

Rules For

NATIONAL UNDER 18 TOURNAMENTS

(Including Notes for Guidance)

Version 2011

A. TOURNAMENT ADMINISTRATION

1. Combined Teams

- 1.1 Associations may combine and enter a combined team in National Under 18 Tournament as long as the combining Associations agree in writing and have written approval from Hockey NZ. Approval must be sought annually. *(Approval by the Entry Due Date).*
- 1.2 A combined team's name must reflect the combined Associations and must be mutually agreed upon in writing by the combining Associations and Hockey NZ.
- 1.3 The seeding of a combined team that did not participate at National Under 18 Tournament last year is at the discretion of Hockey NZ.
- 1.4 A combined team may win National Under 18 Tournament.
- 1.5 If a combined team no longer wishes to be combined, the Associations concerned may enter National Under 18 Championship Tournament as individual Associations. The seeding of these teams will be at the discretion of Hockey NZ. *(If the combined team held a position in the National Under 18 Premier Tournament this is lost).*
- 1.6 An Association which has a team entered in the National Under 18 Premier Tournament may combine with other Associations to enter a team in the National Under 18 Championship Tournament.

2. Entry Forms

- 2.1 A completed Tournament Entry Form is to be sent to Hockey NZ by the due date and must be accompanied by the Entry Fee – refer Tournament Schedule for the due date. *(A copy of the Tournament Entry Form and the Tournament Schedule are available for download from the 'Tournament Manual' section of the Hockey NZ website).*
- 2.2
 - a) Every Association entering a team must nominate an umpire available to umpire at the tournament. Teams should contact Hockey NZ's Umpire Development Manager to discuss your nomination, or include your nomination on the team entry form. *(The nominated umpire must be on the Hockey NZ National Under 18 Umpire Panel or have been assessed by a Hockey NZ appointed assessor. The Hockey NZ National Under 18 Umpire Panel is available from the 'Hockey NZ National Umpires' section of the Hockey NZ website).*
 - b) The Hockey NZ Umpires Council will advise final appointments as soon as possible. *(Nominations and Appointments will be available 6 weeks prior to the tournament from the 'Tournament Nominations and Appointments' section of the Hockey NZ website).*
 - c) Every Association that does not provide an umpire at a tournament they attend will be charged by Hockey NZ **five hundred and seventy five dollars** (\$575.00) GST inclusive. Every Association that provides more than one umpire at a tournament they attend (or provides an umpire at a tournament they do not attend) will receive **five hundred and seventy five dollars** (\$575.00) GST inclusive per additional umpire from their Association.

3. Entry Fee

- 3.1 The Entry Fee is to be sent to Hockey NZ with the Tournament Entry Form by the due date – refer Tournament Schedule for the due date. *(A copy of the Tournament Entry Form and Tournament Schedule is available for download from the 'Tournament Manual' section of the Hockey NZ website).*
- 3.2 The Entry Fee is \$160.00 GST inclusive per team and is apportioned as follows:
- Host Association \$80.50 GST incl per team;
 - Hockey NZ \$79.50 GST incl per team.
- 3.3 \$15.50 GST incl per team of the Host Association portion will be held by Hockey NZ until both the Tournament Report and Financial Statement are received by Hockey NZ.

4. Team Registration Form

- 4.1 The names of not more than **sixteen** (16) and not less than **twelve** (12) players must be registered on the Team Registration Form. *(The Team Registration Form is to be completed online by selecting the appropriate U18 Tournament under the 'Events Calendar' section of the Hockey NZ website).*
- 4.2 The names of not more than **four** (4) and not less than **two** (2) team officials must be registered on the Team Registration Form. *(Minimum of Coach and Manager).*
NB - One of the team officials accompanying female teams **must** be a woman.
- 4.3 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).*
- 4.4 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).*
- 4.5 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.
- 4.6 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.

- 4.7 All players' signatures must be on the Team Registration Form. No player may participate in a tournament if they have not signed the Team Registration Form.
NB – A Parent or Guardian must sign for players under 16 years of age. *(Under 16 at time of signing).*
- 4.8 The Tournament Briefing is the final time any amendments may be made to the Team Registration Form unless the Tournament Briefing is held after the first match of the tournament in which case the commencement of the first match is the final time any amendments to the Team Registration Form may be made.

5. Player Eligibility

- 5.1 A player may choose to register with the club of his/her choice irrespective of where he/she resides.
- 5.2 A player is registered with the Association to which his/her club is affiliated.
- 5.3 A player may only belong to one club at a time.

5.4 School Players

- a) A school player may play in the school competition in one Association and club competition in another Association. Consequently the player is then registered with the Association to which his/her club team is affiliated.

Exception

Only at the written mutual consent of both Associations involved, may a school player playing in a school competition in one Association and club competition in another Association, play representative hockey for the Association to which his/her school is affiliated.

- b) A school player who plays for his/her school team in a competition in a particular Association and is not registered with a club (in any Association) is registered with the Association to which his/her school team is affiliated.
- c) A player who attends boarding school in one Association but lives in another Association, and is registered only to the Association where they attend boarding school, is registered with the Association to which his/her school team is affiliated.

Exception

Only if the player is not required by their registered Association, and at written mutual consent of the two Associations involved, may the player play for the Association where they live, rather than the Association where they are registered.

- d) A player is not permitted to play in the club competition for two different Associations.

5.5 Transfer

If a club hockey 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).*

5.6 Time Qualification

A player may represent an Association at a National Under 18 Tournament if they are a registered player of a club/school affiliated to that Association and have played at least **six** (6) weeks of official club/school competition under the auspices of that Association immediately prior to that tournament. Dispensation for academic, employment, injury and medical reasons must be approved in writing by Hockey NZ.

5.7 Age Qualification

- a) To be eligible to play in the National Under 18 Tournaments, the players must be under the age of 18 years old as at January 1 of the year in which the tournament is played. *(A player whose 18th birthday is on or after 1 January is eligible, a player whose 18th birthday is before 1 January is ineligible).*
- b) Proof of age eligibility may be requested by the Tournament Administrator and this must be provided by the Team Manager. *(Birth Certificate, Passport, Drivers Licence).*

5.8 National Squad Members

In 2011 there are no National Squad Members eligible to compete at the National Under 18 Tournaments.

- 5.9 To play for an Association in National Under 18 Tournaments a player must be an eligible player as set out in this rule, be approved by Hockey NZ as a 'Guest Player' for that Association, or be eligible under the 'Province of Origin' rule.

5.10 Returning Overseas Players

A player returning to NZ from overseas is eligible to play as a local player at National U-18 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 **six** (6) weeks of official club/school competition in that Association immediately prior to tournament.

6. Guest Players

- 6.1 Guest Players are permitted in National Under 18 Tournaments.
- 6.2 All Guest Players in National Under 18 Tournaments must be at least 15 years of age as at January 1 in the year of the competition. *(A player whose 15th birthday is on or after 1 January is ineligible, a player whose 15th birthday is before 1 January is eligible).*
- 6.3 A Guest Player is a person who has permission from their registered Association to play for another Association in a Hockey NZ competition.
- 6.4 A maximum of **four** (4) Guest Players (none of whom may be an International Guest Player) may be registered on a Team Registration Form for National Under 18 Tournaments.
- 6.5 An Association may withhold permission for a player to become a Guest Player if:
- the player did not make themselves available for their registered Association, or
 - the player is unfinancial to a club/school within their Association or to the Association, or
 - the player has been suspended from hockey due to current or pending disciplinary action.
- 6.6 Associations must not withhold giving written permission for a player to become a Guest Player if none of the conditions set out in rule 6.5 are applicable to the player.
- 6.7 Negotiations are between Associations and Guest Players. Hockey NZ will not participate in any negotiations. The player has the right to decline to play for an Association.
- 6.8 The Hockey NZ Guest Player Agreement Form must be signed by the Guest Player's registered Association Executive, the Guest Player and the Executive of the Association wishing to register the Guest Player. *(A copy of the Guest Player Agreement Form is available for download from the 'Tournament Manual' section of the Hockey NZ website).*
- 6.9 A copy of the signed Guest Player Agreement Form must be received by Hockey NZ at least **fourteen** (14) days before the commencement date of the tournament. *(2 weeks).*

7. Province of Origin

- 7.1 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).*
- 7.2 A player is eligible to play for their 'Province of Origin' provided they:
- have made themselves available for selection into their registered Association representative team but was not required by that Association, and
 - do not have any outstanding debts with their registered Association or a club within their registered Association, and
 - have not been suspended from hockey due to current or pending disciplinary action.
- 7.3 There are no restrictions on the number of 'Province of Origin' players in a team.
- 7.4 The Hockey NZ Province of Origin Form must be signed by the player's registered Association Executive, the player and the Executive of the Association wishing to register the player. *(A copy of the Province of Origin Form is available to download from the 'Tournament Manual' section of the Hockey NZ website).*
- 7.5 A copy of the signed Province of Origin Form must be received by Hockey NZ at least **fourteen** (14) days before the commencement date of the tournament. *(2 weeks).*

8. Ineligible Players

If during a tournament it is discovered that a team has a player who does not comply with rules 5 through 7 the Tournament Director, after consulting with Hockey NZ, will act as outlined in the following scenarios:

a) Pool System Competitions

If the discovery happens:

i) At the Tournament Briefing or Before the First Match is Played

The ineligible player(s) concerned shall not play for the team at the tournament.

ii) During Pool Play & Before the First Cross-over Matches

All games played and to be played involving the team with the ineligible player(s) will be regarded as being defaulted. The points table shall be corrected accordingly. The team may continue to play at the tournament and the ineligible player(s) may continue playing for the team. At the completion of the tournament the offending team will be placed last and the final placings adjusted accordingly.

iii) After the First Cross-over Match Has Been Played (Quarter-final or Semi-final)

If the team with 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 player(s) may continue playing for the team but the opposing teams shall be credited with the 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 (Semi-final)

If the team with 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 final placing game and the ineligible player(s) may continue playing for the team but the opposing team shall be credited with the 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 with 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 Tournament Briefing or Before the First Match is Played

The ineligible player(s) concerned shall not play for the team at the tournament.

ii) During the Tournament

All games played and to be played involving the team with the ineligible player(s) will be regarded as being defaulted. The points table shall be corrected accordingly. The team may continue to play at the tournament and the ineligible player(s) may continue playing for the team. At the completion of the tournament the offending team will be placed last and the final placings adjusted accordingly.

iii) After the Final Round

The team with the ineligible player(s) will be placed last and the final placings adjusted accordingly.

9. Players in the Tournament

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

9.2 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.

10. Turf Costs

- 10.1 The charges for turf costs shall be shared by participating Associations and are payable to the Host Association.
- 10.2 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).*

11. Tournament Briefing (Managers Meeting)

- 11.1 Team Managers **must** attend the Tournament Briefing with the Tournament Administrator and Tournament Director. *(Team Coaches and Captains may attend).*
- 11.2 Team Managers **must** bring a sample and full colour photographs of their team uniform (both primary and alternative colours - top/Goalkeepers shirt, skirt/shorts, socks) to this meeting.
- 11.3 A General Meeting may be held at some stage during the tournament to discuss any recommendations from the Hockey NZ Youth Council and to make recommendations to the Youth Council.

12. Withdrawing From Tournament

- 12.1 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.
- 12.2 Any withdrawal must be made in writing to Hockey NZ.
- 12.3 A withdrawal will be liable for any travel equalisation that **may** apply.
- 12.4 If any team withdraws from the National Under 18 Premier Tournaments then the replacement team and seeding will be at the discretion of Hockey NZ.

13. Hockey NZ Anti Doping Code & Sanctions

- 13.1 The Hockey NZ Anti Doping Code will be enforced at National Under 18 Tournaments. *(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. *(Under 16 at time of signing).*

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 Alcohol Free, Drug Free & Smoke Free Policy

- 15.1 All National Under 18 Tournaments are Alcohol free, Drug free and Smoke free.
- 15.2 All players competing at these tournaments are expected to adhere to this policy.
- 15.3 The management of teams competing at National Under 18 Tournaments are to ensure their players abide by the Hockey NZ Alcohol free, Drug free and Smoke free policy.

16. Hockey NZ Head Injury Policy

At all Hockey NZ competitions and tournaments, Hockey NZ 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 NZ strongly recommends that Associations and Schools follow the same procedure for their own competitions. *(Any head injury, whether in or out of competition, should be assessed by a medical professional and a certificate furnished).*

17. Unforeseen Events

The Tournament Director shall deal with any matters arising that are not specifically dealt with in the Rules after consulting with Hockey New Zealand. If it is not possible to contact Hockey New Zealand, a committee consisting of the Tournament Director (chair), Tournament Administrator, and an appointed member will deal with the matter. Any decision reached by the committee will be final.

B. TOURNAMENT FORMAT

18. Naming Rights

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

19. Sponsorship

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

19.2 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, and
- b) The player's number is clearly visible and not impaired by any sponsorship logo, and
- c) The size of any logo shall not exceed 350 square centimetres.

19.3 Sponsorship on team tracksuits and other team clothing must also be notified to and confirmed by the Hockey NZ Commercial Manager.

20. Tournaments and Tournament Allocations

20.1 Tournaments for representative teams from Affiliated Associations shall be held annually at venues to be determined by Hockey NZ.

20.2 The tournaments shall be played at venues with artificial surfaces subject to the Hockey NZ Tournament Surface Policy. *(A copy of the Tournament Surface Policy is available for download from the 'Tournament Manual' section of the Hockey NZ website).*

21. Tournament Times & Duration

21.1 Whenever possible, and with the approval of Hockey NZ, National Under 18 Tournaments will be held during the first week of the July Secondary School holidays.

21.2 The National Under 18 Premier Tournaments shall be of a **six** (6) day duration.

21.3 The National Under 18 Championship Tournaments shall be of at least **four** (4) days duration.

22. Tournament Format

22.1 National Under 18 Premier Tournaments

Will be played as a **four** (4) Pool, **four** (4) teams per pool, system with the previous year's National Under 18 Tournaments final placings to determine the Pools.

22.2 National Under 18 Championship Tournaments

Will be determined by Hockey NZ with due respect to the number of teams competing in the tournament. If the number of teams justifies, then the Hockey NZ Pool System will apply. The teams shall be seeded according to final placings of the previous year's National Under 18 Tournaments, and at the discretion of Hockey NZ if there are none available. **Seven** (7) or less teams will indicate a Round Robin tournament be played.

23. Tournament Eligibility

23.1 National Under 18 Premier Tournaments

The National Under 18 Premier Tournaments will each involve only a maximum of **sixteen** (16) teams.

The teams invited to take part in the National Under 18 Premier Tournaments will be made up from the criteria listed below:

- a) Teams placed 1-14 from the previous year's National Under 18 Premier Tournament, and
- b) The two highest placed Association 'A' teams from the previous year's National Under 18 Championship Tournament.

Note: If any Association declines their right to enter the Premier Tournament, the replacement team and seeding will be at the discretion of Hockey New Zealand as per rule 12.4.

23.2 National Under 18 Championship Tournaments

The teams invited to take part in the National Under 18 Championship Tournaments will be made up from the criteria listed below:

- a) The teams placed 15th - 16th in the previous year's National Under 18 Premier Tournament, and
- b) Any other Association may apply to enter.

24. Draw

The draw shall be done by Hockey NZ from entries accepted 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. *(The draw will be available 6 weeks prior to the tournament from the 'Draws and Results' section of the Hockey NZ website)*

25. Games Per Day

A maximum of **two** (2) games (per team) in any one day or **three** (3) games in a 48 hour period only be played, and that a minimum of **four** (4) hours between games be required, with no games starting before 8.00am.

26. Points

26.1 Points in Pool Play or Round Robin shall be allocated as follows:

- Win or Forfeit - 3 points;
- Draw - 1 point;
- Loss - 0 points;
- Default - refer Rule No. 50.

26.2 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, these teams will be ranked according to their respective number of matches won.
- c) Should there still remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against').

A positive goal difference always takes precedence over a negative one.

- d) If there still remains equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e) If there still remains equality between two or more teams then the result(s) of the match(es) played between (only) those teams involved will be taken into consideration to determine the ranking of the tied teams.

If more than two teams are involved, then a ranking based upon the results of the matches between (only) them shall determine their respective position. If there remains equality, then the teams involved shall be ranked according to Rule No. 26.2 b), c), d), e) and f).

- f) Should there still remain equality between two teams, then the matter will be settled by a penalty stroke competition between those teams (refer Rule No. 57).
- g) If more than two teams are involved, then each team will play a penalty stroke competition against the other teams in accordance with Rule No. 57.1, 57.2, and 57.5 (but with not less than **five** (5) strokes to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.

A ranking will then be established based upon the results of the round of penalty strokes only, with the award for each play of three points to the team having scored or been awarded the highest number of goals, one point to each team having scored or been awarded an equal number of goals and zero points to the team having scored or been awarded the lowest number of goals.

If equality remains then the teams having an equal number of points shall be ranked according to Rule No. 26.2 b), c), d) and e) as applied to goals recorded during the penalty stroke competition.

If an equal position of three (or more) teams still remains thereafter, then the same procedure should be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty strokes are required.

26.3 Round Robin Competition

- a) 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, these teams will be ranked according to their respective number of matches won.
- c) Should there still remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against').

A positive goal difference always takes precedence over a negative one.

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A ranking will then be established based upon the results of the round of penalty strokes only, with the award for each play of three points to the team having scored or been awarded the

highest number of goals, one point to each team having scored or been awarded an equal number of goals and zero points to the team having scored or been awarded the lowest number of goals.

If equality remains then the teams having an equal number of points shall be ranked according to Rule 26.3 b), c), d) and e) as applied to goals recorded during the penalty stroke competition.

If an equal position of three (or more) teams still remains thereafter, then the same procedure should be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty strokes are required.

27. Tournament Rules

Teams entered in Hockey NZ Tournament/Competitions/Events must abide by current Hockey NZ Tournament/Competition/Event Rules.

28. Tournament Results

Hockey NZ is to keep a record of results (final placings) of all National tournaments.

29. Certificates, Trophies

The following will be awarded at tournaments:

- Trophy
- Medallions
- Winning Team Certificates
- Runner Up Certificates
- Most Valuable Player Certificates

C. TOURNAMENT OFFICIALS

30. Technical Appointments

30.1 The Hockey NZ Umpires Council is responsible for appointing Umpires, Tournament Directors and Umpires Managers to National Tournaments.

30.2 The Tournament Director may appoint Technical Officers and/or Judges as necessary.

31. Tournament Director

31.1 The Tournament Director is responsible for the day to day running of the tournament and ensuring the tournament is run according to Hockey New Zealand's Tournament Rules and the FIH Rules of Hockey.

31.2 The Tournament Director, or his/her appointee, is the Match Referee for the purposes of the Hockey NZ National Code of Conduct.

32. 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.

33. Ball Attendants

A maximum of **six** (6) Ball Attendants, where used, shall wear mouth guards, shin guards and a shirt of a different colour to the umpires and field players. Each Ball Attendant shall be issued with a Match Ball in addition to the Match Ball on the field of play.

34. Tournament Officials

34.1 A team official of a participating team is not permitted to be a technical official of the tournament.

34.2 A person that is registered as a player or team official on a Team Registration Form may not umpire at the tournament that his/her team is participating in unless prior approval is given by Hockey NZ. Such approval must be sought by written application to Hockey NZ not less than **four** (4) weeks before tournament.

35. Tournament Reports

- 35.1 Tournament Administrators are to furnish a written report to Hockey NZ 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).*
- 35.2 The Host Association is to furnish a financial statement of the tournament to Hockey NZ within **four** (4) weeks of the tournament concluding.
- 35.3 The Tournament Director is to fill out the Tournament Director's Report form and return the completed form to Hockey NZ 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).*

D. HOST ASSOCIATION RESPONSIBILITIES

36. Fields & Goals

- 36.1 Host Associations must ensure the markings are in accordance with the current FIH Rules of Hockey and visible on the fields. *(A copy of the FIH Rules of Hockey are available for download from the 'Rules' section of the FIH website).*
- 36.2 Host Associations must ensure the goals are the correct size (refer current FIH Rules of Hockey) and are in good condition. *(No holes in the nets or boards and no sharp or dangerous edges on the goal).*

37. 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.

38. Hosting Associations Financial Obligations

- 38.1 The Host Association shall accept full responsibility for all financial obligations in connection with the tournament and for any financial loss incurred.
- 38.2 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.

39. Score Cards, Match Sheets & Technical Equipment

The Host Association shall be responsible for supplying scorecards, match sheets and technical equipment for tournaments. *(Substitution boards [1-32], stopwatches [2], air horns [2]).*

E. JUDICIARY

40. Judicial Committee

- 40.1 A Judicial Committee will be appointed by the Tournament Administrator when required and will consist of the following:
- Tournament Director (Chair);
 - Any two Team Managers whose teams are not involved in the matter under consideration.
- 40.2 The Judicial Committee deals with players, team officials or tournament officials who receive a red card or who accumulate 12 points at tournament - refer Hockey NZ National Code of Conduct.
- 40.3 The Judicial Committee shall deal with protests lodged by Managers relating to a match. *(Protests regarding umpiring decisions cannot be heard. Protests of a technical or procedural nature can be heard).*

40.4 The Judicial Committee shall deal with any other matter that is brought to its attention.

41. Jury of Appeal

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

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

41.2 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.

41.3 Although not a member of the Jury of Appeal the Tournament Director is to be available to consult on matters involving Hockey NZ Tournaments Rules, FIH Rules of Hockey or precedents that may apply to the Appeal under discussion.

42. Protests & Appeals

42.1 If a Team Manager wishes to lodge a protest at the end of the match or at the end of a penalty stroke competition, then the Team Manager shall indicate on the match sheet/scorecard 'under protest'. *(Protests regarding umpiring decisions cannot be heard. Protests of a technical or procedural nature can be heard).*

42.2 Protests must be in writing and handed by the Team Manager to the Tournament Administrator, to notify the Judicial Committee, within **one** (1) 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 **sixty** (60) minutes, then it will be deemed that no protest has been registered.

42.3 The written protest shall be accompanied by the sum of **fifty dollars** (\$50.00), refundable at the discretion of the Judicial Committee notwithstanding that the protest be lost or upheld. If the protest is not accompanied by the sum of **fifty dollars** (\$50.00) it will be deemed that no protest has been registered.

42.4 The Judicial Committee will convene a meeting as soon as is practicable bearing in mind the time of the next match for the involved individual(s) or team(s). The Judicial Committee's decision shall be given in writing to the teams no later than **one** (1) hour after the conclusion of the meeting.

42.5 If a Team Manager wishes to lodge an appeal on the Judicial Committee decision it must be in writing and handed by the Team Manager to the Tournament Administrator, to notify the Jury of Appeal, no later than **two** (2) hours after the conclusion of the Judicial Committee meeting. *(Appeals may not introduce new evidence but may assert that the finding was contrary to the evidence presented or that the sentence was manifestly inconsistent with the Code of Conduct).*

42.6 The written appeal shall be accompanied by the sum of **fifty dollars** (\$50.00), refundable at the discretion of the Jury of Appeal notwithstanding that the appeal be lost or upheld. If the appeal is not accompanied by the sum of **fifty dollars** (\$50.00) it will be deemed that no appeal has been registered.

42.7 The Jury of Appeal will convene a meeting as soon as is practicable bearing in mind the time of the next match for the involved individual(s) or team(s). The Jury of Appeal's decision shall be given in writing to the teams no later than **one** (1) hour after the conclusion of the meeting. The decision reached by the Jury of Appeal shall be final.

43. Suspension of Players

Refer to the Hockey NZ National Code of Conduct. *(A copy of the Hockey NZ Code of Conduct is available for download from the 'Tournament Manual' section of the Hockey NZ website).*

F. TECHNICAL RULES

44. Rules Of The Game

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

45. Hockey Balls

All teams are to supply their own balls. Match balls should be white Kookaburra Elite brand. (*FIH approved match ball*).

46. Protective Equipment (*Mouth guards etc*)

46.1 It is mandatory for all players participating in Hockey NZ Youth Tournaments to wear mouth guards (shin guards are also recommended) including National Under 18 Tournaments.

46.2 Team Managers are to control the use of mouth guards.

46.3 Field players may wear a smooth flush fitting facemask when defending a penalty corner or penalty stroke. The facemask must be removed safely before the player takes part in the game outside the circle. (*There should be no delay in donning protective equipment at Penalty Corners or Penalty Strokes*).

47. Admission To The Field Of Play

47.1 A maximum of **eleven** (11) players of 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 it.

47.2 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.

47.3 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.

47.4 Vocal communication by the team officials and players on the team bench must not in any way be directed at the Technical Officials, the umpires or the players of the opposing team.

47.5 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*).

47.6 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

47.7 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** (2) minutes before the match is due to be restarted.

47.8 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.

48. Bleeding Players On The Field Of Play

48.1 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*).

48.2 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*).

48.3 If blood staining to the field of play should occur then immediate cleaning must take place by applying 80% alcohol (if a grass field of play) or 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.

49. Captain

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

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

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

49.4 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.

50. Defaulting Of A Game

50.1 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:

- the defaulting team - 0 points;
- the opposing team - 3 points.

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

50.2 If at any time during the match the number of players on the field of play for a team is less than **seven** (7), this team shall have defaulted the match. The points for the match will be:

- the defaulting team - 0 points;
- the opposing team - 3 points.

If, at the time a team defaults, the goal difference is more than +3 in favour of the opposing team then that score will stand otherwise the score will be 3-0 in favour of the opposing team. (*If 5 players from a team are suspended the match is lost*).

50.3 A team (that is a minimum of **seven** (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, deemed appropriate by the Tournament Director, the match may be rescheduled. Unless rescheduled the points for the match shall be:

- the defaulting team - 0 points;
- the opposing team - 3 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. 53.

51. Failure to Play

51.1 During The Pool Matches or Round Robin

- 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.

51.2 During The Classification Matches (Quarter-finals, Semi-finals, Finals)

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.

52. Final Placing Matches & Final Matches

52.1 Finals Placing Matches (Excludes the Final for Championship Tournaments, and excludes the Final and 3rd Place Match for Premier Tournaments)

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

52.2 The Final (Includes 3rd Place Match for Premier Tournaments)

- a) The Final (and 3rd place match for premier tournaments) of all National Under 18 Tournaments must result in a winner.
- b) If, after regulation time, the game is tied, there shall be golden-goal extra time played. After an interval of not more than **five** (5) minutes the captains shall toss for choice of ends or possession of the ball to restart the match. The extra time will cease once a team has scored or been awarded a goal, that team will have won the match.
- c) If, after golden-goal extra time, the game is still tied then a penalty stroke competition shall take place to determine the winner.

53. 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.

54. Game Duration

54.1 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.

54.2 For the Final (and 3rd place match for premier tournaments) 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.

55. Goalkeepers

55.1 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).

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

55.3 Time will be stopped to substitute a fully kitted goalkeeper. (On or Off).

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

- 55.5 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.
- 55.6 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).*
- 55.7 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).*

56. Interruptions To A Match

- 56.1 The responsibility for the stopping of any match rests with the Tournament Director, Technical Officer on duty or the two controlling umpires.
- 56.2 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. 53), the score on the resumption being that at the time the interruption took place.
 - b) On resumption, Rule No. 60 relating to the substitution of players shall apply as though there had been no interruption to the match.

57. Penalty Stroke Competition

- 57.1 a) **Five** (5) players from each of the two teams, chosen by their respective Team Managers from the players listed on the Team Registration Form, but excluding any player who has been suspended by the Judicial Committee, Tournament Director or Technical Officer on duty or who has been suspended Permanently (red card) from the field of play during the same match by the umpires, shall take a penalty stroke alternately against one and the same goalkeeper of the other team, unless the latter has been incapacitated and replaced, making a total of **ten** (10) penalty strokes, **five** (5) for each team. The players must take the penalty strokes in the same sequence as the list of **five** (5) players nominated and communicated by the Team Managers to the Tournament Director or Technical Officer on duty prior to the start of the penalty stroke competition. *(List of players by shirt number in stroke order plus the goalkeeper – if not a stroke taker)*
- b) If during a penalty stroke competition a player (either a stroke taker or a goalkeeper) is suspended, then that player shall take no further part in that penalty stroke competition and, unless a goalkeeper, cannot be substituted.

If a stroke taker, any stroke the player should have been entitled to take will be counted as no goal. If a goalkeeper the replacement may only be from one of the nominated stroke takers.

The player replacing the goalkeeper may continue to take penalty strokes, but when required to defend penalty strokes must wear protective headgear. This player may also wear other approved goalkeeping equipment. *(An incapacitated goalkeeper may be substituted from the bench).*

- 57.2 The umpires shall choose the goal to be used and they shall toss a coin with the captains to decide which team shall take the first penalty stroke. The team having been awarded the highest number of goals shall be the winner and the competition shall cease once an outright winner has been established.
- 57.3 In the event of an equal number of goals having been awarded, another series of penalty strokes shall be started with the same players, subject to incapacitated goalkeepers being replaced and shall feature "sudden death", which shall mean that the winner shall be the first team to have been awarded one more goal than the opposing team after an equal number of strokes (no minimum) have been taken by each team. If necessary, this "sudden death" series may exceed **ten** (10) penalty strokes, **five** (5) for each team. The sequence does not need to be the same as in the

previous series and the Team Manager has freedom of choice at the time of each stroke as to which of the **five** (5) nominated players will take the stroke, using all **five** (5) nominated players per round.

57.4 The team whose player has taken the first penalty stroke of the first series (refer Rule No. 56.1a) shall not take the first penalty stroke of the "sudden death" series.

57.5 The Team Managers, goalkeepers and nominated stroke takers only may enter the field of play during a penalty stroke competition. All these persons will remain outside the **twenty three** (23) metre area unless a player is authorised by an umpire, Tournament Director or Technical Officer on duty to take or defend a penalty stroke.

58. Shirt Numbers

58.1 All teams must have numbered shirts at tournament.

58.2 All teams must have numbered alternative coloured shirts and alternative coloured socks at tournament in case of colour clashes.

58.3 Each player's number will remain the same as registered on the Team Registration Form throughout the competition except for extenuating circumstances deemed appropriate by the Tournament Director.

58.4 The number shall appear in full figures and will be between 16cm - 20 cm in height, on the back of the player's shirt

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58.5 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. (*In a colour not similar to their own team or the opposition that should not be white*).

58.6 A spare 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. (*Replacing blood stained clothes*).

59. Substitution of Players

59.1 Each team is permitted to substitute from a maximum of **sixteen** (16) 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 **three** (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 fully kitted goalkeepers but not for substitutions of field players.

59.2 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.

60. Team Uniforms & Colours

- 60.1 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.
- 60.2 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.
- 60.3 Goalkeepers shall wear a colour different from that of their own team and that of their opponents. (*A colour not similar to their own team or the opposition that should not be white*).
- 60.4 All teams must have numbered alternative coloured shirts and alternative coloured socks at tournament. (*These must be brought to each game*).

61. Time Keeping

- 61.1 Time-keeping will be controlled by the umpires or where present 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 and any period of extra time.
 - 61.2 The umpires shall blow a whistle to start or re-start the game; they shall also signal to the Technical Table officials where present every stoppage they may order and the subsequent re-start.
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