

Rules For

NATIONAL SENIOR TOURNAMENTS

Updated August 2011

GENERAL RULES

1. **Combined Teams**

- 1.1 Associations may combine and enter a combined team at National tournament. The associations concerned must write to Hockey New Zealand and seek approval (each year if they wish to remain combined).
- 1.2 A combined team who has been competing as a combined team, who wishes to change the composition of Associations that make up that team, must write to Hockey NZ and seek approval to do so.
- 1.3 A combined teams name must reflect the combined associations. The Division the combined team competes in and seeding of a combined team is at the discretion of Hockey NZ.
- 1.4 A combined team may win any Division at National tournament.
- 1.5 If a combined team no longer wishes to be combined, the Associations concerned may enter National tournament as individual Associations. The Division placement and seedings of these teams will be at the discretion of Hockey NZ.

2. **Draw**

The draw shall be done by Hockey NZ and forwarded to the Host Association to consider the match times. Once the draw is confirmed, Hockey NZ will send each participating team, Host Association, Tournament Administrator, Tournament Director and Umpires Manager a copy of the draw.

3. **Entry Fees**

- 3.1. An entry fee for all tournaments will be set annually. The entry fee for each tournament is listed on the *Tournament Schedule*. (A copy of the *Tournament Schedule* is available for download from the 'Tournament Manual' section of the Hockey NZ website).
- 3.2. The entry fee is to be sent to Hockey NZ with the *Entry Form* by the due date. The deadline for entry forms is listed on the *Tournament Schedule*.

4. **Entry Form**

A completed *Entry Form* is to be sent to the Hockey NZ office by the due date and must be accompanied by the appropriate entry fee – refer *Tournament Schedule* for the due date. (A copy of the official *Entry Form* and the *Tournament Schedule* are available for download from the 'Tournament Manual' section of the Hockey NZ website).

5. **Female Teams**

One of the team officials accompanying female teams **must** be a woman.

6. **Fields & Goals**

- 6.1 Host Associations must ensure the markings are in accordance with the current FIH Rulebook and visible on the fields.

6.2 Host Associations must ensure the goals are the correct size (refer current FIH specifications) and are in good condition i.e., no holes in the nets or boards and no sharp or dangerous edges on the goal.

6A. First Aid

The Host Association must ensure a St John representative, or a registered nurse who works in acute injury management, or a doctor, or other medical service provider is present on site and responsible for first aid at all times during the tournament.

Each participating team may be invoiced up to \$100 GST incl. to contribute to the provision of medical services at the tournament.

7. Guest Players

7.1 Guest Players are permitted in the National Senior tournament. Please refer to the 'Guest Player Rules', (Rules 35-39 in this document).

7.2 Guest Player Rules do not apply to Service Association teams, i.e. Air Force, Army, Navy, Police teams.

8. Hockey Balls

All teams are to supply their own balls.

9. Host Associations Financial Obligations

9.1 The Host Association shall accept full responsibility for all financial obligations in connection with the tournament and for any financial loss incurred.

9.2 All travel, accommodation, transport and sundry costs incurred by the participating players, team officials, umpires, technical personnel and Hockey NZ officials shall be excluded from the above clause.

10. Tournament Briefing

10.1 Team Managers **must** attend the Tournament Briefing

10.2 Team Managers **must** bring a sample of their team uniform (primary and alternative colours) to this meeting.

11. Mouthguards

11.1 Hockey NZ strongly recommends the wearing of mouthguards and shin pads by all players at all tournaments.

11.2 Managers of all teams are to control the use of mouth guards, not the umpires.

12. Naming Rights

Hockey NZ has naming rights of all Hockey NZ tournaments and events.

13. Hockey NZ Anti Doping Code & Sanctions

13.1 The *Hockey NZ Anti Doping Code* will be enforced at the National Senior tournament. (A copy of the *Hockey NZ Anti-Doping Code* is available for download from the 'Tournament Manual' section of the Hockey NZ website).

13.2 The signature of each player on the *Team Registration Form* indicates that they have read and understood the *Hockey NZ Anti Doping Code & Sanctions*.

NB – A Parent/Guardian must sign for players under 16 years of age.

14. Hockey NZ National Code of Conduct

14.1 The Hockey NZ National Code of Conduct shall be enforced at all Hockey NZ tournaments. (A copy of the Hockey NZ National Code of Conduct is available for download from the 'Tournament Manual' section of the Hockey NZ website).

14.2 The signature of each player on the Team Registration Form indicates that they have read and understood the Hockey NZ National Code of Conduct.

14.3 The signature of the manager on the Team Registration Form indicates that all team management have read and understood the Hockey NZ National Code of Conduct.

15. Hockey NZ Drug Free & Smoke Free Policy

The *Hockey NZ Drug Free and Smokefree Policy* shall apply at the Hockey NZ National Senior tournament. (A copy of the *Hockey NZ Drug Free and Smokefree* policies is available for download from the 'Tournament Manual' section of the Hockey NZ website).

16. Hockey NZ Head Injury Policy

At all Hockey New Zealand competitions and tournaments, Hockey New Zealand insists that a player that has received a head injury with suspected concussion may only commence playing again when a medical certificate clearing the player of concussion has been supplied to the Tournament Director or Tournament Administrator for tournaments without a Tournament Director. Hockey New Zealand strongly recommends that Associations and Schools follow the same procedure for their own competitions.

17. Player Eligibility

17.1 A player may choose to register with the club of his/her choice irrespective of where he/she resides.

17.2 A player is registered with the Association to which his/her club is affiliated.

17.3 A player may only belong to one club at a time.

17.4 To play for an Association a player must be a financial member of a club in that Association, be approved by Hockey NZ as a 'Guest Player' for that Association, or be eligible under the 'Province of Origin' ruling (Ref 17.5).

17.5 Province of Origin

a) A Player's 'Province of Origin' is defined as the Association that a player first represented at a Hockey NZ national tournament (NHL, National Senior, Under 21, Under 18, Under 15 or Hatch Cup/Collier Trophy).

b) A player is eligible to play for their 'Province of Origin' provided they fulfil the following criteria:

- i) Do not have any outstanding debts with their current Association or a club within their current Association
- ii) Do not have any current or pending disciplinary action against them in process.

c) There are no restrictions on the number of 'Province of Origin' players in a team.

d) 'Province of Origin' transfer forms will be required to be signed by the player and the two Associations concerned.

17.6 If a player shifts to another association to play club hockey, then an *Association to Association Transfer Form* must be completed and lodged with Hockey NZ. (A copy of the *Association to Association Transfer Form* is available to download from the 'Tournament Manual' section of the Hockey NZ website).

17.7 Air Force, Army, Navy & Police Teams

Players eligible for the above Service Association teams must obtain written clearance from their registered Hockey Association before they are able to play for a Service team at a Hockey NZ tournament. The above Service Associations may appeal to the Hockey NZ Chief Executive if "clearance" is being unreasonably withheld.

17.8 **NHL Players**

Up to three (3) NHL players may play for their registered Association team at Senior National tournaments in the same year. An 'NHL Player' is defined as a player who was listed on either the Master Team Registration Form or an Additional Player Registration form on the day of the first round of the NHL.

17.9 A player wishing to play at the National Senior Tournaments must be a registered player for an Association team and have **played at least four weeks of official club competition in that Association immediately prior to that tournament.** Dispensation for injury and medical reasons must be approved by the Hockey NZ Tournament and Events Manager.

17.10 **Secondary School Players.**

a) A secondary school player may play in the secondary school competition in one Association and club hockey in another association. Consequently the player is then registered with the Association where he/she plays club hockey.

Exception

Only at the written mutual consent of both Associations involved, may a secondary/primary school player playing in a secondary school competition in one Association and club competition in another Association, play representative hockey for the Association where they play their school competition.

b) A secondary school player who plays for their school team in a competition in a particular Association and does not belong to a club (in any Association) is eligible to play only for the Association to which the school team is affiliated.

17.11 **Returning Overseas Players**

A player returning to NZ from overseas is eligible to play as a local player at the National Senior Tournament for the NZ Association they were last affiliated to. The player must be a NZ Citizen (NZ permanent resident or passport holder) and must not have represented another country at U-21 or senior international level. They are not required to play at least four (4) weeks of official club/school competition in that Association immediately prior to tournament.

17.12 **National Squad Members**

Players named in the current year's National Squad will be required to play for their Province of Origin.

- i) Exception: A National Squad Member can appeal to the Hockey New Zealand High Performance Manager if they have valid reasons as to why they should not play for their Province of Origin.
- ii) Where a National Squad Member has been living in an Association and been actively playing in that Association's club competition for a minimum of 5 consecutive years they can apply to change their 'Province of Origin' to their current 'Registered Region' by submitting an application to Hockey New Zealand. Once changed the 'Registered Region' becomes for all intents and purposes the National Squad Members 'Region of Origin'
- iii) Dispensation for special circumstances (e.g. two or more goalkeepers in one region) will also be considered by the Hockey New Zealand High Performance Manager on a case by case basis.

N.B. National Squads of approximately 25 players are to be named by the National Coaches annually.

17.13 If during a tournament it is discovered that a team has a player who does not comply with rules 17.1 through 17.10 the Tournament Director, after consulting with the Hockey NZ office, will act as outlined in the following scenarios:

a) Pool System Competitions

If the discovery happens:

- i) *At the Manager's Meeting or Before the First Match is Played*
The ineligible player/s concerned is/are not to play for the team at the tournament.
- ii) *During Pool Play & Before the First Cross-over Matches*
The team using the ineligible player/s will be regarded as not having played any games. The points table shall be corrected accordingly. The team may continue to play at the tournament and the ineligible players/s will continue to be regarded as part of the team. In all subsequent games played during the tournament the opposing team will be credited with a win. The offending team is to be placed last in their Pool and placed last in their section of the tournament.
- iii) *After the First Cross-over Match Has Been Played*
If the team using the ineligible player/s won their first cross-over match the result will be reversed in favour of the opposing team. The team may continue to play in the remaining cross-over and final placing games and the ineligible players/s will continue to be regarded as part of the team, but the opposing team will be credited with a win. At the completion of the tournament the offending team will be placed last and the final placings adjusted accordingly.
- iv) *After the Second Cross-over Match & Before the Final Placing Match*
If the team using the ineligible player/s won their second cross-over match the result will be reversed in favour of the opposing team. The team may continue to play in the remaining cross-over and final placing games and the ineligible players/s will continue to be regarded as part of the team, but the opposing team will be credited with a win. At the completion of the tournament the offending team will be placed last and the final placings adjusted accordingly.
- v) *After the Final Placing Match*
The team using the ineligible player/s will be placed last and the final placings will be adjusted accordingly.

b) Round Robin Competition – With or Without Finals

If the discovery happens:

- i) *At the Managers Meeting or Before the First Match is Played*
The ineligible player/s concerned is not to play for the team at the tournament.
- ii) *During the Tournament*
The team using the ineligible player/s will be regarded as not having played any games. The points table shall be corrected accordingly. The team may continue to play at the tournament and the ineligible player's shall continue to be regarded as part of the team. In all subsequent games played during the tournament the opposing team will be credited with a win. The offending team is to be placed last at the tournament.
- iii) *After the Final Round*
The team using the ineligible player/s will be placed last and the final placings adjusted accordingly.

18. Players in the Tournament

- 18.1 For the duration of the tournament team may only use the players registered on the Team Registration Form except for extenuating circumstances deemed acceptable by the Tournament Director. (*Ineligible Players*).

18.2 It is not compulsory for all players to accompany the team to the tournament. However, teams shall have a minimum of eleven (11) fit players available for the first game of the tournament.

19. 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 NZ. Please see Appendix 1 for 2011 Experimental Rules.

20. Score Cards, Match Sheets & Technical Equipment

The Host Association shall be responsible for supplying scorecards, match sheets and technical equipment for tournaments.

21. Sponsorship

21.1 Sponsorship obtained by the Host Association is to be compatible with Hockey NZ sponsors.

21.2 Sponsorships must be notified to and confirmed by the Hockey NZ Commercial Manager.

21.3 Players may wear sponsorship logos on their playing shirts provided that :

- a) Sponsorship has been notified to and confirmed by the Hockey NZ Commercial Manager.
- b) The player's number is clearly visible and not impaired by any sponsorship logo.
- c) The size of any logo shall not exceed 350 square centimetres.

22. Suspension of Players

Refer to *Hockey NZ National Code of Conduct*.

23. Team Registration Form

23.1 The names of not more than sixteen (16) and not less than twelve (12) players must be registered on the *Team Registration Form*. (A copy of the *Team Registration Form* is available for download from the 'Tournament Manual' section of the Hockey NZ website).

23.2 The online Team Registration Form is to be submitted by the due date – refer Tournament Schedule for the due date. (A copy of the Tournament Schedule is available for download from the 'Tournament Manual' section of the Hockey NZ website).

23.3 Full colour photographs of the primary and alternate uniforms are to be sent (preferably e-mailed) to Hockey NZ and the Host Association by the due date – refer Tournament Schedule for the due date. (*Shirt/top, Shorts/skirt, Socks*).

23.4 Written notification of any amendment to the Team Registration Form must be supplied by the Team Manager to the Tournament Administrator and Hockey NZ before the start of the tournament.

23.5 A final signed copy of the Team Registration Form is to be given to the Tournament Administrator before the start of the tournament (preferably at the Tournament Briefing). (*Once you submit your Team Registration Form online ensure your manager receives a copy of the registration form*).

NB Please see rules 13 and 14 for implications of signing with regard to Antidoping and Code of Conduct.

24. Technical Appointments

The Hockey NZ Umpires Council is responsible for appointing Umpires, Tournament Director and Umpires Manager to National Tournaments.

- 25. Tournament Director**
The Tournament Director is responsible for ensuring that the tournament is run under the current rules of hockey and is required to make decisions pertaining to this and advise these decisions to the Tournament Administrator.
- 26. Tournaments and Tournament Allocations**
26.1 Tournaments for representative teams from Affiliated Associations shall be held annually at venues to be determined by Hockey NZ.
26.2 The tournaments shall be played at venues with artificial surfaces subject to the *Hockey NZ Tournament Surface Policy*.
- 27. Tournament Administrator**
The Tournament Administrator, appointed by the Host Association and approved by Hockey NZ, is responsible for the administration of the tournament and will work in conjunction with the Host Association and the Tournament Director.
- 28. Tournament Officials**
A team official of a participating team is not permitted to be a technical official of the tournament.
- 29. Tournament Reports**
29.1 Tournament Administrators are to furnish a written report to the Hockey NZ office within four (4) weeks of the tournament concluding. The report must be attached to the *Domestic Tournament Report Cover Sheet* and contain all information specified on that sheet. (A copy of the *Domestic Tournament Report Cover Sheet* is available to download from the 'Tournament Manual' section of the Hockey NZ website).
29.2 The Host Association is to furnish a financial statement of the tournament to the Hockey NZ office within four (4) weeks of the tournament concluding.
29.3 The Tournament Director is to fill out the *Tournament Director's Report* for and return the completed form to the Hockey NZ Office within four (4) weeks of the tournament concluding. (A copy of the *Tournament Director's Report* is available to download from the 'Tournament Manual' section of the Hockey NZ website).
- 30. Tournament Rules**
Teams entered in Hockey NZ Tournament/Competitions/Events must abide by current Hockey NZ Tournament/Competition/Event Rules.
- 31. Tournament Results**
Hockey NZ is to keep a record of results (final placings) of all National tournaments.
- 32. Turf Costs**
32.1 The charges for turf costs shall be shared by participating Associations and are payable to the Host Association.
32.2 Host Associations must abide by the *Hockey NZ Tournament Turf Charges* guidelines. (A copy of the *Tournament Turf Charge Guidelines* is available for download from the 'Tournament Manual' section of the Hockey NZ website).
- 33. Unforeseen Events**
If circumstances arise which are not provided for in these Rules, they will be determined by the Tournament Director after consulting with the Tournament Administrator and, if necessary, Hockey NZ.
- 34. Withdrawing From Tournament**
34.1 Any association withdrawing a team within **six** (6) weeks of the commencement date of a tournament shall forfeit their entry fee and any applicable bond.
34.2 Any withdrawal must be made in writing to the Hockey NZ Tournament and Events Manager.

GUEST PLAYER RULES

35. Definition of a Guest Player

A Guest Player is a person who has permission from their own Association to play for another Association in a Hockey NZ competition.

36. Number of Guest Players

A maximum of 4 'guest' players (including one (maximum) overseas player) may be used for Senior National Tournaments.

37. Guest Player clearance

37.1 An Association may withhold giving clearance for a Guest Player for any of the following reasons:

- a) the player did not make themselves available for their own Association/Province.
- b) the player is unfinancial to a club within their Association or to the Association
- c) the player has been suspended from hockey due to current or pending disciplinary reasons.

37.2 Associations cannot withhold giving written clearance for a player to become a Guest Player if none of the conditions set out in rule 37.1. are applicable to the player.

38. Guest Player Negotiations

Negotiations between Associations and Guest Players are between the parties involved. Hockey NZ will not participate in any negotiations. The player has the right to decline to play for an Association.

39. Guest Player Agreement Form

39.1 Hockey NZ has provided a *Guest Player Agreement Form*. (A copy of the *Guest Player Agreement Form* is available for download from the 'Tournament Manual' section of the Hockey NZ website).

39.2 The *Guest Player Agreement Form* must be signed by the player's home Association Chairperson, the Player and the Chairperson of the Association wishing to use the Guest Player.

39.3 A copy of the signed *Guest Player Agreement Form* must be received at the Hockey NZ office at least **fourteen** (14) days prior to the commencement date of the tournament.

TECHNICAL RULES

40. Admission To The Field Of Play

- 40.1 Only up to eleven (11) players of each team and the umpires may be on the field of play during a match. The team officials and reserve players need the permission of the umpires to enter it.
- 40.2 The team officials and substitute players registered on the Team Registration Form up to a maximum of **eight** (8) persons, plus the team medical doctor/physio, if registered, must remain seated on the team bench during the regulation time and any period of extra time, including time stoppages, unless the Tournament Director, Technical Officer on duty or umpires direct otherwise or when following substitution procedures or providing medical assistance.
- 40.3 The team manager, who is responsible for the conduct of all persons occupying the bench, must be present in the dugout at all times during the match and must occupy the seat nearest to the Technical Officials table.
- 40.4 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.
- 40.5 The Tournament Director or Technical Officer 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, depending upon the circumstances. (*The Tournament Director may impose such penalties as appropriate*).
- 40.6 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 by the shortest way, and remain off the field for a minimum of 2 minutes.
- b) If the player can not or will not, 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
- The team coach may not enter the field of play at any time under any circumstances.
- 40.7 Team officials and players may leave the field of play during half time only with prior permission of the Tournament Director or Technical Officer 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.
- 40.8 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

41. Bleeding Players On The Field Of Play

- 41.1 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.

- 41.2 Blood stained clothing must be replaced and equipment cleaned before re-entry to the field of play.
- 41.3 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 (if synthetic field of play) for approximately one minute. During this operation there will be a time stoppage of play.

42. Captain

- 42.1 One player of each team must be appointed as captain.
- 42.2 A replacement captain must be appointed when a captain is suspended.
- 42.3 Captains must wear a distinctive arm-band or similar distinguishing article on an upper arm or shoulder.
- 42.4 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.

43. Defaulting Of A Game

- 43.1 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 that match will be:
- i) the defaulting team - 0 points
 - ii) the opposing team - 4 points

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 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.

- 43.2 If anytime during the match the number of players on the field is less than seven (7), this team shall have lost the match and the team defaulted to shall be credited with 3 points for a win.

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 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.

- 43.3 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 Administrator) the match may be rescheduled. The points for the match shall be:
- i) the defaulting team - 0 points
 - ii) the opposing team - 4 points

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

If the match is rescheduled, the match must be completed to the agreed regulation full time - refer Rule No. 46.

44. Failure to Play

44.1 During The Pool Matches

- a) A team refusing to play or to complete a match shall be considered as withdrawing from the tournament.
- b) If a team thus withdraws from the tournament, 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 played against. The points table shall be corrected accordingly.

44.2 *During The Classification Matches*

A team refusing to play or to complete a match shall be considered as withdrawing from the tournament at that stage and will lose the match in question.

45. Final Placing Matches and Final Matches

45.1 Finals Placing Matches (excludes The Final)

- a) If, after regulation time, the game is drawn, there will be no extra time to obtain a winner. The placing shall be shared.
- b) To determine the seedings of drawn teams for the following year's tournament, the Hockey NZ shall toss a coin.

45.2 The Final

- a) The Final of all National Senior Tournaments must result in a winner.
- b) If, after regulation time, the game is tied, there shall be 7 minutes of golden-goal extra time played; if the score is still tied after completion of golden-goal extra time then a penalty shoot-out competition shall take place to determine the winner.

Post Pool Play-Offs (*Quarter-finals, Semi-finals*)

In post pool play-offs, if after regulation time, the game is tied, there will be no extra time played. A penalty stroke competition shall determine the winner.

46. Game Duration

A match shall consist of the regulation time of two 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.

For the Final only if, after regulation time, the game is tied, the match shall be extended following an interval of not more than **five** (5) minutes by golden-goal extra time of **two** (2) periods of **seven and a half** (7.5) minutes each, between which teams shall change ends without delay.

47. Goalkeepers

- 47.1 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** field players only. (*A colour not similar to their own team or the opposition that should not be white*).
- 47.2 A team may change between these options by making substitutions.
- 47.3 Time will be stopped to substitute a fully kitted goalkeeper. (*On or Off*).
- 47.4 Goalkeepers are permitted, for the purposes of substitution, to leave or enter the field near the goal they are defending.
- 47.5 A fully kitted goalkeeper is not allowed to take part in the match outside the **twenty three** (23) metre area they are defending, except when taking a penalty stroke.
- 47.6 A goalkeeper with only protective headgear and a shirt of a different colour must not take part in the match outside the **twenty three** (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*).
- 47.7 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*).

48. Interruptions To A Match

- 48.1 The responsibility for the stopping of any match rests with the Tournament Director, Technical Officer on duty or the two controlling umpires.

48.2 If the Tournament Director, Technical Officer on duty or umpires decide 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. 46), the score on the resumption being that at the time the interruption took place.
- b) On resumption, Rule No. 55 relating to the substitution of players shall apply as though there had been no interruption to the match.

49. Judicial Committee

49.1 A Judicial Committee will be appointed by the Tournament Administrator when required and will consist of the following:

- Tournament Director
- Any two managers whose teams are not involved in the matter under consideration

49.2 The Judicial Committee deals with players, coaches, team officials or tournament officials who receive a red card or who accumulate 12 points at tournament - refer Hockey NZ National Code of Conduct.

49.3 The Judicial Committee shall deal with protests lodged by Managers relating to a match.

50. Jury of Appeal

50.1 A Jury of Appeal will be appointed by the Tournament Administrator when required and will consist of the following:

- Tournament Administrator
- A Manager whose team is not involved in the matter under consideration
- One person appointed in consultation with the Tournament Director (but not the Tournament Director) who has a knowledge of Tournament rules and regulations, and an understanding of procedures required to deal with the appeal.

50.2 The Jury of Appeal will deal with all written appeals relating to decisions made by the Judicial Committee - refer Hockey NZ National Code of Conduct.

51. 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

52. Points

52.1 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 51.

52.2 Pool Competition

- a) In each pool, teams will be ranked according to the number of points each has accumulated in the competition.
- b) If at the end of the competition two or more teams have the same number of points for any place, 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
- c) 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.

- d) If there is still equality between the remaining teams then a penalty shoot-out competition will take place to determine final rankings.

52.3 Round Robin Competition

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:
 - v. Their respective number of matches won outright at the end of regulation time;
 - vi. Their respective number of matches won by penalty shoot-out
 - vii. 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
 - viii. 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.

53. Protests

- 53.1 If a team manager wishes to lodge a protest at the end of the match or at the end of a penalty shoot-out competition, then the Team Manager shall indicate on the team sheet/card 'under protest'.
- 53.2 Protests must be in writing and handed to the Tournament Administrator to notify the Judicial Committee, by the Team Manager within one hour of the end of the match or of the penalty stroke competition ending. If the protest is not received in writing prior to the expiry of 60 minutes, then it will be deemed that no protest has been registered.
- 53.3 The written protest shall be accompanied by the sum of \$50.00, refundable only if the protest is upheld and the refund of this amount shall be at the discretion of the Judicial Committee notwithstanding that the protest be lost or upheld. Failure to pay the sum of \$50.00 will result in the protest being considered void.
- 53.4 Any video evidence relating to the protest will remain the property of the team that shot the footage, and can only be requested by the Chair of the Judicial Committee. Access to this footage is for the purpose of the protest alone and cannot be passed on in any way by any party apart from the team that owns the footage.
- 53.4 The Judicial Committee will convene a meeting at the latest 4 hours prior to the commencement of the next days play. The Judicial Committee's decision shall be given in writing to the teams within one hour from the conclusion of the meeting.
- 53.6 An appeal on the Judicial Committee decision may be made to the Jury of Appeal and the decision reached by the Jury of Appeal shall be final.

54. Shirt Numbers

- 54.1 All teams must have numbered shirts at tournament.
- 54.2 All teams must have numbered alternative coloured shirts and alternative coloured socks at tournament in case of colour clashes.
- 54.3 Each player's number will remain the same throughout the competition.
- 54.4 The number shall appear in full figures, not less than 20cms in height, on the back of the players' shirt.
- 54.5 The goalkeepers' shirts must be numbered on the front and the back and be a different colour to their own team and that of the opposition.
- 54.6 A spare set of players' uniform should be with each team involved in a match, including a shirt without a number, plus suitable material for numbering in an emergency, e.g. replacing blood stained clothes.

55. Substitution of Players

- 55.1 Each team is permitted to substitute from a maximum of sixteen players.
 - a) 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

- b) 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
- c) substitution of a player is permitted only after that player has left the field
- d) substitutions are not permitted for suspended players during their suspension

For the duration of a temporary suspension, the offending team plays with one less player. For each permanent suspension, the offending team plays for the remainder of the match with one less player.

- e) after completing a suspension, a player is permitted to be substituted without first returning to the field
- f) field players must leave or enter the field for substitution purposes within 3 metres of the centre-line on a side of the field agreed with the umpires
- g) goalkeepers are permitted to leave or enter the field for substitution near the goal they are defending
- h) time is stopped for substitutions of goalkeepers but not for substitutions of field players

55.2 For substitution purposes, a penalty corner is completed when:

- a) a goal is scored
- b) an attacker commits an offence
- c) the ball travels more than 5 metres outside the circle
- d) the ball travels outside the circle for the second time
- e) the ball is played over the back-line and another penalty corner is not awarded
- f) a defender commits an offence and another penalty corner is not awarded
- g) a penalty stroke is awarded
- h) a bully is awarded.

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

56. Team Uniform & Colours

- 56.1 Each team must wear the colours of the Association they represent (either primary or alternative) as specified on the Team Registration Form except for extenuating circumstances deemed appropriate by the Tournament Director..
- 56.2 If in the opinion of the Tournament Director the colours of two opposing teams might lead to confusion, one of the teams must change colours. 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.
- 56.3 Goalkeepers shall wear a colour different from that of their own team and that of their opponents.
- 56.4 All teams must have alternative coloured shirts and socks at tournament.

56.5 A player must be properly dressed at all times during a match with shirt tucked in and socks up with shin guards worn inside socks.

57. Time-Keeping

57.1 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 and full time.

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

58. Tournament Format

Each division shall be conducted under a pool system or round robin basis depending upon the number of teams. The teams shall be seeded according to final placings of the previous year, and at the discretion of Hockey NZ if there are none available.

APPENDIX 1 - TRIAL RULES

RULES OF THE GAME

The following two rules will be enforced during all matches of the 2011 National Senior Tournament

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.