- B) On resumption, Rule No. 34 relating to the substitution of players shall apply as though there had been no interruption to the match.

**31. Captain**

31.1. **One** (1) player of each team must be appointed as captain. (*Co-captains are not permitted*).

31.2. A replacement captain must be appointed when a captain is suspended.

31.3. Captains must wear a distinctive armband or similar distinguishing article on an upper arm or shoulder.

31.4. Captains are responsible for the behaviour of all players on their team and for ensuring that substitutions of players on their team are carried out correctly.

### 32. Goalkeepers

32.1. Protective headgear is compulsory for goalkeepers except when taking a penalty stroke. It is recommended that goalkeepers wear other protective equipment.

*\*Please refer to the current FIH Rulebook.*

32.2. Each team may have on the field a fully kitted goalkeeper with a shirt of a different colour to both teams **or** a goalkeeper with protective headgear and a different coloured shirt to both teams **or** eleven field players.

32.3. A team may change between these options by making substitutions.

32.4. Time will be stopped to substitute a fully kitted goalkeeper

32.5. Goalkeepers are permitted, for the purposes of substitution, to leave or enter the field near the goal they are defending.

32.6. A fully kitted goalkeeper is not allowed to take part in the match outside the 23 metre area they are defending, except when taking a penalty stroke.

32.7. A goalkeeper wearing only protective headgear and a shirt of a different colour must not take part in the match outside the 23 metre area they are defending when wearing the headgear but may remove the headgear safely and take part in the match anywhere on the field. *(They still have goalkeeping privileges and must wear headgear to defend Penalty Corners and Penalty Strokes).*

32.8. If a team is playing with field players only, none of the players defending the penalty corner has goalkeeping privileges. *(A goalkeeper may be substituted at a Penalty Stroke).*

### 33. Admission to the Field of Play

33.1. A maximum of eleven (11) players from each team and the umpires may be on the field of play during a match. The team officials and substitute players need the permission of the umpires to enter the field of play.

33.2. The substitute players registered on the Team Registration Form up to a maximum of **five** (5) persons should remain in the team dugout during the regulation time and any period of extra time, including time stoppages, unless the Tournament Director, Technical Officials on duty or umpires direct otherwise or when following substitution procedures or providing medical assistance. In normal circumstances team officials should also be in the team dugout however if they are undertaking other roles e.g. video operator then they may occupy another position under the guidance and supervision of the TD .

33.3. The Team Manager is responsible for the conduct of all persons occupying the bench.

33.4. Vocal communication by the team officials and players on the team bench must not in any way be directed at the technical officials seated at the table, the umpires or the players of the opposing team.

33.5. The Tournament Director or Technical Officials on duty, after warning a team manager of acts of misconduct by a person or persons on that team bench is

empowered, should misconduct continue, to order that person or persons involved to go and stay in the team changing room for the remainder of the match. Further disciplinary action may be taken by the Tournament Director after the match. *(The Tournament Director may impose such penalties as appropriate).*

*\*Please refer to Hockey New Zealand National Code of Conduct*

- 33.6. A) In the event of a player becoming incapacitated and not leaving the field of play, then one of the umpires may stop the match. If it then appears that the player is unable to resume play, that player must leave the field of play, and remain off the field for a minimum of **two** (2) minutes. *(Time is stopped for serious injury).*
- B) If the player cannot or will not leave, then the umpire will:
- i) authorise the registered team medical doctor/physio or if a team does not have such registered officials, authorise the official match doctor and or Team Manager to enter the field of play to assist and remove the player concerned as soon as it is safe to do so
  - ii) order if necessary, the stretcher-bearers to enter the field of play. There shall be no injury attendance on the field of play
- 33.7. Team officials and players may leave the field of play during half time only with prior permission of the Tournament Director or Technical Officials on duty but in doing so players must leave their sticks and goalkeeper gauntlets and headgear at the team bench and must return not less than two minutes before the match is due to be restarted.
- 33.8. The team coach, unless he is a registered player on the Team Registration Form, may not enter the field of play during regulation time or any period of extra time, including stoppages.

#### **34. Substitution of Players**

- 34.1. Each team is permitted to substitute from a maximum of sixteen (16) players.
- 34.2. Substitution is permitted at any time except within the period from the award of a penalty corner until after it has been completed; during this period substitution is only permitted for injury to or suspension of the defending goalkeeper.
- 34.3. There is no limit to the number of players who are permitted to be substituted at the same time or to the number of times any player is permitted to substitute or be substituted.
- 34.4. Substitution of a player is permitted only after that player has left the field.
- 34.5. Substitutions are not permitted for suspended players during their suspension.
- A) For the duration of a temporary suspension, the offending team plays with one (1) less player. For each permanent suspension, the offending team plays for the remainder of the match with one (1) less player.

- B) After completing a suspension, a player is permitted to be substituted without first returning to the field.
- 34.6. Field players must leave or enter the field for substitution purposes within three (3) metres of the centre-line on a side of the field agreed with the umpires.
  - 34.7. Goalkeepers are permitted to leave or enter the field for substitution near the goal they are defending.
  - 34.8. Time is stopped for substitutions of fully kitted goalkeepers but not for substitutions of field players.
  - 34.9. For substitution purposes, a penalty corner is completed when:
    - A) A goal is scored, or
    - B) An attacker commits an offence, or
    - C) The ball travels more than five (5) metres outside the circle, or
    - D) The ball travels outside the circle for the second time, or
    - E) The ball is played over the back-line and another penalty corner is not awarded, or
    - F) A defender commits an offence and another penalty corner is not awarded, or
    - G) A penalty stroke is awarded, or
    - H) A bully is awarded.

*\*If another penalty corner is awarded, substitution must not take place until that penalty corner has been completed.*

### **35. Bleeding Players on the Field of Play**

- 35.1. If a player sustains an injury which causes bleeding then that player must leave the field of play as soon as possible and shall not re-enter until the bleeding has ceased and the wound is adequately covered. (*Time is stopped for serious injury*).
- 35.2. Blood stained clothing must be replaced and equipment cleaned before re-entry to the field of play. (*Player's number must be applied to replaced tops*).
- 35.3. If blood staining to the field of play should occur then immediate cleaning must take place by rubbing with a cloth soaked in 80% alcohol for approximately one (1) minute. During this operation there will be a time stoppage of play.

### **36. Suspension of Players**

*\*Refer to the Hockey New Zealand National Code of Conduct.*

### **37. Defaulting of a Game**

- 37.1. A default can be accepted on medical advice, or other extenuating circumstances, when a team is unable to field seven (7) fit players. The points for the match will be:
  - A) The defaulting team – 0 points
  - B) The opposing team – 4 points

The score recorded shall be 3 – 0 in favour of the opposing team.

37.2. If at any time during a match, except during a spell of extra time, golden-goal, or drop-off, the number of players on the field is less than seven (7), this team shall be deemed having defaulted the match. The competition points will be awarded as above (37.1.).

- A) If the defaulting team had scored no goal until then, the score shall be 3 – 0 in favour of the opposing team unless the latter team has already scored more than three (3) goals, in which case the true score will then be confirmed. If the defaulting team has already scored one or more goals, the score will be 3 – 0 in favour of the opposing team.

37.3. A team (that is a minimum of 7 fit players) that has not appeared on the field of play at the official match start time shall be defaulted from the match. If a team is late due to extenuating circumstances beyond its control (deemed appropriate by the Tournament Director) the match may be rescheduled. Otherwise the competition points will be awarded as above (37.1.) and the score will be recorded as 3 – 0 in favour of the opposing team.

37.4. If the match is rescheduled, the match must be completed to the regulation full time, refer Rule No. 28.

### **38. Failure to Play**

#### **38.1. *During Round Robin Competition***

- A) A team refusing to play or to complete a match shall be considered as withdrawing from the NHL.
- B) If a team thus withdraws from the NHL, all the matches it has played until then will be considered as not having been played, not only by the withdrawing team, but also by all the teams it had already played. The points table shall be corrected accordingly.

#### **38.2. *During Final Play-off Matches***

A team refusing to play or to complete a match shall be considered as withdrawing from the competition and losing the match in question.

### **39. Points & Ranking for the NHL Round Robin Matches**

39.1 Every game in the Round Robin competition must have a result therefore points will be allocated as follows:

- Outright Win at end of regulation time - 4 points
- Win following penalty shoot-out competition - 2 points
- Loss following penalty shoot-out competition - 1 points
- Outright Loss at end of regulation time - 0 points
- Default - refer Rule No. 50.

If the score is tied at the end of regulation time (70 minutes) a Penalty Shoot-out competition will take place as per Rule 56.

39.2. Teams will be ranked according to the total number of points each has accumulated in the competition. If at the end of the competition two or more teams have the same number of points for any place these teams will be ranked according to the following criteria.

- a) If there remains equality between only two teams they will be ranked according to:
- i. Their respective number of matches won outright at the end of regulation time

- ii. Their respective number of matches won by penalty shoot-out
  - iii. If there still remains equality between the two teams then the result of the match played between those teams will determine the ranking
- b) If there remains equality between three or more teams, these teams will be ranked according to:
- i. Their respective number of matches won outright at the end of regulation time;
  - ii. Their respective number of matches won by penalty shoot-out
  - iii. If there still remains equality between three or more teams, then a ranking based upon the points resulting from matches between only those teams involved shall determine their respective position
  - iv. If there still remains equality, then the teams involved shall be ranked according to:
    - Number of matches won outright at end of regulation time
    - Number of matches won by penalty shoot-out
    - Respective goal difference (which means 'goals for' less 'goals against').
    - Number of goals for
- In all cases in iv) above, only matches between the tied teams shall be taken into account.
- c) If there is still equality between the remaining teams then a penalty shoot-out competition will take place to determine final rankings.

#### 40. Finals Round

40.1. After the Round Robin competition has finished semi-finals and finals will be played as follows:

- A) For the NHL Championship  
Semi finals based on final placing in Round Robin competition
- |   |   |   |
|---|---|---|
| 1 | v | 4 |
| 2 | v | 3 |
- B) For the Plate Championship
- |   |   |   |
|---|---|---|
| 5 | v | 8 |
| 6 | v | 7 |

40.2. In the event of a draw at the conclusion of full time during classification matches, a further two halves of six (6) minutes "golden goal" extra time, with the number of players used decreasing, will be played. The rules for "golden goal" extra time will be as follows:

- A) At the conclusion of "regular" playing time there will be a short break of three (3) minutes in which time each team will nominate nine (9) players to take the field.
- B) For the first six (6) minutes of "golden goal" extra time, nine (9) players for each team will take the field.
- i) If a team has a player/s sent off (red card) during regular time, then that team may only start with nine (9) players less the number of players sent off. The team may not replace the player/s that have received a red card.

- ii) If a team has a player/s sent off (yellow card) during regular time and the player/s time in the "sin bin" is not complete at the end of regular time, then that team may only start with nine (9) players less the number of players sent off. That player may not play in "golden goal" extra time until the umpire has deemed time in the "sin bin" is complete.
- C) After the first six (6) minutes of "golden goal" extra time there will be a two (2) minute break in which time teams are to remove a further two (2) players and immediately change ends.
- D) For the second six (6) minutes of "golden goal" extra time, seven (7) players for each team will take the field.
- E) Standard interchange rules will apply during extra time.
- F) The "golden goal" extra time concludes once a goal has been scored.

If there is no goal scored in "golden goal" extra time, then a penalty shoot-out competition shall determine the winner. The penalty shoot-out competition shall be controlled by the Tournament Director.

#### **41. Penalty Shoot-out Competition**

- a) 5 players from each team take a one-on-one penalty shoot-out alternately against the goalkeeper of the other team making a total of 10 penalty shoot-outs. The players take the penalty shoot-out in the sequence nominated and communicated by the team managers to the Technical Officer on duty before the start of the penalty shoot-out competition. Players are chosen by their respective team manager from those listed on the team entry form for that particular match except as excluded hereunder.
- b) After consultation with the Technical Officer on duty, the umpires choose the goal to be used.
- c) A coin is tossed. The team which wins the toss has the choice to take or defend the first penalty shoot-out.
- d) The team scoring or awarded the most goals is the winner and the competition ceases once an outright winner is determined.
- e) During a penalty shoot-out competition, all persons who appear on the team entry form and who are entitled to sit on the team bench for that match are permitted to enter the field of play but only in the area outside the 23m area used for the shoot-out. The goalkeeper of the team taking a penalty shoot-out may be on the goal-line outside the circle if so directed by the umpire. A player who is authorised by an umpire or technical official to take or defend a penalty shoot-out may enter the 23m area for that purpose.
- f) A player who has been suspended by the Tournament Director or has been excluded permanently (red card) from the field of play during that same match, cannot take part in a penalty shoot-out competition.
- g) The penalty shoot-out is taken under the following conditions:
  - i) the defending goalkeeper starts behind their own goal line between the goal posts;
  - ii) the ball is placed on the nearest 23m line opposite the centre of the goal;
  - iii) an attacker starts behind the 23m line near the ball;

- iv the umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper may then move in any direction;
- v the shoot-out is completed when one of the following occurs:
  - 8 seconds has elapsed;
  - the attacker scores a goal;
  - the attacker commits an offence;
  - the goalkeeper commits an offence in which case the shoot-out is re-taken;
  - the goalkeeper commits an intentional offence, in which case a goal is awarded;
  - the ball goes out of play over the back-line or side-line; this includes the goalkeeper intentionally playing the ball over the back-line.
  
- h) If during a penalty shoot-out competition a player (either an attacker or a goalkeeper) is suspended, that player takes no further part in that penalty shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If the defending goalkeeper is suspended, the replacement can only come from the 5 players nominated to take part in the penalty shoot-out competition. The replacement goalkeeper is allowed reasonable time to put on protective equipment. If an attacker is suspended, any penalty shoot-out the player was entitled to take counts as no goal.
  
- i) If during a penalty shoot-out competition, a defending goalkeeper is incapacitated, that goalkeeper may be replaced by another player from within the players listed on the team entry form for that particular match, except as excluded above in sub-clause (d) or sub-clause (f). If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.
  
- j) In the event of an equal number of goals scored or awarded after each team has taken 5 shoot-outs, a second series of penalty shoot-outs is taken with the same players, subject to an incapacitated defending goalkeeper(s) being replaced. When one team has scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team, that team shall be the winner.
  
- k) The same players take part in a second (unlimited) series of penalty shoot-outs except that an incapacitated goalkeeper can be replaced. The sequence in which the attackers take the penalty shoot-outs does not need to be the same as in the first series; before each penalty shoot-out, the team manager chooses which of the nominated players will take the particular penalty shoot-out. In this second series, all five nominated players shall take a penalty shoot-out before any of them are eligible to take a further penalty shoot-out.
  
- l) The team whose player has taken the first penalty shoot-out of the first series must defend the first penalty shoot-out of the second (unlimited) series

## **42. Judicial Committee**

- 42.1. The Judicial Committee shall consist of three (3) to five (5) people and will be appointed by the Tournament Director as and when required. The Tournament Director will be the chairperson.
  
- 42.2. The Judicial Committee shall deal with written protests lodged by Managers relating to the match. Written reports must be lodged by the Match Director,

Umpires and any other parties connected to the protest and given to the Match Director before they depart the match venue.

42.3. The Judicial Committee also deals with individual participants who receive a red card or who accumulate 12 points during the NHL - refer Hockey New Zealand National Code of Conduct.

42.4. The Judicial Committee will meet:

Within two hours from the submission of a protest.

or

Within two hours of the completion of a match where there has been a red card or a player has reached 12 points.

If it is apparent that the Judicial Committee will not be able to meet within the specified two hours the TD must inform all parties involved, and set a date and time that the meeting will take place

*\*Should a Judicial Committee hearing be delayed at the request of the party who is the subject of the hearing then the party concerned shall not participate in any hockey of any form until the Judicial Committee has delivered a decision.*

#### **43. The Appeal Committee**

43.1. The Appeal Committee shall consist of three (3) people and will be appointed by Hockey New Zealand as and when required. One person will be designated the Chairperson.

43.2. There is only one (1) Hockey New Zealand Appeal Committee for the NHL competition.

43.3. The Hockey New Zealand Appeal Committee will deal with all written appeals relating to decisions made by the Judicial Committee.

43.4. Written appeals must be lodged with the Hockey New Zealand Appeal Committee within two hours of when the Judicial Committee delivers its decision.

In the case of Round 1 and 2, written appeals must be lodged with the Hockey New Zealand Appeal Committee within 24 hours of when the Judicial Committee delivers its decision.

43.5. The person who is the subject of the Appeal shall not participate in any hockey until the Hockey New Zealand Appeal Committee has delivered a decision.

43.4. The Hockey New Zealand Appeal Committee will meet within two hours of receiving the written appeal.

In the case of Round 1 and 2, the Hockey New Zealand Appeal Committee shall meet (or if more appropriate convene by teleconference call) and shall make a decision relating to the appeal within 24 hours of receiving the written appeal. The Hockey New Zealand Appeal Committee's decision shall be given in writing to Hockey New Zealand who will then immediately inform all concerned parties of the decision in writing.

#### **44. Protest & Appeal Procedure**

- 44.1. If a Team Manager wishes to lodge a protest at the end of the match or at the end of a penalty stroke competition, the Team Manager must notify the Match Director in writing within fifteen (15) minutes of the conclusion of the match or penalty stroke competition.
- 44.2. A written protest must be delivered in writing and handed to the Match Director by the Team Manager within one (1) hour of the conclusion of the match or penalty stroke competition.
- 44.3. The written protest shall be accompanied by a completed "Judicial Committee Protest Form" and accompanied by the sum of \$100.00, refundable only at the discretion of the Judicial Committee.
- 44.4. The Match Director will send the written protest plus the Match Director's, Umpires' and any other parties (connected to the protest) report to the Judicial Committee Chairperson.
- 44.5. The Judicial Committee will meet within two (2) hours from the submission of a protest, or within two (2) hours of the completion of a match where there has been a red card or a player has reached 12 points.

In the case of Round 1 and 2, the Judicial Committee shall meet (or if more appropriate convene by teleconference call) and shall make a decision relating to the protest within 24 hours following the match. The Judicial Committee's decision shall be given in writing to Hockey New Zealand who will then immediately inform all concerned parties of the decision in writing.

- 44.6. Written appeals must be lodged with the Hockey New Zealand Appeal Committee within 2 hours of when the Judicial Committee delivers its decision. The written appeal must be given to the Hockey New Zealand Appeal Committee Chairperson and must be accompanied by a "Hockey New Zealand Appeal Form" and be accompanied by the sum of \$100.00, refundable only at the discretion of the Hockey New Zealand Appeal Committee

In the case of Round 1 and 2, written appeals must be lodged with Hockey New Zealand Appeal Committee within 24 hours of when the Judicial Committee delivers its decision. The written appeal must be given to the Hockey New Zealand Appeal Committee Chairperson and must be accompanied by a "Hockey New Zealand Appeal Form" and be accompanied by the sum of \$100.00, refundable only at the discretion of the Hockey New Zealand Appeal Committee

- 44.7. The Hockey New Zealand Appeal Committee must meet within two hours of the Chairperson receiving the written appeal.

In the case of Round 1 and 2, the Hockey New Zealand Appeal Committee shall meet (or if more appropriate convene by teleconference call) and shall make a decision relating to the appeal within 24 hours of receiving the written appeal. The Hockey New Zealand Appeal Committee's decision shall be given in writing to Hockey New Zealand who will then immediately inform all concerned parties of the decision in writing.

**45. Grounds for Appeal**

45.1. That the Judicial Committee made a finding of fact contrary to the evidence given (no new evidence may be presented at the Appeal hearing).

45.2. That the Judicial Committee gave a sentence manifestly inconsistent with other sentences given.

**46.** Neither the Judicial Committee or the Jury of Appeal shall have the power to change an umpires' decision.