

2010 GOLD COAST HOCKEY COMPETITION



Seniors Divisions -1 – 3 Men & Women

Juniors Divisions - U9 /U11 /U13 / U15/ U18's

(age group defined by year of birth. eg. U/ 18 1992 onwards)

Veterans Competition - Men & Women

In association with FIH 'RULES OF HOCKEY' the Gold Coast Hockey Association Inc produces these Local Rules for use. The Competition Committee will review any Rules that come from HA, HQ Inc, BEFORE any Rules are changed or amendments added. The Executive has ratified these Local Rules.

FOR THE PURPOSE OF THESE RULES THE 'TECHNICAL COMMITTEE' WILL CONSIST OF ANY THREE MEMBERS FROM THE FOLLOWING: -

**EXECUTIVE COMMITTEE
COMPETITIONS COMMITTEE
UMPIRES COMMITTEE**

Gold Coast Hockey Player/ Athlete Code of Behaviour

As a player of GCHA you are required to comply with this policy. You must meet the following requirements in regard to your conduct and in any role you hold within GCHA.

1. Behave in a sporting manner at all times to all players, officials and spectators.
2. Don't make detrimental statements in respect of the performance of any match officials or umpires.
3. Play by the rules at all times and ensure that the game of hockey is not brought into disrepute by your actions.
4. Do not engage in inappropriate and/or physical contact with players or officials during the course of play.
5. Accept responsibility for all actions taken. Exercise reasonable care to prevent injury by ensuring that you play within the rules. Reasonable care consists of showing due diligence in abiding by the rules and adhering to the officials decisions.
6. Adhere to the Anti-Doping Policy advocated by HA.
7. Do not bet on the outcome or on any other aspect of a hockey match or competition.
8. Do not show unnecessary obvious dissension, displeasure or disapproval (by action or verbal abuse) towards an umpire or match official as a consequence of his or her decision or generally.
9. Adhere to HA racial and sexual vilification policy.
10. Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
11. Don't do anything which adversely affects or reflects on or discredits the game of hockey, HA, GCHA, or any squad, team, competition, tournament, sponsor, official supplier or licensee, including, but not limited to, any illegal act or any act of dishonesty or fraud.
12. Refrain from using obscene, offensive or insulting language and/or making obscene gestures which may insult other players, officials or spectators.

REGISTRATION OF PLAYERS

1 For the purpose of these rules, Registered Player refers to a Player who has completed registration documents with an affiliated Club and that documentation has been lodged with the Association under the guidelines of the Association.

2 All players must abide by the GCHA Local Rules and guidelines and **NO** player may take the field without appropriate registration.

3 Round – One weekend of competition
(Week 1 – weekend, Thursday to Monday)

Fixture Round – completion of a full round of matches against each team in a division. The number of teams in the division will determine the length of a fixture round.

Where local rules do not specify a penalty then any breach of a rule shall be referred to the Competition Committee for consideration and determination. (Executive to ratify all decisions) The range of penalties is not exclusive but **may** include:

LOSS OF POINTS TO TEAM

PENALTY POINTS FOR A PLAYER

SUSPENSION AND OR

DE-REGISTRATION OF A PLAYER



TEAMS

General Penalties Apply

- 1 A Club may nominate two or more teams into the competition and if accepted by the Association, they shall not be permitted to interchange players registered within a team in that division
- 2 A Club must lodge a team list with a minimum of 11 active players, one of who is designated as goalkeeper.
- 3 A **non - active** player is a player who has not played for five (5) consecutive competition rounds.
- 4 Once a player becomes non-active, that player must be replaced. (General Penalties apply)
- 5 A **maximum** of 16 players with rolling substitutes is permitted, however, players names shall not be entered on the team cards unless they take the field.

UNIFORMS

- 1 Shirt numbers to be displayed on the backs of playing club shirts.
- 2 Numbers must be a minimum of 15cm in height. No two (2) players in the same team shall wear the same number.
- 3 No White socks as of 2010.
- 4 Uniforms to be standard throughout each Club except when a second strip has been nominated and approved by GCHA Executive. A penalty may apply

FEES

- 1 To be determined by GCHA.
- 2 Any registered player who has played three (3) games or less may be eligible for a refund upon request to GCHA by their affiliated Club. An admin fee of \$10.00 and insurance component non refundable.
- 3 Players registered after the June long weekend in their competition, will be charged a Pro Rata fee determined by GCHA.

PLAYER

- 1 A player playing in Senior Competition can only be named in one (1) Team. A junior player can be named in one (1) junior team and one (1) Senior team.
- 2 A Junior player playing in Junior competition may play a maximum of **three (3)** games per weekend of competition which will consist of either:-
 - (i) two (2) games in Junior competition and one (1) game in Senior competition*
 - OR*
 - (ii) one (1) game in Junior competition and two (2) games in Senior competition*
- 3 A player can play in a team lower than where he / she is team listed but will be automatically downgraded. That player must play 2 games in that team before he / she can be reinstated in that original higher team.
- 4 A player can play in the next highest Division team where he/she is registered. Any player who wishes to play 2 divisions higher than he/she is registered can play on two (2) occasions then must obtain written permission from Competition Committee.
- 5 Deregistration of a player to a lower division will not be allowed 5 weeks prior to completion of last competition round.
- 6 A Junior player may not play below his or her eligible age group.

PLAYER

- 7 A player's first (1st) competition game after at least three (3) weeks off with injury or illness may be in a team one (1) division lower than he/she is team listed without penalty. **A letter of notification with medical certificate attached must be received by GCHA prior to the player taking the field.**
- 8 IF a player sustains **concussion** whilst playing in the GCHA competition a medical clearance must be handed to the sports trainer prior to commencement of their next game.
- 9 A Registered Goalkeeper may play in the division higher than he/she is team registered as goalkeeper without penalty. A registered Goalkeeper can play down one grade without penalty on the field.

COMPETITION

- 1 A team must have a minimum of seven (7) players (one of which must be a goalkeeper) on the field **BEFORE** ten (10) minutes after the ADVERTISED commencement time to avoid a forfeit. Players must remain on the field at all times (excluding temporary suspension – yellow card). If the team drops to 6 the game is declared a forfeit.
- 2 Senior goalkeepers to be fitted as per FIH rule, ALL Junior teams are to have a fully kitted goalkeeper at all times. (Fully kitted means, chest plate, gloves, leg guards, kickers & helmet.)
- 3 Should a team forfeit a fixture match less than **48 hours** before the scheduled starting time in writing, the Club concerned shall be liable for payment of their opponent's turf fees in addition to their own.

COMPETITION

JUNIOR COMPETITION

Competition

- 4 Should the Secretary/President of the Club notify the GCHA of its forfeit in writing at least 48 hours prior to the scheduled starting time, the team shall only be liable for payment of its own team's turf fee.
 - 5 If there is a forfeit the team being awarded the game does not have to take the field, but a game card must be completed in full and be lodged with GCHA prior to the next game.
 - 6 Should a team forfeit any match in the final series then that team shall be liable to pay double turf fees regardless of the amount of notice given.
 - 7 Where a team withdraws from the competition in any Division, the following shall apply:
 - i. During a fixture round ALL games against that team played or not played shall be regarded as forfeitures.
 - ii. In any ensuring round, games against that team shall be deemed as a 'bye'.
-

JUNIOR COMPETITION

- 1 Tomahawks and drag flicks are **banned** from the Under 13 / Under 11 & Under 9's Junior Competition. It is recommended that all clubs provide facemasks for all Under 18 and Under 15 Games for defenders to wear in short corners.
- 2 Teams **prior** to taking the field at the start of the game must meet on the centre line to shake hands and complete the toss of the coin for control of play.
- 3 Goalkeepers must be fully kitted in all Gold Coast Sanctioned competition.
- 4 Players must play regularly in their registered team or they become **NON—ACTIVE** players. (Refer to Local Rule - Teams)
- 5 **One** coach and **One** manager only in dugouts.

WET WEATHER OR
CANCELATIONS

WET WEATHER OR CANCELLATION

- 1 If a game is cancelled due to wet weather or unforeseen circumstances prior to the completion of the first half, the game must be replayed or rescheduled within 2 weeks of original advertised game, if unable then the game is deemed a draw (0-0).
- 2 If a game is cancelled after the teams have taken the field for the second half of the game, the team with the highest score at that time will be deemed the winning team.
- 3 All draw changes for JUNIOR competition due to wet weather will be placed on the Website no later than the 1pm Friday.
- 4 IF there are Regional Games scheduled, the Junior Delegate from the Home Club must contact Association asap if canceling any games. Association will then contact the Delegates of the traveling Teams.

DURATION OF GAME
TIMES

DURATION OF GAMES

Senior Divisions -	2 periods of 35 minutes with a 5-minute break
Under 18's,15's & 13's-	2 periods of 30 minutes with a 5-minute break
Under 11's -	2 periods of 25 minutes with a 5-minute break
Under 9's -	A mixture of skill and small games lasting 45 min.

In exceptional circumstances, the Competitions Co-ordinator may reduce the duration of fixture matches after consultation with the Tech Bench and the Umpires Co-ordinator.

(Division 1 – not less than 2 x 25 min halves; other divisions – Not less than 2 x 20 min halves) plus 5-minute halftime break.

INJURIES

- 1 There will be NO time-out for injury in any game. Injured players should be taken from the field as soon as safely possible for treatment. In the event of serious injury delaying the game, and on the advice of the umpires, the Technical Bench has the discretion to stop time.
- 2 To ensure minimum stoppage time during matches, if the sports trainer is required to enter the pitch at the Umpires discretion, the player who is injured **MUST** leave the field for a minimum of two (2) minutes and may be replaced. A player unable to be moved should be taken off the field by stretcher for treatment. In respect of a GOALKEEPER up to two (2) minutes will be allowed for injury treatment on the pitch.

TEAM MATCH CARDS

- 1 Captains / Managers / Umpires are responsible for:
 - Ensuring ALL appropriate sections are completed and written legibly in ink (black or blue) and ensuring player's name and registered shirt / playing number is on the card before they take the field.
 - Checking that the results and score shown are correct
 - Ensuring that BOTH Captains/Managers have signed BOTH cards.
 - Ensuring that BOTH Captains/Managers have initialed ANY ALTERATIONS to both cards.
 - BOTH Umpires must **print name** and initial BOTH cards prior to manager/captain signing.
- 2 All match cards must be lodged within 14 days of the played game date. Failure to lodge match cards may result in a forfeit being applied to the offending team.

PENALTIES / POINTS

1	Game Points Score	Win3 points Draw.....1 point Loss0 Point Bye.....0 Point
2	Forfeit	3 points plus 6 goals awarded
3	Cards	Green—Warning only (still documented on card) Yellow..... 4 points
4	Red card	Automatic suspension. Player must appear before GCHA Judiciary.

UMPIRING/ CARDS

- 1 A GREEN CARD shall be deemed a warning only. No player shall receive more than Two (2) green cards in any one (1) match. (If by chance a player receives a third green card, this will be upgraded to a yellow card after the match and will incur penalty points. (4 points)
- 2 A YELLOW CARD shall incur penalty points. Two (2) yellow cards issued to any one player in any one match (as per FIH Rule) for same offences will constitute a red card for the balance of that game. The umpire should show a red card. Where umpires are unaware that a player has received a second yellow card, then the Technical Bench is required to alert the umpire. A red card given to indicate a second yellow card has been shown does not have to be referred to the Judiciary Committee.

- 3 A **RED CARD** issued to any one player in any one match will result in an automatic suspension from play for the balance of the game in which the card is issued. A RED CARD shall be referred to the Judiciary Committee in accordance with By-Laws.
- 4 A player issued with a **RED CARD MUST APPEAR BEFORE A JUDICIARY HEARING AND CANNOT TAKE THE FIELD PRIOR TO APPEARING BEFORE THE JUDICIARY.**
- 5 A player reaching accumulation of ten (10) points shall incur a suspension of one (1) competition round. A Player under suspension cannot play in any division. In the event of a bye occurring in the players division in the next round, then the penalty for that division will transfer to the following competition round. The suspended player cannot play in any other team until suspension is served.
- 6 Umpires and Technical Bench Officials are responsible for ensuring that all penalty cards are listed on the match scorecard, with the player's name and shirt number. An outline of the infringement and length of time of the suspension must be recorded on the reverse of the card for all yellow and red cards. **ALL CARDS MUST BE NOTED.**

NON ATTENDING UMPIRES

- 1 Non-attending Umpires who have not found a **suitable** replacement (to be sanctioned by the GCHA Umpires Co-ordinator) will incur the following penalty:
 - i. Where a specific player is named and fails to umpire, that player shall be awarded a YELLOW card and be awarded penalty points.
 - ii. Where a team is named to umpire, and fails to provide an appropriate umpire, that team will lose 3 points from their accumulated game points. A team may show cause as to why this penalty should not be applied in writing to the Umpires committee by the following Wednesday.
- 2 Late Umpires: If an umpire is more than 10min late for a match, unless extenuating circumstances satisfy the umpires committee, penalties will apply.
- 3 Umpiring Colours: Umpires shall wear an official GCHA umpire's shirts with black shorts/skirt/long pants, and appropriate sports shoes.
- 4 Technical Bench Officials may issue YELLOW and RED cards for behavioral and technical infringements outside the field of play to any player, coach or manager.

President's Cup

Competitions committee to decide on whether President Cup will be played on a dedicated day or whether to leave it to the next time the two teams play.

- 1 President's Cup format will be that the two (2) top teams in a Division at the end of the first fixture round will play off for the Trophy at a date to be set by competition's Coordinator. If drawn at full time, the following format will apply:
 - i. The team with the greater number of points accumulated will be the declared the winner.
 - ii. If points are equal, the team with the higher goal differences will be declared the winner.
- 2 To be eligible to play in President's Cup, players MUST be a registered member of GCHA and must have played a minimum of 2 games in the team prior to the President's Cup final.

FINALS FORMAT

- 1 Players must have played at least five (5) competition rounds with the Association during the season to qualify for the 'Final Series'.
- 2 To be eligible to play in a Finals Series in any division, a player must have played a minimum of three (3) games in that team and 5 games for the club during the current season.
- 3 Finals, in each Division will be played between the four (4) leading teams at the conclusion of competition rounds. The format will be as follows:

1st Vs 2nd

3rd Vs 4th

Winner of the 1 Vs 2 game goes through to the Grand Final

Loser of the 1 Vs 2 game plays the winner of the 3 Vs 4 game.

- 4 If Semi Finals in all Divisions: and Preliminary Finals for Junior Division U15 & below are drawn at full time, then the following rule applies:

Extra time – 2 x 7 ½ minutes (no break).

If still drawn, the team with the higher placing will go through to the next final.

- 5 If Preliminary Finals in Junior U/18 & All Senior divisions are drawn at full time, then the following rules apply:

Sudden Death Player Drop Off shall be conducted

‘Sudden Death’ means first goal wins: game concludes at this point.

- i. Any suspensions at full time of a drawn game are to remain for the ‘drop off format’

DROP OFF FORMAT

- 1 Captains toss for ends. Players may be substituted as per normal rules. Teams must have a goalkeeper on the field at all times.
- 2 After a two (2) min break, then play recommences with two (2) less players and play for four (4) mins. (9 players)
- 3 Then one (1) min break, two (2) less players and play for four (4) mins. (7 players)
- 4 Then one (1) min break, two (2) less players (5 players). **Game concludes at scoring of 1st goal.**

GRAND FINALS

- 1 If Grand Finals in Junior U/18 & All Senior divisions are drawn at full time, then the following rules apply:

Sudden Death Player Drop Off shall be conducted

'Sudden Death' means first goal wins: game concludes at this point.

- 2 Any suspensions at full time of a drawn game are to remain for the 'drop off format'

(Refer to Drop off Format)

- 3 In the case of Junior Division U 15 & Below – Grand Finals only if game is drawn after full time, extra time will be played.

Two (2) x ten (10) mins with a five (5) min half time break.

If still drawn after extra time the Premiership is shared.

There will be NO sudden death drop off rule in these divisions.

