

Shoot-Out Competition

In a shoot-out competition, five players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this Regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.

The following sets out both the playing Rules and the procedures to be followed.

1. Respective Team Managers or Coaches nominate five players to take and one player to defend the shoot-outs from those on the Match Card except as excluded below. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out. No substitutions / replacements are permitted during the shoot-out competition other than as specified below.
2. Team Managers or Coaches sign the shoot-out competition form to confirm the nominations of the five players and the sequence of players to take the shoot-outs and submit the form to the Technical Officer on duty. Form below.
3. If the shoot-out competition takes place after the end of a match, the above procedures must be carried out promptly so that the first shoot-out can take place within five (5) minutes of the end of the match.
4. A player who is still serving a disciplinary suspension by the Competition Director at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, cannot take part in that shoot-out competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shoot-out competition even if the period of their suspension has not been completed at the end of the match.
5. The Competitions Coordinator or HAW Director will specify the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
6. The umpires will specify in advance the goal to be used.
7. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
8. All persons listed on the Match Card other than any player who has been excluded permanently (red card) during the match which leads to the shoot-out competition are permitted to enter the field of play outside the 23m area used for the shoot-out but must be at least 10 metres from the spot where the ball is placed at the start of the shoot-out.
9. The goalkeeper / defending player of the team taking a shoot-out may be on the back-line outside the circle.
10. A player taking or defending a shoot-out may enter the 23m area for that purpose.
11. Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment.
12. Five players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 10 shoot-outs.

13. Taking a shoot-out:

- a. the goalkeeper / defending player starts on or behind the goal-line between the goal posts;
- b. the ball is placed on the nearest 23m line opposite the centre of the goal;
- c. an attacker stands outside the 23m area near the ball;
- d. the Umpire signals to the field that the time may start;
- e. one person starts a clock and blows a whistle which issues an audible signal; This person is not watching the shoot out and will blow the whistle loudly again after the correct time as per rule 13.h regardless of whether a whistle has been blown from the engaged umpire.
- i. If a technical official, HAW Director or third umpire is present then two umpires must watch the play and one other monitor the time as per 13.h
- f. the attacker and the goalkeeper / defending player may then move in any direction;
- g. the shoot-out is completed when:
 - i. after the correct time as per 13.h has elapsed since the starting signal ;
 - ii. a goal is scored;
 - iii. the attacker commits an offence;
 - iv. the goalkeeper / defending player commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper/defending player;
 - v. the goalkeeper / defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
 - vi. the ball goes out of play over the back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.
- h. the amount of time allowed to complete the shootout will be 8 seconds for all games.

14. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the Match Sheet.

15. The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.

16. A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.

17. If during a shoot-out competition (including during any penalty stroke which is awarded) a player is suspended by a yellow or red card:

- a. that player takes no further part in that shoot-out competition and, unless a goalkeeper / defending player, cannot be replaced;
- b. the replacement for a suspended goalkeeper / defending player can only come from the five players of that team nominated to take part in the shoot-out competition:
 - i. the replacement goalkeeper / defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player they are replacing was wearing;
 - ii. for taking their own shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
- c. any shoot-out due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as a goals.

18. If during a shoot-out competition, a defending goalkeeper / defending player is incapacitated:

- a. that goalkeeper/defending player may be replaced by another player from among the players listed on the Match Card for that particular match, except as excluded in this Regulation or unless suspended by an Umpire during the shoot-out competition;
- b. the replacement goalkeeper:

- i. is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
 - ii. if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
- 19.** If during a shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the Match Card for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.
- 20.** If an equal number of goals are scored after each team has taken five shoot-outs:
 - a. a second series of five shoot-outs is taken with the same players, subject to the conditions specified in this Instruction;
 - b. the sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - c. the team whose player took the first shoot-out in a series defends the first shoot-out of the next series;
 - d. when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.
- 21.** If an equal number of goals are scored after a second series of five shoot-outs, additional series of shoot-outs are taken with the same players subject to the conditions specified in this Appendix:
 - a. the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - b. the team which starts each shoot-out series alternates for each series.
- 22.** Unless varied by this Regulation, the Rules of Hockey apply during a shoot-out.

Shoot-Out Competition Form

Team Name: _____

Shooters names:

1

2

3

4

5

Team Manager or Coaches signature
