

Rules For

NATIONAL UNDER 21 TOURNAMENTS

(Including Notes for Guidance)

Version 2011

A. TOURNAMENT ADMINISTRATION

1. Combined Teams

- 1.1 The combined teams participating in the National Under 21 Tournaments shall be:
- Northern (North Harbour, Northland)
 - Auckland (*Auckland*)
 - Midlands (*Counties Manukau, Thames Valley, Waikato, Tauranga, Bay of Plenty*)
 - Central (*Taranaki, Hawke's Bay, Wanganui, Central Hawkes Bay, Ruahine-Dannevirke, Manawatu, Horowhenua, Rangitikei, Poverty Bay*).
 - Capital (*Wellington, Wairarapa, Nelson, Marlborough, Buller*).
 - Canterbury (*Canterbury, Mid Canterbury, South Canterbury, Malvern, West Coast*).
 - Southern (*North Otago, Central Otago, Otago, Eastern Southland, Invercargill*).

2. Entry Forms

- 2.1 A completed Tournament Entry Form is to be sent to the Hockey NZ office 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*).

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*).

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. (*A copy of the Team Registration Form is to be completed online via 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 Team Registration Form is to be completed online (*via the Events & Tournaments section of the Hockey NZ website*) 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 Team Registration Form 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).

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 team 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.

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 a Region at a National U21 Tournament if they are a registered player of a club/school affiliated to an Association within that Region and have played at least **four** (4) weeks of official club/school competition under the auspices of that Association immediately prior to that tournament. Players that cannot meet the four week criteria are exempt if:

- i) Their registered Association does not start their club/school competition at least four (4) weeks prior to tournament, but the player has played in their registered Association's club/school competition from the time the competition did commence; or
- ii) They were registered with and played club/school competition for their current Association in the previous year.

Dispensation for academic, employment, injury or medical reasons must be approved in writing by Hockey NZ.

5.7 Age Qualification

- a) To be eligible to play in the National Under 21 Tournaments, the players must be under the age of 21 years old as at 1st January of the year in which the tournament is played. *(A player whose 21st birthday is on or after 1st January is eligible, a player whose 21st birthday is before 1st 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

Players named in the current year's National Squad will be required to play for their Region 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 Region 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 'Region 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 Member's '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.

For all of the above clauses the High Performance Manager will make the final decision.

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

- 5.9 To play for a Region in National Under 21 Tournaments a player must be a financial 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 'Region 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-21 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.

6. Guest Players

- 6.1 Guest Players are permitted in National Under 21 Tournaments.
- 6.2 All Guest Players in National Under 21 Tournaments must be at least 18 years of age as at 1st January in the year of the competition. *(A player whose 18th birthday is on or after 1 January is ineligible, a player whose 18th birthday is before 1st January is eligible).*
- 6.3 A Guest Player is a person who has permission from their registered Region to play for another Region in a Hockey NZ competition.
- 6.4 A maximum of **six** (6) Guest Players (none of whom may be an International Guest Player) may be registered on a Team Registration Form for National Under 21 Tournaments.
- 6.5 A Region may withhold permission for a player to become a Guest Player if:
- the player did not make themselves available for their own Region, or
 - the player is unfinancial to a club/school within their Association or to the Association, or Region or
 - the player has been suspended from hockey due to current or pending disciplinary action.
- 6.6 Regions 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, Regions and Guest Players. Hockey NZ will not participate in any negotiations. The player has the right to decline to play for a Region.
- 6.8 The Hockey NZ Guest Player Agreement Form must be signed by the Guest Player's registered Region Executive, the Guest Player and the Executive of the Region 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. Region of Origin

- 7.1 A Player's 'Region of Origin' is defined as the Association or Region 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 'Region of Origin' provided they:
- Do not have any outstanding debts with their registered Association or a club within their registered Association
 - Have not been suspended from hockey due to current or pending disciplinary action.

NB. The clause requiring a player to have made themselves available for their current Region before being eligible for their Region of Origin has been removed.

- 7.3 There are no restrictions on the number of 'Region of Origin' players in a team.
- 7.4 The Hockey NZ Region of Origin Form must be signed by the player's registered Region Executive, the player and the Executive of the Region wishing to register the player. *(A copy of the Region of Origin Form is available to download from the 'Tournament Manual' section of the Hockey NZ website).*
- 7.5 A copy of the signed Region 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) 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 will 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 in the case of a significant injury.

9.2 Significant Injury Replacement

If any player named on the final team registration form suffers a significant injury meaning they can take no further part in the tournament, they may be replaced. *(Player Eligibility & Guest Player rules apply with the exception of rules 6.9 and 7.5. Appropriate documentation should be worked through and submitted to the Tournament Director).*

The team manager must submit a **signed Doctors Medical Certificate** to the Tournament Director before a replacement can be confirmed, and must have an **Additional Player Registration Form** completed and handed in to the Tournament Administrator before the replacement player can take the field. *(A copy of the Additional Player Registration Form is available for download from the 'Tournament Manual' section of the Hockey NZ website).*

9.3 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 Regions 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

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.

12. Withdrawing From Tournament

- 12.1 Any Region 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 21 Tournament 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 21 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.
NB – A Parent/Guardian must sign for players under 16 years of age. *(Under 16 at time of signing).*

15. Hockey NZ Drug Free & Smoke Free Policy

- 15.1 All National Under 21 Tournaments are 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 21 Tournaments are to ensure their players abide by the Hockey NZ 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 who 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. If possible the Tournament Director should consult with Hockey New Zealand. If it is not possible to consult with 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 Sponsorships must be notified to and confirmed by the Hockey NZ Commercial Manager.

19.3 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, 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.

19.4 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 or Regions 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 21 Tournaments will be held during May.

21.2 The National Under 21 Tournaments shall be of an **eight** (8) day duration.

22. Tournament Format

The format shall be a Round Robin competition with finals. The teams shall be seeded according to the final placings of the previous year's National Under 21 Tournament.

23. Tournament Eligibility

The National Under 21 Tournaments will each involve a maximum of **seven** (7) teams.

The combined teams invited to take part in the National Under 21 Tournaments will be:

- Northern
- Auckland
- Midlands
- Central
- Capital
- Canterbury
- Southern

If any team withdraws from the National Under 21 Tournaments then the replacement team and seeding will be at the discretion of Hockey NZ.

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 **one** (1) game (per team) in any one day will be played, with no games starting before 8.00am.

26. Points

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

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

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

26.2 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

- 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.

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 (*Winner - 1st, Runner Up - 2nd, 3^d*)
- Winning Team Certificates
- Runner Up Certificates
- Third Place 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

The TD will decide on which matches ball attendants will be used after consulting with the Host Association. A maximum of **six** (6) Ball Attendants 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

A team official or player of a participating team is not permitted to be a technical official of the 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 and return the completed report 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 is available for download from the 'Rules' section of the FIH website).* 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

- 37.1 The Host Association must abide by the responsibilities required for First Aid as outlined in the Hosting Responsibilities document.
- 37.2 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]).*

40. Additional Host Responsibilities

Are in accordance with the current Hosting Responsibilities Document

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 Team 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 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.
- 42.5 The Judicial Committee will convene a meeting as soon as 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 within **one** (1) hour from the conclusion of the meeting.
- 42.6 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*).
- 42.7 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.
- 42.8 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.

The following two rule interpretations will be enforced for all matches:

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.

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 Hockey NZ strongly recommends the wearing of mouth guards and shin guards by all players at all tournaments.

46.2 Team Managers are to control the use of mouth guards, not the umpires.

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

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

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. (*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 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 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 - 4 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 - 4 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 - 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. 53.

51. Failure to Play

51.1 During The Round Robin 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.

51.1 During The Classification Matches (Final Placing 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.

52. Final Placing Matches & Final Matches

52.1 Finals Placing Matches (excludes The Final & 3rd Place Matches)

- a) If, after regulation time, the game is tied, there will be a penalty shoot-out competition to determine the winner.

52.2 The Final & 3rd Place Matches

- a) The Final and 3rd Place matches of all National Under 21 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 shoot-out competition shall take place to determine the winner.

53. Game Duration

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

53.2 For the Final and 3rd place matches 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.

54. Goalkeepers

54.1 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).*

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

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

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

54.5 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.

54.6 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).*

54.7 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).*

55. Interruptions To A Match

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

55.2 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. 58 relating to the substitution of players shall apply as though there had been no interruption to the match.

56. 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 series, the team manager chooses the order in which the nominated players 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 shot-out of the second (unlimited) series

57. Shirt Numbers

57.1 All teams must have numbered shirts at tournament. *(In the range 1-32).*

57.2 All teams must have numbered alternative coloured shirts and alternative coloured socks at tournament in case of colour clashes. *(In the range 1-32. These must be brought to each game).*

57.3 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.

57.4 The number shall appear in full figures, not outlined and not less than 20cms in height, on the back of the players' shirt. *(In the range 1-32).*

57.5 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 the range 1-32 and a colour not similar to their own team or the opposition that should not be white).*

57.6 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. (*Replacing blood stained clothes*).

58. Substitution of Players

58.1 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.

58.2 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 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.

59. Team Uniforms & Colours

- 59.1 Each team must wear the colours of the Region they represent (either primary or alternative) as specified on the Team Registration Form except for extenuating circumstances deemed appropriate by the Tournament Director.
- 59.2 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.
- 59.3 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).*
- 59.4 All teams must have numbered alternative coloured shirts and alternative coloured socks at tournament. *(These must be brought to each game).*

60. Time-Keeping

- 60.1 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.
- 60.2 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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