

HOCKEY NORTH, NORTH WEST REGULATIONS

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HOCKEY NORTH, NORTH WEST HOCKEY BYLAWS

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HOCKEY NORTH, NORTH WEST BYLAWS

1. HOCKEY NORTH WEST COMPETITIONS COMMITTEE

1.1 The Hockey North West Competitions Committee (HNW) is a Hockey Tasmania (HT) committee responsible for overseeing the management of competitions in North West Tasmania, including the Greater Northern League (GNL) ensuring compliance of the **HT Competitions Regulations** and compliance of these **Hockey North, North West Bylaws**. It operates under the **HT Regional Competition Committees Terms of Reference**.

2. HOCKEY NORTH, NORTH WEST

2.1 Matches played in Hockey North, North West Tasmania are to be conducted under the name of the Hockey North, North West Hockey League (HNNW)

2.2 The Competitions within the HNNW include:

- Greater Northern League
 - Men and Women
- Senior competition (NW only)
 - Men and Women - Division 2 and 3
- Juniors (NW only)
 - Mixed: Under 17, and Under 13

3. UNIFORMS

3.1 Each player taking part in GNL, Senior and U17 must wear a number on their shirt to distinguish that player from all other players in the team. The number must be at least 18 centimetres high and clearly readable.

3.2 All players must wear their club strip as indicated in their team nomination. Any changes to a club strip, must be approved by the HNNW Committee.

4. ELIGIBILITY - FLEXIBLE INTERCHANGE/INJURY SUBSTITUTE

4.1 Any player who has played at a GNL equivalent or higher level in another competition, for example, Premier League, is ineligible to Play Division 2 or 3, in the same round. Any player who has played at a GNL equivalent or higher level in another competition, is ineligible to Play Division 3, e.g. Southern Premier League, in the same round. NW clubs need to name their core 8 GNL players (Men and Women) to HNW before round 1, it is expected that a club names their best players in the core 8, HNW reserves the right to request more information or even request a change to a team's core 8. Core 8 players cannot play in any other division in the same round. Core 8 players also need to be noted on the team sheets, with an X next to their name. Senior players not named in a clubs GNL core 8 may play 2 senior games a week across 2 grades (GNL & Division 2 or Division 2 & Division 3). A senior player cannot play both GNL & Division 3 in one round. A player can only "Double up" & play a second game in order to make that

team up to 12 players. If a team already has 12 players (including FI's), no double up players are permitted. Underage players may continue to play 2 senior games without limitation (can play GNL & Division 3 in a round) as detailed in 4.4.

Any player who plays 2 senior games in a round as a double up player, will only receive a game stat in the highest grade they played. E.g., Player plays GNL & Division 2, they will only receive a game stat in GNL & not division 2, therefore the Division 2 match will not count towards finals qualification in that grade. To qualify for Division 2 finals, they must play 6 rounds in Division 2, without doubling up (see finals eligibility 6.2.)

4.2 Flexible Interchange players can play no more than 34 minutes in a higher grade, and still be eligible for their lower division game, in the same weekly round.

4.2.1 Flexible Interchange players participating in a finals game are eligible to play no more than an extra 7.5 minutes during the extra time, period.

4.2.2 Flexible Interchange players may not take penalty strokes/penalty shootouts during any game, including finals.

4.2.3 A maximum of four (4) players from lower divisions within a club can be nominated as flexible interchange players in any one game.

4.2.4 Flexible interchange players must be written in the match book and have "FI" written against their name.

4.2.5 Players need to identify their FI status to the Match Manager, when entering the field and when leaving the field.

4.2.6 The match manager is responsible for recording the time a flexible interchange player is on the field.

4.2.7 When a flexible interchange player plays more than 34 minutes then takes the field in a lower division game in the same weekly round, the lower division team will forfeit the game and a 0 – 6 score will be imposed against the team, unless recording the actual score of a game is deemed beneficial to the winning team.

4.2.8 The only exception to the above is if a FI player plays out the game as an injury substitute in accordance with By-Law 4.3 (below).

4.3 When a team can field only 11 players, one injury substitute from a lower division can be added.

4.3.1 The injury substitute can only be utilised, when a player is injured, and the injured player cannot return to the field for the remainder of that game or play in any other game in that round.

4.3.2 The injury substitute remains eligible to play in the lower division game in that same weekly round.

4.3.3 Team sheets must be appropriately documented if the above rules are used. ie. the details of the injury player, time they went off and details of the injury substitute.

4.4 An underage player (U17) within an underage competition may play in 2 senior games, and participate in the underage competitions without penalty, within their age group. The higher grade game sheet should be noted U17, next to the players name, they do not need to be timed. The player will be noted as a "fill-in" and will only receive stats for the game played in the lower grade.

4.5 A goalie may play in a lower grade as a field player, and a field player may play in a lower grade as a goalie. (Not as a kicking back and must wear full goalie gear). Players would need to qualify separately, depending on whether they are playing as a goalie, or a field player. For example, a player could play in goals for Division 1, and then play on the field in Division 2. If a club has two teams in the one Division, a player could play in 1 team as a field player and the other as a goalie in the same round.

4.6 In a senior competition, a higher-grade field player playing as a goalie in a lower grade is ineligible to take strokes/penalty shoot-outs in the lower grade.

4.7 Where age is a consideration, the age eligibility will be taken as at, 1 January, of the year of competition.

4.8 If clubs do not adhere with 4.1 – 4.7, the game will be considered a forfeit under 10.2.

4.9 Senior teams may replace players on State Duty with a player from their own club from a lower grade. Players need to be nominated to Hockey North, North West for approval at least 48 hours prior to the match. In this circumstance the nominated player can play a full game in the higher grade as well as their lower grade game without penalty. The higher grade game sheet should be noted SR next to the players name, they do not need to be timed. The player will be noted as a “fill-in” and will only receive stats for the game played in the lower grade.

5. JUNIOR COMPETITIONS

5.1 Age Eligibility - An age eligible player is one who is under the age of that respective junior competition before 1st January in the current year of competition.

5.1.1. With the permission of the HNW, a junior player may be allowed to play in the age group immediately below the one for which they are age eligible. The player's age, physical size, ability, previous hockey experience and maturity would be factors to consider when making application. These players will not be permitted to play in the GNL or Senior competitions, nor will they be permitted to play in any age group above that for which the permission has been granted.

5.2. Multiple Teams - Where a Club has multiple teams in the same junior grade or division, no player may play in another team in that grade or division after playing five games in one team.

5.3. Two Age Groups - With approval of the player's Club, a player may play in their own age group and a higher age group and/or where there are two divisions in an age group, their own division, and a higher division.

5.4 Finals – A player must be a registered member of the Club and have played a total of five separate games in five separate weeks of competition of the current season in the age group or division. Games decided by forfeit or cancelled whilst a player is a

registered member of the Club are included provided the player is named on the team sheet on the competition data base.

5.5 If a team has insufficient players, the TD/Convenor may allow players from a younger age group to fill in for finals games to enable a full run-on team plus a bench of two players.

5.6 In an effort to assist coaches to better develop young player's skills and positioning etc Under 13 coaches will be allowed to enter the playing field, during roster matches, whilst the game is in progress. However, NO interference with play, whatsoever, will be tolerated.

5.7 This on field coaching should eliminate the need for raised voices from the bench and will allow coaches to have a more personal approach to their young players whilst a game is in progress.

5.8 No Tomahawks are allowed in the U13 competition.

5.9 U17/U13 drag flick shots must not go higher than the back board.

6. ROSTER MATCHES – POINTS

6.1 HOCKEY NORTH, NORTH WEST will conduct roster matches under these Bylaws to a schedule approved by the HOCKEY NORTH WEST Committee. The results of roster matches will determine points. The points scored will decide Minor Premiers and eligibility for finals series.

6.1.1 Points will be awarded as follows:

For a win or a forfeit from an opposing team - three points.

For a draw - one point.

For a loss or forfeit to an opposing team - no points.

6.2 Where teams jointly forfeit to each other, both teams receive no (0) points and the goals are to be deemed to be nil (0) each.

6.3 Should two or more teams be level on points in a grade at the end of the roster, positions are to be determined by goal difference. Goal difference is the number of goals scored for, less the number of goals scored against, including credits and debits on forfeits. Where two teams have the same number of points and the same goal difference, the team with the higher goals for is to be deemed to be the higher team.

6.4 If teams cannot be separated by goal difference, or goals scored for, the results of the games played between the two teams will be used to determine the higher team (using points, goal difference and goals for). If the teams still cannot be separated, the higher team will be determined by a play off or, if a game time satisfactory to both teams cannot be agreed, a toss of a coin.

7. TEAM SHEET

7.1 It will be the home team's responsibility to ensure a match score book is provided and placed in the match manager's dug out before the start of each game.

7.2 Both teams must fill in full given names and surnames of their respective players and substitutes, along with their playing numbers FI players must also be indicated. It is the responsibility of the player/manager to ensure the match manager records their time on the field. Captains - Every team must have a captain who is identified in a distinctive manner, such as the wearing of a ribbon or band on their playing top or sock and is noted on the team sheet.

7.3 A match official must initial all "subs" named on the team sheet and who have taken the field of play. If the "subs" names are not initialled by the match official, they will be deemed not to have taken the field. The match official also needs to indicate the time played by the flexible interchange players. The flexible interchange sheet should also be attached.

7.4 As verification of the accuracy and handing in the team sheets to the ground match box, the white team sheet (top copy) is to be signed by the umpires, the match manager, and a delegate for both teams. A team delegate should wait at the match manager's dugout for the sheet.

7.5 It will be the responsibility of the home team to ensure that the match manager has forwarded a copy of the completed sheet to the statistician via email (HNWresults@gmail.com) immediately after the completion of the game. The home team is required to enter their player list and result of the game into the appropriate database by the Wednesday after the game.

8. DURATION OF GAMES

8.1 **Senior Competitions** - The duration of games is to be four periods of 17 minutes each, quarter-time interval of 2 minutes and half-time interval of 5 minutes.

8.2 **Juniors Competitions** - The duration of all junior full field games is to be two halves of 25 minutes each and half-time interval of 5 minutes.

8.2.1 No time out is to be allowed in junior games.

9. COMMENCEMENT OF GAMES

9.1 At or before the appointed time the teams will take their places on the field and the game will be started as soon as the umpires are satisfied that both teams have no less than seven players ready to play. (Six players for a nine a side competition)

9.2 The appointed starting time will mean the time set down in the roster.

9.3 Any team that has less than seven players ten minutes after the scheduled start of play will forfeit the game, provided that if there is good reason, the umpires may allow additional time as is reasonable under the circumstances.

10. FORFEITS

10.1. A game will be considered forfeited when a team does not have seven eligible players present and ready to commence play within ten minutes after the scheduled start of play.

10.2. A game is a forfeit if any team fields a player who is not eligible to play for that team.

10.3. Where a team has commenced a game but subsequently the number of players falls below seven the game will be forfeited.

10.4. Where a forfeit occurs, the team shall lose the match and a score six (6) goals to nil (0) shall be recorded for the game unless recording the actual score of a game is deemed beneficial to the winning team.

10.5. Where a team forfeits, the Technical Manager may recommend to the HOCKEY NORTH, NORTH WEST a penalty based upon the circumstances of the forfeit. Penalties may include a fine, loss of points or suspension of players.

10.6. When a team forfeits its game through failure to have seven (7) players present, and no game is played or insufficient notice, being less than 24 hours, the team which has forfeited will be responsible for the full costs of ground hire.

10.7. Where a forfeit occurs in the GNL competition, the team shall lose the match and a score of five (6) goals to nil (0) shall be recorded for the game, be fined the sum of \$200 and deducted 3 premiership points.

11. RESCHEDULED, ABANDONED OR CANCELLED GAMES

11.1 When in any finals game 60 minutes or more have been played and there is a minimum 3-goal difference, or in any roster game 36 minutes or more have been played, it shall be declared a game and the score stands.

11.2 When less time has been played and a game is stopped by –

11.2.1 act of God (in cases of fog the umpires cannot see the goals while standing on the centre line, thunderstorm, lightning, flooding, or high winds when the goals have been blown over at least three times),

11.2.2 an injured player cannot, or is deemed should not, be moved from the playing field pending appropriate medical assistance,

11.2.3 when a game is being played under lights and the lights fail and prevent the completion of the game,

11.2.4 any circumstance considered necessary by the officiating umpires and match manager, the match shall be abandoned, and no score will be recorded.

11.3 An abandoned game will be rescheduled to a date, time, and venue in consultation with the affected teams, facility manager, umpire's convener, and the roster secretary.

11.3.1 An abandoned game must be replayed within 23 days of the date of abandonment, however, if both teams agree the game need not be played a score of 0 – 0 will be recorded, however, no premiership points will be awarded.

11.3.2 Any team failing to participate in the rescheduled match within 23 days will be deemed to have forfeited the game and the relevant "Forfeit" provisions will apply.

11.4 In the event of all games being cancelled in a grade in a round, no points or goals will be awarded, including where a team has already forfeited the game.

11.5 When a club under reasonable circumstances requests a game to be rescheduled –

11.5.1 the request must be agreed to by both clubs,

11.5.2 a minimum 14 days' notice must be given to the opposing club,

11.5.3 the relevant facility manager, umpire's convener and roster secretary must agree to the rescheduled date.

11.6 When a game is rescheduled –

11.6.1 it must be played within 13 days of the original scheduled date for the game, and

11.6.2 the team requesting the rescheduling must confirm the relevant information with the facility manager, umpire's convener, and roster secretary.

11.7 When a team has three (3) or more regular players simultaneously unable to play in a scheduled roster match due to State representation, that team has the right to have the affected games rescheduled.

12. BYES

12.1 When any grade has no scheduled roster game in a particular round in which other grades are playing, that will be classed as a bye.

12.2 At the commencement of the season, if lower grades commence prior to higher grades, then the following restrictions apply:

12.2.1 if a player played in the higher-grade last season and did not qualify for the lower grade finals, they can play in the lower division, but cannot return to play in the higher division for the next two games. (i.e. 3 games in total)

12.3 When a player plays in a team (in a division where a bye exists) in the round prior to the bye, they cannot play in a club's lower division in the next week's rostered match, unless they also played in the lower grade the previous week, or unless an exemption is given by Hockey North West, prior to the playing of the relevant game.

12.4 When a player plays in a team contrary to 12.2 or 12.3, the game will be considered a forfeit under 10.2.

13. FAILURE TO MEET UMPIRING AND MATCH MANAGING OBLIGATIONS

13.1 (First Failure) Any player who fails to fulfil umpiring or match managing obligations will be debarred from playing in the next scheduled weekly round of games in all grades.

13.2 (Second Failure) Any player who fails to fulfil umpiring or match managing obligations will be debarred from playing in the next two (2) scheduled weekly round of games in all grades.

13.3 (Third Failure) Any player who fails to fulfil umpiring or match managing obligations will be debarred from playing in the next three (3) scheduled weekly round of games in all grades.

13.4 Any club that fails to name an umpiring or match managing allocation and fails to meet their obligations will be fined \$50 (First Failure). Any subsequent failure will be a fine of \$100 to the club.

14. ROUND OF HOCKEY

14.1 A weekly round of hockey is defined as –

14.1.1 all games played in a division during the normal roster from Thursday morning to Wednesday night the following week are a round,

14.1.2 all semi – finals are a round.

14.1.3 all preliminary finals are a round.

14.1.4 all grand finals are a round.

15. TEAM BENCH

15.1 - A team bench can only consist of 11 players, and up to 5 substitutes (this can include injured players, and no more than 5 players are on the bench) + 1 being a kitted goalkeeper and 4 team officials.

16. FINALS ELIGIBILITY

16.1 **Eligibility for Finals** – As a minimum, a player must be a registered member of the Club, and have played a total of five separate games in five separate weeks of competition in the current season in any HNW competition prior to the commencement of any final competitions they are playing in. (Playing as a FI does not count towards the 5 games)

For GNL if a player has played five (5) games of Premier League Hockey, then they need to have played a total of five separate games in five separate weeks of competition in the current season for the GNL club that they are dual registered with to be eligible to play for that team in finals.

16.2 Seniors: Any players playing four (4) or more games in a higher grade must play at least six (6) games in the same capacity, in the lower grade in the same season to be eligible for that lower grade final. For example: If a player has played 4 games on the field in GNL then they would need to play 6 field games in Division 2 to be eligible for that level final.

16.3 Juniors: Any player playing more than 3 games in a higher age group/senior needs to have played a minimum of 4 games in the lower age group to be eligible for finals. For example, if a 12-year-old plays U17 all season, and no U13 games, they are not eligible for U13 finals.

16.4 When a club has two (2) or more teams competing in the same division, that club must name eight (8) players for each respective team 3 weeks before the commencement of finals. Those named players must then remain in their respective named teams for the remainder of the rostered games and finals series in the same season. PLUS, to be eligible for finals, if players have played more than 3 games in either side, they need to have played a minimum of 4 games in the other team to be eligible to play with that team in finals. Lists will need to be emailed to hockeyennw@gmail.com.

16.5 Once a player has played a finals game in a division, that player cannot play a final in a different team in the same division. (All levels)

16.6 There will be NO dispensation for eligibility to play finals.

17. FINAL SERIES

17.1 A finals series will be played in all competitions and grades to determine the grade premierships. Finals will be played under normal rules unless amended by the following additional regulations and conditions.

17.2 GNL Grand finals for men and women will be in the same location.

17.2.1 Northern and NW Convenor and both N and NW Technical Directors to look at venues at the conclusion of the preliminary final round.

17.2.2 The GNL Grand Final times have been set as 1:00pm (Women) and 3:00pm (Men).

17.2.3 Times for all finals series will be set by the Technical Directors/Convenors and allocated to teams for the semi-finals and pre finals.

17.3 The premierships in all grades will be decided by a semi – finals, a preliminary final, and a grand final between the top four (4) teams in the following sequence:

17.3.1 1st semi – final: third team against fourth team

17.3.2 2nd semi – final: first team against second team

17.3.3 Preliminary final: winner of first semi – final against loser of the second semi – final

17.3.4 Grand final: winner of second semi – final against winner of preliminary final.

17.4 When a finals game is drawn at full time it will proceed as follows. 7 ½ mins either way, Golden Goal and drop off (9 players first 7 ½, 7 players second 7 ½), followed by 1:1 penalty shoot-out if still a draw, penalty shootout to be conducted in accordance with HA tournament regulations See Attachment D

18. ADDITIONAL TEAM IN GNL COMPETITION

18.1. For a new team to be considered for entry into the GNL competition the following criteria should be met:

18.1.1 Application must be made to HNW by the end of October for entry to the following year's competition.

18.1.2 Must have a team in both the Men and Women GNL competition.

18.1.3 Must have a team in the immediate lower grade of both men and women competitions.

18.1.4 Provide a business plan for the new team/s.

19. WITHDRAWING FROM GNL COMPETITION

19.1 If a GNL team withdraws from the roster after the nomination date, then that team/club will be fined \$200.

NOTATION

Where a reference is made to Hockey North, North West for an interpretation, or decision, that reference will be by at least four (4) representatives, including convenor and one (1) representative of each Association of Hockey North West and for GNL only, 5 representatives, with 1 from NCC.

ATTACHMENT A

OFFICIATING RESPONSIBILITIES

Umpires Responsibilities

- The umpires must control the game in accordance with the rules set out in the [FIH Rules of Hockey](#).
- The primary concern of umpires is the safety of players. They must ensure the game is played in a safe manner and take action to suspend individual players or team officials, or completely suspend the game should circumstances arise which may threaten the safety of any players or spectators.
- The umpire must signal clearly to the match manager/s when a time out is blown.
- The umpire must signal clearly to match manager when a card has been given. In the case of a yellow card the amount of time of the suspension must also be clearly signalled.
- Umpires must ensure that all players, team officials and spectators (where possible) adhere to the [HA Codes of Behaviour](#).

At the conclusion of a game:

- The umpires must ensure that the team sheet has been completed correctly with the score, goal-scorers and any cards recorded clearly.
- They will record the best players for each team.
- When satisfied that the team sheet is accurate, umpires will print their name and sign the team sheet.

- The umpires will ensure that any suspensions are noted clearly on the team sheet. A Report must occur in the case of any red card awarded but may also occur if the umpire considers any other action or breach should be reviewed. The Umpire must lodge the report with HNW, no later than 48 hours of the completion of the game.
- The umpire will ensure that if a team intends to lodge a protest at the conclusion of a game, that this is recorded on the team sheet and the team manager (or captain) be advised that the protest must be lodged in writing no later than 30 minutes after the conclusion of the game.

Technical Officer Responsibilities
<ul style="list-style-type: none"> Assist the Judges / Match Managers in undertaking their responsibilities
<ul style="list-style-type: none"> Check Team sheets are filled in before the commencement of each game. Ensure team sheet is checked and signed by Team Managers (or Captains if no manager is present), umpires and Judges / Match Managers at the conclusion of the game.
<ul style="list-style-type: none"> Give teams a 30 second warning at $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ time breaks. Teams are to be on the field and ready to play when time expires. The game clock will be started regardless.
<ul style="list-style-type: none"> All interchanges (whether entering play or leaving play) must be done within 3 meters of the centre line (roughly adjacent to the Tech Bench) and on the first entry to play the Team Manager or Player should report to the bench.
<ul style="list-style-type: none"> A team bench can only consist of 11 players, up to 5 substitutes and a fully kitted goalkeeper (this can include injured players as long as no more than 5 players are on the bench) and 4 other team officials.
<ul style="list-style-type: none"> The Coach and Team Manager are only permitted to move about within one meter of their bench (except when the Team Manager is facilitating an interchange or PC instruction).
<ul style="list-style-type: none"> Players who are temporarily suspended, (green/yellow card) are required to sit outside the technical bench and the only person to approach that player is the Team Manager to take tracksuit/drink, if required.
<ul style="list-style-type: none"> The administration of any player suspensions (Time)
<ul style="list-style-type: none"> Should watch for players who may be bleeding and notify the umpire on the bench side of ground. Ensure that any contaminated area on the field is to be washed down with the solution provided in the stainless-steel bucket in the tech bench area.
<ul style="list-style-type: none"> The medical person (or Team Manager) may only go onto the field of play, when called by the umpire.
<ul style="list-style-type: none"> Closely monitor the behaviour of Team Managers, Coaches and Players on the team benches, bringing to the notice of the Team Manager any undesirable or improper practice or behaviour.
<ul style="list-style-type: none"> Report any misconduct or breaches of the Code of Conduct which you witness. This may include (but is not limited to) failure to observe your instructions; dissent; abuse (verbal or physical) towards any official or player; or any other behaviour which you consider warrants investigation by the TM.

Match Managers Responsibilities

- All games are to start at the advertised starting time. The clock should be started irrespective of whether teams are ready or not.
- Team sheets are to be filled in before the commencement of each game. Match managers should check players against the team sheet, record goals, cards and FI interchanges as they occur. To assist the publicity officers, MM should record any noteworthy comments as well as details on goals scored. (ie, The quarter, time, type of goal FG, PC, PS). Substitutes should be initialled as they go on to the ground and any players on the team sheet not taking the field should be crossed out and marked DNP. Team sheet should be checked and signed by Team Managers (or Captains if no manager is present), umpires and match managers at the end of the match.
- Match Managers, after the completion of each game are to take a copy of the top copy of the team sheet, ensure it is clear and legible, and email to HNWresults@gmail.com.
- All interchanges (whether entering play or leaving play) must be done within 3 metres of the centre line (roughly adjacent to the Tech Bench) and on the first entry to play the team manager or player should report to the bench.
- A team bench can only consist of 11 players, up to 5 substitutes (this can include injured players, and no more than 5 players are on the bench) + 1 being a kitted goalkeeper and 4 team officials.
- The coach and manager are only permitted to move about within two metres of their bench (except when the manager is facilitating an interchange).
- Players who are temporarily, suspended, (green/yellow card), are required to sit at the technical bench and the only person to approach that player is the team manager to take tracksuit/drink, if required.
- The match manager will advise the players when they can return to play.
- Match managers should watch for players who may be bleeding and notify the umpire on the bench side of ground. Match managers are to ensure that any contaminated area on the field is to be washed down.
- The medical person (or manager) may only go onto the field of play when called by the umpire.
- It is the duty of the match managers present at a game to ensure that any breaches of officiating are recorded clearly on the team sheet, and to report any misconduct or breaches of the Code of Conduct to which they are a witness. This may include (but is not limited to) failure to observe your instructions; dissent; abuse (verbal or physical) towards any official or player; or any other behaviour which you consider warrants investigation. A written report should be submitted to HNW within 48 hours.

ATTACHMENT B

SAFETY EQUIPMENT FOR UNDERAGE PLAYERS

Field Players

Wearing a mouth guard by ALL **underage players**, no matter the level at which they participate, **for all trainings and games**, is a long-established practice which all Clubs are requested to assist in enforcing.

This policy applies to those players participating in HT junior competitions, Intra-State competition, selections, trainings, and Development Squad or Development Program sessions. Coaches who conduct any other introductory program or clinic on behalf of Hockey Tasmania are required to recommend and encourage the use of a mouth guard from the initial session. It is recommended that schools adopt a similar policy within their own organisations. It is also recommended that senior hockey players pursue this practice.

With advanced techniques, skills and strength of junior players, the wearing of a mouth guard to assist in minimising facial trauma, is essential. For boys, physical protection should extend to the wearing of a groin protector. All players should also be encouraged to wear shin pads.

It is expected that parents, coaches, managers, when accepting roles within the Hockey Tasmania framework, will actively involve themselves in the implementation of this policy. “No mouth guard, no participation”.

Please ensure these safety regulations are actively monitored and reinforced and inform all junior players of their personal responsibility to comply with these regulations during competition and at all training sessions. **Eligibility for insurance benefits may be compromised where any hockey-related injury is incurred which may require medical and/or dental treatment, and the injured player is not wearing essential safety equipment.**

In rare circumstances, medical conditions may contra-indicate the wearing of a mouth guard. In these cases, a current medical certificate clearly stating the reasons for non-compliance should be provided to the player's School and/or Club.

Goal Keepers Goal keepers must wear FIH approved goalkeeping equipment, including pads, kickers, gloves, chest protector, helmet, and shoulder & arm protector.

Penalty Corner Defenders

Players with the role of standing inside the post in penalty corner defence during competition and training sessions should wear facemask and gloves. If this protective equipment is not available at training sessions, coaches must ensure that attackers are directed to not intentionally raise the ball into goal. It is recommended that players in a specialist PC defensive role purchase their own facemask and gloves.

ATTACHMENT C

COVID-19 PROTOCOLS - INFORMATION FOR CLUBS AND MATCH OFFICIALS

To ensure the health & safety of umpires, tech bench officials, team officials and players, the following procedures are to be followed:

1. Umpires

- Those who umpire regularly should own their own shirt. There are a limited number of shirts and jackets available at each turf. Please see your local coordinator.
- No umpire mics will be used unless they have been suitably sanitised between uses, or umpires have their own personal equipment.
- Umpires must avoid picking up balls.
- Umpires must maintain physical distancing from players.

2. Match Officials

- Only the match managers are to enter the tech box and will be responsible for wiping down benches, mouse, keyboard, timers etc before their match. It is recommended that each match official and umpire have their own personal sanitiser spray in their personal kit of pen, whistle, cards, notebook etc.
- The game will commence after the captains meet at the tech bench and participate in a stick toss to determine who starts with the ball and the direction each team will be facing. Physical distancing should occur throughout this process and be supervised by the two umpires. Players are to go straight to their playing positions – no line-ups at the centreline.
- Match managers, umpires and team managers should supply their own pens.
- Umpires should stay outside the tech box before and during the match, except where an issue may arise which requires the attention/assistance of the MM
- Once the match managers have filled out the goal scorers and results etc, one team manager at a time may enter the tech box to sign with their own pen, ensuring they have sanitised hands first. Please ensure everyone who has been involved in any capacity in the match (players, team personnel, umpires, tech bench officials) is recorded on the team sheet.
- The umpires will sanitise hands and use their own pen to check the match sheet is correct, record votes and complete B&F votes. Completion of these tasks should be done as quickly as possible and then vacate the tech bench quickly to allow for sanitising of the area and preparations for the next match.
-

Penalty Corner PPE's (face masks, gloves, knee guards)

- Players are responsible for the management of their own personal protective equipment (PPE). It is recommended that they carry their own PPE out behind the goals before the game and collect their own PPE at half-time and after the game.
- Players are strongly discouraged from throwing their PPE on the ground at the conclusion of a PC
- PPE, in particular facemasks, should be allocated to players prior to the commencement of games and be clearly named/labelled and only used by that player.
- In Junior Hockey only, players with allocated PPE, most notably a facemask, should be noted as having such in the team book by assigning the letter “F” clearly after their name. In the event of a PCD being awarded and there are not sufficient filed players on the pitch with PPE available to them, one of the listed players may be substituted on to participate in the PCD.

3. Zero Tolerance

- Players and officials are not to shake hands before, during or after the game. In all other respects, good sportsmanship to team-mates, opposition players and match officials is still expected and encouraged.
- The Blood Rule must be strictly monitored by the Match Managers and Team Managers with affected players to immediately leave the pitch for appropriate remedial action. Cleaning of the turf remains the responsibility of the Match Manager.
- Spitting, deliberate coughing onto a player or official, and/or clearing of nose onto the turf or into the sideline drains will result in a 10-minute Yellow Card. A second offence will result in a Red Card.
- Players who receive a Green Card or Yellow Card will sit on the chairs designated for their team, under the direction of the TO/Match Manager who will time the suspension and advise the player when they may return to the pitch. There is to be no communication between the suspended player and their team bench/officials during suspension. **After the suspension has concluded and the player has vacated the chair, a team official must wipe the chair with sanitiser.**
- Where players may be in the practice of removing their mouthguard at a break in play to clear the build-up of saliva, this should not be done whilst on the pitch, or team bench. Proactive management of this falls to Match Managers and team coaching & management staff.

PLEASE USE YOUR COMMON SENSE.

**ENJOY YOUR GAME AND HELP KEEP EACH OTHER SAFE SO WE CAN
KEEP PLAYING!**

ATTACHMENT D

ANNEXURE D - Finals Extra Time

1. If at the conclusion of any finals game the score is equal, then the duration of the game shall be extended.
2. After a five (5) minutes rest the umpires shall toss a coin with the captains and the winner shall have the choice of ends, or possession of the ball to re – start the game.
3. The extension of time shall consist of two periods of seven and a half (7.5) minutes between which teams will change ends, without a rest period. The first period each team will drop off 2 players, with a max of 9 on the field. The second period another 2 players will be dropped off with a max of 7 of the field.
4. The rules related to goalkeepers are not changed during finals matches or during extra-time in finals matches. Teams may choose to play with or without a goalkeeper, or interchange a goalkeeper with a field player, or interchange a field player for a goalkeeper, subject to the substitution restrictions. It is not necessary to have a goalkeeper on the field at the end of extra-time play (and the commencement of a penalty stroke competition) and any team player, except a permanently suspended player, is eligible to defend during a penalty stroke contest.
5. Suspensions incurred during normal time will continue during the extra-time periods.
6. Normal interchange rules will continue to apply during extra-time.
7. The extra time shall cease, however, once a team is awarded a goal and that team shall be the winner of the game.
8. If the score is still a draw at the end of the extra – time, a penalty shoot-out competition shall be conducted in accordance with the following:

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. If the shoot-out competition takes place after the end of a match, the first shoot-out should take place within five (5) minutes of the end of regulation playing time.
2. The respective Team Managers provide five players to take and one player to defend the shoot-outs from those on the Match Report except as excluded below. A player nominated to defend the shootouts can also be nominated to take a shoot-out. No substitutions / replacements are permitted during the shoot-out competition other than as specified below.
3. A player who is still serving a disciplinary suspension by the Tournament 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.
4. The Tournament Director will specify the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
5. The Tournament Director will specify the goal to be used.
6. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
7. All persons listed on the Match Report 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.
8. The goalkeeper / defending player of the team taking a shoot-out shall wait on the backline outside the circle.
9. A player taking or defending a shoot-out may enter the 23m area for that purpose.
10. Players taking a shoot-out, and 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.
11. 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.
12. 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 blows the whistle to start time.
 - e. an official at the technical table starts the clock.
 - f. the attacker and the goalkeeper / defending player may then move in any direction.
 - g. the shoot-out is completed when:
 - i. 8 seconds 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 backline or side-line, this includes the goalkeeper / defending player intentionally playing the ball over the backline.
- 13.** If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the Match Report subject to the provisions of Articles 17, 18 and 19 of this Appendix.
- 14.** The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
- 15.** A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
- 16.** 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, that the goalkeeper/defending player being replaced 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 goal.
- 17.** 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 Report for that specific match, except as excluded in this Appendix 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 that 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.
- 18.** 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 Report

for that specific match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.

- 19.** 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 Appendix.
 - 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.
- 20.** 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 player's 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.

SHOOT-OUT COMPETITION				
Pool	Date	Time	Venue	Pitch

Team: _____

Team: _____

	Shirt N°	Result
1.		
2.		
3.		
4.		
5.		

X = scored

O = not scored

	Shirt N°	Result
1.		
2.		
3.		
4.		
5.		

X = scored

O = not scored

Listed players approved

Team Manager: _____

Team Manager: _____

Sudden Death"

May exceed 10 shoot-outs

	Shirt N°	Result
1.		
2.		
3.		
4.		
5.		

X = scored

O = not scored

	Shirt N°	Result
1.		
2.		
3.		
4.		
5.		

X = scored

O = not scored

1.		
2.		
3.		
4.		
5.		

1.		
2.		
3.		
4.		
5.		

FINAL RESULT:

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Umpire:

.....

Team Manager:

.....

Remarks:

Umpire:

.....

Team Manager

.....

Technical Officer:

.....

ATTACHMENT E

REFERENCE DOCUMENTS

FIH Rules of Hockey – Updated Jan 2021

FIH Official Documents – Umpires & Umpire Managers

FIH Umpire Managers Briefing 2020

Hockey Tasmania Umpiring & Rules 2019 revised.pdf

Hockey Tasmania Regional Competition Committees Terms of Reference

Members Protection policy

No Objection Certificate

CLUB	Club President	Contact Email
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