

Rules For

NATIONAL MASTERS TOURNAMENTS

(Including Notes for Guidance)

Version 2010

A. TOURNAMENT ADMINISTRATION

1. Combined Teams

- 1.1 Associations may combine and enter a combined team in National Masters 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 Masters Tournament last year is at the discretion of Hockey NZ.
- 1.4 A combined team may win any Division at National Masters Tournament.
- 1.5 If a combined team no longer wishes to be combined, the Associations concerned may enter National Masters Tournaments as individual Associations. The seeding of these teams will be at the discretion of Hockey NZ.

2. Entry Form

- 2.1 An electronically-completed (using the supplied Word document file format) Tournament Entry Form is to be sent by email to Hockey NZ by the due date. Payment of applicable fees is to be received by the due date also. It must be submitted by an Association. *(A copy of the [year] Masters Tournament Entry Form is available for download from the 'National Tournaments>Tournament Manual' section of the Hockey NZ website.)*
- 2.2 Late entries, receipted with the applicable additional fee, must be received within one (1) week of the due date. Late entries will be accepted for purposes of the draw only, and therefore will not be automatically accepted.

3. Entry Fee, Tournament Fee & Late Fee

- 3.1 The Entry Fee for the tournament comprises the Hockey NZ entry fee and a tournament fee per team. Payment, to Hockey NZ, is to be made by the due date, preferably at the same time as the Tournament Entry Form is submitted.
- 3.2 Entries received up to one week after the due date will attract a Late Entry Fee of an additional \$100.00 GST inclusive per team.
- 3.3 Refunds will not be made after the due date.

4. Masters' Team Registration Form

- 4.1 The names and shirt numbers of not more than **sixteen** (16) and not less than **twelve** (12) players must be registered on the Team Registration Form. It must be submitted by an Association. *(A copy of the [year] Masters Team Registration Form is available for download from the 'National Tournaments>Tournament Manual' 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.)*

- 4.3 An unsigned copy of the Team Registration Form, electronically completed (using the supplied Excel spreadsheet file format), is to be sent as an attachment to an e-mail to Hockey NZ
- 4.4 Written notification of any amendment to the Team Registration Form is to be supplied by the Team Manager to the Tournament Administrator and Hockey NZ before the start of the tournament.
- 4.5 A final, signed copy of the Team Registration Form is to be given to the Tournament Administrator before the start of the tournament (no later than the conclusion of the Tournament Briefing meeting).

Each player is to have signed this copy of the Team Registration Form, and signifies the player confirms:

- Date of Birth, and that all other information pertaining to the individual concerned is correct,
- authority to place the player's information on the Hockey NZ database, and
- acceptance of the Drug Free policy.

No player may participate in the tournament if they have not signed the Team Registration Form.

- 4.6 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 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 'National Tournaments>Tournament Manual' section of the Hockey NZ website.)*

5.5 Age Qualification

Players must have attained the stipulated age by 31 December in the year of competition to play in that Division. *(e.g. A female player whose 35th birthday is on or before 31 December is eligible, a female player whose 35th birthday is after 31 December is ineligible.)*

- a) For Men the stipulated age Divisions are:

- Over 35
- Over 40
- Over 45
- Over 50
- Over 55

- b) For Women the stipulated age Divisions are:

- Over 35
- Over 40
- Over 45
- Over 50
- Over 55

- 5.6 To play for an Association in National Masters Tournaments a player must be an eligible player as set out in this rule, or be eligible under the 'Transfer List' rule.

6. Transfer List

- 6.1 Guest Players and Province of Origin players are not permitted in National Masters Tournaments however a Transfer List will be operated by Hockey NZ.

- 6.2 Players may go on the Transfer List if:

- a) they have made themselves available, but are not required by their registered Association, or
 - b) their registered Association is not entering a team in their age Division.
- 6.3 Players must advise their registered Association that they wish to be placed on the Transfer List and **only Associations** shall advise Hockey NZ, from 1 November in each year, of players who are to be placed on the Transfer List.
- 6.4 Associations only shall supply in writing to Hockey NZ details of players to be placed on the Transfer List including: Name, Telephone Number, Age, Playing Position and Association transferred to where applicable.
- 6.5 Associations are not permitted to use players from the Transfer List where they have placed players in the same age Division on the Transfer List or have eligible players available in that age Division.
- 6.6 Hockey NZ shall provide regular updates of the Transfer List to all Associations. Associations shall provide advice of players who have accepted transfer to Hockey NZ.
- 6.7 Negotiations are between Associations and Transfer List players. Hockey NZ will not participate in any negotiations. The transfer player has the right to decline to play for an Association.
- 6.8 There are no restrictions on the number of Transfer List players in a team.

7. Ineligible Players

If during a tournament it is discovered that a team has a player who does not comply with rules 5 through 6 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 by 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. 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. 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 by the team with the ineligible player(s) will be regarded as being defaulted. 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.

8. Players in the Tournament

8.1 For the duration of the tournament a team may only use the players registered on the Team Registration Form (*Ineligible Players*).

8.2 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.

8.3 Players may only play in one team at National Masters Tournament.

9. Turf Costs

9.1 The charges for turf costs shall be shared by participating Associations and are payable to the Host Association. The host association shall invoice participating teams directly.

9.2 Host Associations will set the fees, after consultation with Masters Council.

10. Tournament Briefing (*Managers Meeting*)

10.1 Team Managers **must** attend the Tournament Briefing with the Tournament Administrator and Tournament Director. (*Team Coaches and Captains may attend.*)

10.2 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. Withdrawing From Tournament

11.1 Any Association withdrawing a team after entries close shall forfeit their Entry Fee, Tournament Fee, Late Fee (if applicable) and any applicable bond.

11.2 Any withdrawal must be made in writing to Hockey NZ.

11.3 A withdrawal will be liable for any travel equalisation that **may** apply.

12. Hockey NZ Anti Doping Code & Sanctions

12.1 The Hockey NZ Anti Doping Code will be enforced at all Hockey NZ tournaments. (*A copy of the Hockey NZ Anti-Doping Code is available for download from the 'National Tournaments>Tournament Manual' section of the Hockey NZ website.*)

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

13. Hockey NZ National Code of Conduct

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 'National Tournaments>Tournament Manual' section of the Hockey NZ website.*)

14. Hockey NZ Drug Free & Smoke Free Policy

The Hockey NZ Drug Free and Smokefree Policy shall be enforced at National Masters Tournaments. (*A copy of the Hockey NZ National Code of Conduct is available for download from the 'National Tournaments>Tournament Manual' section of the Hockey NZ website.*)

15. 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.)*

16. 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 the Chairperson of the Masters Council or nominee will deal with the matter. Any decision reached by the committee will be final.

B. TOURNAMENT FORMAT

17. Naming Rights

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

18. Sponsorship

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

18.2 Sponsorships must be notified to and confirmed by the Hockey NZ Marketing & Sponsorship Manager.

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

- a) Sponsorship has been notified to and confirmed by the Hockey NZ Marketing & Sponsorship 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. Tournaments and Tournament Allocations

19.1 Tournaments for representative teams from Affiliated Associations shall be held annually at venues to be agreed upon by Hockey NZ.

19.2 The tournaments shall be played at venues with access to three (3) artificial surfaces as agreed upon by the Masters Council and Hockey NZ.

20. Tournament Times & Duration

20.1 With the approval of Hockey NZ, National Masters Tournaments will be held at a time determined by the Masters Council.

20.2 The National Masters Tournaments shall be of an appropriate duration.

21. Tournament Format

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

21.2 Where less than **four** (4) teams enter a Division in any year the format will be at the discretion of the NZ Masters Council.

22. Tournament Eligibility

Any affiliated Association may apply to enter one (1) team in each / any of the approved age divisions.

23. Draw

The draw shall be done by Hockey NZ from entries accepted. The Masters Council has final authority to approve the draw which includes consultation with the Host Association as to match times. Once the draw is formatted, Hockey NZ will send a copy of the preliminary draw to the Host Association, Tournament Administrator, Tournament Director, Umpires Manager, and each participating association. *(Where possible, the draw will be available 6 weeks prior to the tournament from the 'National Tournaments>Draws and Results' section of the Hockey NZ website.)* The final draw will be available at the Tournament Briefing.

24. Games Per Day

A maximum of **one** (1) game per team in any one day is desirable with no games starting before 8.00am.

25. Points

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

- Win or Forfeit - 3 points;
- Draw - 1 point;
- Loss - 0 points;
- Default - Defaulter – 0 points.

25.2 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. 25.2, 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. 47).
- 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. 47.1, 47.2 and 47.5 (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. 25.2 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.

25.3 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.

- 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. 25.3, 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. 47).
- 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. 47.1, 47.2 and 47.5 (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. 25.3 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.

26. Tournament Rules

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

27. Tournament Results

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

28. Certificates, Trophies

The following will be awarded at tournaments:

- Trophy
- Medallions (*Winner – 1st, Runner Up – 2nd*).

C. TOURNAMENT OFFICIALS

29. Technical Appointments

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

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

30. Tournament Director

30.1 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.

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

31. 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.

32. Tournament Reports

- 32.1 The Tournament Administrator is 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 'National Tournaments>Tournament Manual' section of the Hockey NZ website.)*
- 32.2 The Host Association is to furnish a financial statement of the tournament to Hockey NZ within **four** (4) weeks of the tournament concluding.
- 32.3 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 'National Tournaments>Tournament Manual' section of the Hockey NZ website.)*

D. HOST ASSOCIATION RESPONSIBILITIES *(A copy of the Masters Tournament Duties is available to download from the 'National Tournaments>Tournament Manual' section of the Hockey NZ website. All policy and processes are described within this document.)*

E. JUDICIARY *(A copy of the Hockey NZ National Code of Conduct is available for download from the 'National Tournaments>Tournament Manual' section of the Hockey NZ website. All policy and processes are described within this document.)*

33. Procedures

- 33.1 Breaches as outlined in the Hockey NZ National Code of Conduct will be heard by the tournament Judicial Committee. The National Code of Conduct:
- requires protests to be in writing,
 - advises on time constraints and limitations,
 - details other circumstances for which a hearing maybe convened,
 - details the procedures to be followed,
 - confirms aspects of suspensions.
- 33.2 Each/any stage (ie any subsequent appeal of the initial ruling) of the judicial process attracts a non-refundable fee of \$50.00 GST inclusive, which is to accompany the written protest.
- 33.3 The 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.

34. Judicial Appeals

- 34.1 In instances where the decision of the Judicial Committee is to be challenged, a Jury of Appeal will be appointed by the Tournament Administrator. It will consist of the following:
- Tournament Administrator;
 - Chairperson of the Masters Council or his/her appointee;
 - One person appointed in consultation with the Tournament Director (but not the Tournament Director) who has a knowledge of Tournament rules and regulations, and an understanding of procedures required to deal with the appeal.
- 34.2 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.

F. TECHNICAL RULES

35. Rules Of The Game

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

36. Hockey Balls

All teams are to supply their own balls. Match balls will be a white FIH-approved match ball.

37. Protective Equipment (*Mouth guards etc*)

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

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

38. Admission To The Field Of Play

38.1 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.

38.2 The team officials and substitute players registered on the Team Registration Form up to a maximum of eight 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.

38.3 The Team Manager, who may also be participating as a player, is responsible for the conduct of all persons occupying the bench at all times during the match; if match officials deem a situation warrants the team manager's involvement, he/she is to leave the field of play immediately – substitution rules apply – to deal with the matter.

38.4 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.

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*).

38.5 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.

38.6 Team officials and players should not leave the field of play during the half time interval.

38.7 The Team Coach, unless he/she 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.

39. Substitution of Players

39.1 Each team is permitted to substitute from a maximum of **sixteen** (16) players listed on the match card.

39.2 Time will not be stopped for the substitution of players including a fully kitted goalkeeper. This rule also applies to players being replaced due to blood-related injuries.

40. Bleeding Players On The Field Of Play

40.1 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.

40.2 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*).

40.3 If blood staining to the field of play should occur then immediate cleaning of the contaminated area of turf must take place.

41. Defaulting Of A Game

- 41.1 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.

- 41.2 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).*

- 41.3 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 (refer to the clause headed "Game Duration"). 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.

42. Failure to Play

42.1 During The Pool or Round Robin Matches

A team refusing to play or to complete a match shall be considered as withdrawing from the tournament.

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.

42.2 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.

43. Final Placing Matches & Final Matches

43.1 Finals Placing Matches (*excludes The Final*)

If, after regulation time, the game is tied, there will be no extra time to obtain a winner. The placing shall be shared.

To determine the seeding of tied teams for the following year's tournament, Hockey NZ shall toss a coin.

43.2 The Final

The Final of all National Masters Tournaments must result in a winner.

If, after regulation time, the game is tied a penalty stroke competition shall take place to determine the winner. There shall be no extra time played.

44. 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.

45. Game Duration

A match shall consist of the regulation time of **two** (2) periods of **thirty** (30) minutes each, separated by an interval of **five** (5) minutes duration. For instances where a fixture cannot be completed for any reason, refer to the rules on uncompleted fixtures, found in this document under the heading "Interruptions to a Match & Rescheduling of a Match".

46. Interruptions To A Match & Rescheduling Of A Match

- 46.1 The responsibility for the stopping of any match rests with the Tournament Director, the Technical Officer on duty or the two controlling umpires.
- 46.2 If the Tournament Director, Technical Officer on duty or umpires decide to interrupt a match for reasons of extenuating circumstances, that match should be resumed as soon as possible.
- 46.3 If a match cannot be completed up to the agreed regulation full time (refer to the heading "Game Duration") then the outcome of the match shall be decided under the following criteria:
- a) An attempt by the Tournament Director will be made to reschedule the match.
 - (i) The score, on the resumption of play, is to be the same as the score when the interruption took place.
 - (ii) The field of play, the umpires, and any other technical arrangements need not necessarily be the same as those of the interrupted match.
 - b) If the Tournament Director cannot reschedule the match, then the outcome of the match will be deemed a 3-3 draw.
 - c) For quarter-/semi- finals matches when rescheduling is not possible a penalty stroke competition shall decide the winner.
 - d) In the case of other classification matches when rescheduling is not possible the teams concerned will share the placing.

47. Penalty Stroke Competition

- 47.1 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*).

- 47.2 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.
- 47.3 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.

47.4 The team whose player has taken the first penalty stroke of the first series (refer Rule No. 47.1.a) shall not take the first penalty stroke of the 'sudden death' series.

47.5 The Team Managers, goalkeepers and nominated stroke takers only may only 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.

48. Shirt Numbers

48.1 All teams must have numbered shirts at tournament.

48.2 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.

48.3 The number shall appear in full figures, not outlined and not less than 20cms in height, on the back of the players' shirt.

48.4 The goalkeepers' shirts must be numbered on the front and the back.

48.5 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*).

49. Team Uniform & Colours

49.1 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. (*Socks/shoes should not be white*).

49.2 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.

49.3 Goalkeepers shall wear a colour different from that of their own team and that of their opponents. (*In addition, goalkeepers shall not wear a white top.*)

49.4 All teams must have numbered alternative coloured shirts and alternative coloured socks at tournament. (*These must be brought to each game*).

49.5 A player must be properly dressed at all times during a match and must play with socks up with shin guards worn inside socks.

50. Time-Keeping

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.