

Rules For

NATIONAL REPRESENTATIVE TOURNAMENTS – INCLUDING NATIONAL AFFILIATES AND NATIONAL UNIVERSITY TOURNAMENTS

(Including Appendices)

Version 2017

INTRODUCTION

Each year, Hockey New Zealand runs tournaments for all associations at various age levels including the U13, U15, U18, National University, National Affiliates, National Senior and the Masters tournaments. We also run 3 High Performance tournaments – U18 Regional, U21 and National Hockey League which cater towards our top end athletes.

These tournaments are held at various stages throughout the year with a participation and competitive focus to them. The emphasis on these tournaments is about participation and getting the hockey community involved and able to experience hockey in a tournament setting. These tournaments fit very well with the Hockey New Zealand Mission statement of “Hockey For all – Hooked for life”.

These tournaments are run in accordance with the rules and regulations listed in this document, along with the following:

- FIH Rules of Hockey 2017 – Outdoor
- Hockey New Zealand National Code of Conduct – Governs the judicial process at all Hockey New Zealand tournaments
- *Hockey New Zealand Technical and Umpiring Document – relating to the appointment, responsibilities and behaviour expected from all tournament officials. (CURRENTLY UNDER REVIEW)*
- Hockey New Zealand Head Injury Policy
- Hockey New Zealand Anti Doping Policy
- *Hockey New Zealand Player Safety Policy (CURRENTLY UNDER REVIEW)*
- Hockey New Zealand Smokefree Policy
- *Hockey New Zealand Mouthguard Policy*
- *Hockey New Zealand Sponsorship and Naming Rights Document (CURRENTLY UNDER REVIEW)*
- Hockey New Zealand Tournament Turf Charges Guideline
- Hockey New Zealand Tournament Hosting Policy
- Hockey New Zealand Hosting Responsibilities Document - General

These documents are available to be downloaded on the Hockey New Zealand website – www.hockeynz.co.nz.

MATTERS NOT COVERED IN OFFICIAL RULES AND POLICIES

The Tournament Director shall deal with any matters arising that are not specifically dealt with in the Rules below or in the documents above. If possible the Tournament Director should consult with Hockey New Zealand. If it is not possible to consult with Hockey New Zealand, a committee consisting of the Tournament Director (chair), Tournament Administrator, and an appointed member will deal with the matter. Any decision reached by the committee will be final.

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A. TEAM AND PLAYER ELIGIBILITY

1. Team Eligibility

Please see *Appendix 1 on Team Eligibility* for more information.

2. Entry Forms

A completed Online Tournament Entry Form is to be completed by the due date. A link for the online registration will be sent to each relevant competing team. Late entries may be accepted at the discretion of Hockey New Zealand.

3. Entry Fee

The Entry Fee is to be sent to Hockey NZ via Online banking with the online registration, or cheque/internet banking with the invoice generated by Hockey New Zealand. The Tournament Schedule 2017 document sent to all regions and associations in January 2017 will list the relevant entry fees for each tournament. National Hockey League Regional Contribution document will outline the costs for competing in the 2017 Ford NHL.

4. Combined Teams

4.1 Combined teams will not be allowed at the following tournaments:

- Ford National Hockey League
- U21 Regional Tournament
- U18 Regional Tournament
- National Affiliates Tournament
- National University Tournament

4.2 Associations may combine and enter a combined team in all remaining HNZ sanctioned Tournaments as long as the combining Associations:

- Are within the same Region as outlined by the HNZ Regional Boundaries,
- Agree in writing and,
- Have written approval from Hockey NZ. (Approval must be sought annually by entry due date)

4.3 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.

4.4 The seeding of a combined team that did not participate at the National Association Tournament in question last year is at the discretion of Hockey NZ.

4.5 A combined team may win the National Association Tournament they are competing in.

4.6 If a combined team no longer wishes to be combined, the Associations concerned may enter the National Association Tournament in question as individual Associations. The seeding of these teams will be at the discretion of Hockey NZ.

5. Player Eligibility

5.1 A player may choose to register with the club of his/her choice irrespective of where he/she resides.

5.2 A player is registered with the Association to which his/her club is affiliated.

5.3 A player may only belong to one club at a time.

5.4 School Players

- a) A school player may play in the school competition in one Association and club competition in another Association. Consequently the player is then registered with the Association to which his/her club team is affiliated.

Exception

Only at the written mutual consent of both Associations involved, may a school player playing in a school competition in one Association and club competition in another Association, play representative hockey for the Association to which his/her school team is affiliated.

- b) A school player who plays for his/her school team in a competition in a particular Association and is not registered with a club (in any Association) is registered with the Association to which his/her school team is affiliated.
- c) A player who attends boarding school in one Association but lives in another Association, and is registered only to the Association where they attend boarding school, is registered with the Association to which his/her school team is affiliated.

Exception

Only if the player is not required by their registered Association, and at written mutual consent of the two Associations involved, may the player play for the Association where they live, rather than the Association where they are registered.

5.5 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 'Important Downloads' section of the Hockey NZ website).*

5.6 Players named in the current year's National and Development Squad's will be required to play for their Region of Origin.

- i) Exception: A National Squad Member can appeal to the Hockey New Zealand High Performance Manager if they have valid reasons as to why they should not play for their Region of Origin.
- ii) Where a National Squad Member has been living in an Association and been actively playing in that Association's club competition for a minimum of 5 consecutive years they can apply to change their 'Region of Origin' to their current 'Registered Region' by submitting an application to Hockey New Zealand. Once changed the 'Registered Region' becomes for all intents and purposes the National Squad Member's 'Region of Origin'
- iii) Dispensation for special circumstances (e.g. two or more goalkeepers in one region) will also be considered by the Hockey New Zealand High Performance Manager on a case by case basis.

For all of the above clauses Hockey New Zealand will make the final decision.

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

5.7 To play for a Region in a National Regional Tournament or an Association at the NST a player must be a financially eligible player as set out in this rule, be approved by Hockey NZ as a 'Guest Player' for that Association, or be eligible under the 'Region/Province of Origin' rule.

5.8 A player returning to NZ from overseas is eligible to play as a local player at National Regional Tournament or NST for the NZ Association they were last affiliated to. The player must be a NZ Citizen (NZ permanent resident or passport holder) and must not have represented another country at U-21 or senior international level. They are not required to play at least **four** (4) weeks of official club/school competition in that Association immediately prior to tournament

5.9 A player may only represent one Region/Association in any given year, except in extenuating circumstances which have to be approved by the CEO of Hockey New Zealand.

N.B. Playing for a Region as a Guest Player is not included in the above ruling.

For example a player who represents a Region in the Under 21 Tournament but is not selected for that same Region for the NHL is eligible to be selected as a Guest Player if they meet the NHL Guest Player Rules; or a Region of Origin player as per rule 7 below.

5.10 Time and Age Qualification periods can be found in *Appendix 2 Time and Age Qualification* of this document.

5.11 In addition to the player eligibility rules, a player must be financially eligible, not be part of a judicial sanction or review, or not be deemed unsuitable at the discretion of Hockey New Zealand.

5.12 Please see the UTSNZ player eligibility document for further eligibility rules for the National University Tournament.

6. Guest Players

Please see *Appendix 6 Guest Players* for details on Guest Players at all tournaments.

7. Region/Province of Origin

7.1 A Player's 'Region/Province of Origin' is defined as the Association or Region that a player first represented at a Hockey NZ National Tournament (*U13, U15, U18, Masters, NHL, National Senior, Under 21*).

7.2 A player is eligible to play for their 'Region/Province of Origin' provided they:

- a) Do not have any outstanding debts with their registered Association or a club within their registered Association
- b) Have not been suspended from hockey due to current or pending disciplinary action.

7.3 There are no restrictions on the number of 'Region of Origin' players in a team.

7.4 The Region/Province of Origin rule does not apply at the following national tournaments:

- U13
- U15
- National Affiliates
- National University tournament.

7.5 The Hockey NZ Region/Province of Origin Form must be signed by the player's registered Region/Association Executive, the player and the Executive of the Region/Association wishing to register the player. (*A copy of the Region of Origin Form is available to download from the 'Rules, Policies' section of the Hockey NZ website*).

7.6 A copy of the signed Region/Association of Origin Form must be received by Hockey NZ at least **fourteen** (14) days before the commencement date of the tournament. (*2 weeks*).

7.7 Where a player has been living in an Association and been actively playing in that Association's club competition for a minimum of 5 consecutive years they can apply to change their 'Region of Origin' to their current 'Registered Region' by submitting an application to Hockey New Zealand. Once changed the 'Registered Region' becomes for all intents and purposes the players 'Region of Origin'. Hockey New Zealand decisions on these matters will be final.

B. PRE TOURNAMENT ADMINISTRATION

8. Team Registration Form

8.1 The names of not more than **eighteen** (18) and not less than **twelve** (12) players must be registered online via the Altius Tournament Management System

8.2 When a team registers their players, the goalkeepers will need to be named and identified with their own number.

8.3 The names of not less than **two** (2) team officials must be registered online via the Altius Tournament Management System. (*Minimum of Coach and Manager*).

NB - One of the team officials accompanying female teams **must** be a woman.

8.4 The Team Registration is to be completed online via the Altius Tournament Management System 2 weeks before the start of the tournament. Log in details for each team will be sent out by Hockey NZ once tournament entries have closed.

8.5 A final signed copy of the Team Reconciliation Form (available from the Altius Tournament Management System) is to be given to the Tournament Director at the Tournament Briefing along with a signed cover sheet indicating all players are eligible to compete for your team and all information provided is accurate. At the Tournament Director's discretion, an extension of this time may be offered.

8.6 All players' signatures must be on the Team Reconciliation Form. No player may participate in a tournament if they have not signed the Team Reconciliation Form.

8.7 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.

8.8 The signature of the player indicates that they have read and understand the Hockey New Zealand Anti Doping Code & Sanctions and Hockey New Zealand Code of Conduct.

NB – A Parent or Guardian must sign for players under 16 years of age. (*Under 16 at time of signing*).

9. Withdrawing From Tournament

9.1 Any Association withdrawing a team within **six** (6) weeks of the commencement date of a tournament shall pay a fine of NZD \$200 + GST and will forfeit any applicable bond.

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

9.3 If any team withdraws from a Tournament then the replacement team and seeding will be at the discretion of Hockey NZ.

10. Team Uniform, Colours and Shirt Numbers

10.1 Each team must wear the colours of the team they represent (either primary or alternative) as specified on the Team Reconciliation Form except for extenuating circumstances deemed appropriate by the Tournament Director.

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

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

NOTE – Ford NHL, U21 and U18 Regional teams are not required to carry alternative shirts and socks to each game unless advised otherwise by the Tournament Director.

10.4 Each player's number will remain the same as registered on the Team Reconciliation Form throughout the competition except for extenuating circumstances deemed appropriate by the Tournament Director.

10.5 The number shall appear in full figures, not less than 16 cm and not more than 20 cm in height, on the back of the player's shirt (*In the range 1-32*).

10.6 A spare set of players' uniform should be with each team involved in each match (*Replacing blood stained clothes*).

10.7 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.

10.8 Goalkeepers shall wear a colour different from that of their own team and that of their opponents. (*A colour not similar to their own team or the opposition that should not be white*).

11 Tournament Briefing

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

C. OPERATIONAL TOURNAMENT ADMINISTRATION

12 Draw and Format

12.1 The draw shall be done by Hockey NZ from entries accepted. Once the draw is confirmed, Hockey NZ will send each participating team, Host Association, Tournament Administrator, Tournament Director and Umpires Manager a copy of the draw.

12.2 Seedings will be determined by Hockey NZ. The teams shall be seeded according to final placings of the previous year's National Tournament, and additional teams will be at the discretion of Hockey NZ.

13 Hockey Balls

The Host association are to provide the tournament with the correct match balls – White Kookaburra with the exception of:

- At National Masters Tournament, each team will supply a White HNZ-approved Match Ball.
- At the Ford National Hockey League, HNZ will provide the Match Balls.

14 Games Per Day

14.1 At U13, U15, U18 Association, National University, National Affiliates, National Senior Tournament & National Masters Tournaments, In any one day, a maximum of **two** (2) games (per team) can be played. A minimum of **four** (4) hours between games is required, with no games starting before 8.00am.

NOTE: This clause may be waived by the Tournament Director due to unforeseen circumstances, delays and postponements of matches.

14.2 At U18 Regional, U21 and the Ford NHL, in any one day a maximum of **one** (1) game per team can be played with no games starting before 8:00am.

15 Points and Pool Placements

15.1 Points in Pool Play and Round Robin shall be awarded as follows:

U13, U15, U18 Association, National University, National Affiliates & National Masters Tournament

- Win or Forfeit - 3 points
- Draw - 1 points
- Loss - 0 points
- Default - refer Rule No. 26 defaulting of a game.

U18 Regional, U21, National Senior Tournament and Ford National Hockey League

Every game in the Pool Play competition and Classifications Matches must have a result therefore points will be allocated as follows:

- Outright Win at end of regulation time - 4 points
- Win following penalty shoot-out competition - 2 points
- Loss following penalty shoot-out competition - 1 points
- Outright Loss at end of regulation time - 0 points
- Default - refer Rule No. 26.

If the score is tied at the end of regulation time a Shoot-out competition will take place as per *Appendix 5*.

15.2 Pool Competition

- a) In each pool, teams will be ranked according to the number of points each has accumulated in the Pool Competition.
- b) If at the end of the Pool Competition two or more teams have the same number of points for any place, then these teams will be ranked according to their respective number of matches won.

NOTE: at U18 Regional, U21, National Senior Tournament and Ford NHL, teams will be ranked according to their respective number of matches won outright at the end of regulation first, followed by their respective number of matches won after shoot-out.

- c) Should there 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').
- d) Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e) Should there remain equality between two or more teams, then the result(s) of the match(es) played between (only) these teams will be used to determine their ranking according to Rules 15.2 b), c) and d).
- f) Should there remain equality between two or more teams, then the ranking of these teams will be determined by a shootout competition between (only) these teams (*refer to Appendix 5 Shootout Competition*).

15.3 Round Robin Competition

- a) Teams will be ranked according to the number of points each has accumulated in the Round Robin Competition.

- b) If at the end of the Round Robin Competition two or more teams have the same number of points for any place, then these teams will be ranked according to their respective number of matches won.

NOTE: at U18 Regional, U21, National Senior Tournament and Ford NHL, teams will be ranked according to their respective number of matches won outright at the end of regulation first, followed by their respective number of matches won after shoot-out.

- c) Should there 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').
- d) Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e) Should there remain equality between two or more teams, then the result(s) of the match(es) played between (only) these teams will be used to determine their ranking according to Rules 15.2 b), c) and d).
- f) Should there remain equality between two or more teams, then the ranking of these teams will be determined by a shootout competition between (only) these teams (*refer to Appendix 5 Shootout Competition*).

16 Post Pool Play Offs

U13, U15, U18 Association, National University, National Affiliates & National Masters Tournament

In post pool play-offs, if, after regulation time, the game is tied, drop-off golden goal extra time will be played. Please see *Appendix 4 Extra time procedure* for more information on the administering of Extra time.

Should no winner be found after the 2nd period of extra time, teams will progress to a penalty shootout competition as per *Appendix 5 Shootout Competition*.

U18 Regional, U21, National Senior Tournament and Ford National Hockey League

After the completion of the initial pools (A and B), the top two (2) teams from each of these pools will be placed in pool C and the bottom two (2) teams will be placed in pool D.

- a) Each team in Pool C and in Pool D will carry forward to the new pool the result of the match against that other team (only) in their original pool (A or B) who also goes forward with them into Pool C or Pool D.
- b) Each team will play the other 2 teams in the new pool, that is the teams which they have not already played in Pool A or B.
- c) The following points will be awarded for the matches played by each team in Pools C and D:
- Outright Win at end of regulation time - 4 points
 - Win following penalty shoot-out competition - 2 points
 - Loss following penalty shoot-out competition - 1 points
 - Outright Loss at end of regulation time - 0 points
 - Default - refer Rule No. 26.

Teams will be ranked according to the number of points each has accumulated in Pools C or D that is the sum of the points carried forward from the matches referred to in 16a above and the points awarded from the matches in 16b above. If there is equality between two or more teams, then the teams involved will be ranked according to 15.2 in this rules document in respect of results in Pools C & D.

17 Final Classification Matches (Including Final and 3rd/4th place playoff)

The final classification matches of all National Tournaments must result in a winner.

Please note, only the Final Match at National Masters Tournament must result in a winner.

U13, U15, U18 Association, National University, National Affiliates & National Masters Tournament

If, after regulation time, the game is tied, drop-off golden goal extra time will be played. Please see *Appendix 4 Extra time procedure* for more information on the administering of Extra time.

Should no winner be found after the 2nd period of extra time, teams will progress to a penalty shootout competition as per *Appendix 2 Shootout Competition*.

U18 Regional, U21, National Senior Tournament and Ford National Hockey League

In all classification matches, if after regulation time, the game is tied, a penalty shootout competition shall take place to determine the winner as per *Appendix 3*.

D. MATCH PLAY REGULATIONS

18 Players in the Tournament

- 18.1 For the duration of the tournament teams may only use the players registered on the Team Reconciliation Form except in the case of a significant injury.
- 18.2 If any player named on the final Team Reconciliation Form suffers a significant injury meaning they can take no further part in the tournament, they may be replaced.
 - (a) All rules relating to player eligibility mentioned in Rules 5, 6 and 7 above apply for the replacement player.
 - (b) The team manager must submit a signed Doctors Medical Certificate to the Tournament Director before a replacement can be confirmed.
 - (c) An Additional Player Registration Form must be completed and handed in to the Tournament Administrator before the replacement player can take the field. *(A copy of the Additional Player Registration Form is available for download from the 'Important Downloads' section of the Hockey New Zealand website).*
- 18.3 A maximum of **eighteen** (18) players may be used by a team in a match, of whom **two** (2) must be goalkeepers wearing full protective equipment.
- 18.4 If one of the goalkeepers becomes injured or is suspended during a tournament, that team can continue to use **seventeen** (17) players including only **one** (1) goalkeeper.
- 18.5 If a team chooses not to include a second goalkeeper in the 18 players, they are limited to using **sixteen** (16) players in a match.
- 18.6 If a player(s) has been suspended by the Tournament Director for one or more matches then, for those matches, the number of players the team concerned may use will be reduced by the number of players suspended.

19 Ineligible Players

If it is discovered that a team has a player(s) who does not comply with the rules on team and/or player eligibility, the Tournament Director, after consulting with Hockey New Zealand, will act as outlined in the following scenarios:

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 unless the issue is resolved to the satisfaction of the Tournament Director.
- ii) During Pool Play or Round Robin and Before Classification Matches
All games played involving 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 but the ineligible player(s) may not continue playing for the team.
- iii) During Post Pool Play and Classification Matches
All games played involving the team with the ineligible player(s) will be regarded as being defaulted. The team may continue to play at the tournament but the ineligible player(s) may not continue playing for the team. The offending team will be considered to have lost that match and any subsequent matches. At the completion of the tournament the offending team will be placed last and the final placings adjusted accordingly.

20 Judicial Process

Please refer to the Hockey New Zealand Code of Conduct for the judicial procedure at all Hockey New Zealand tournaments including the appeal process.

21 Player Safety

Please refer to the Hockey New Zealand documentation in regards to the safeguarding of players during a game. including the use of safety equipment such as face masks, mouthguards and shinpads.

22 Game Duration

Please see *Appendix 3 Game Duration*.

23 Interruptions to a Match

23.1 If the Tournament Director, Technical Officer on duty or umpires decide to interrupt a match (e.g., because of weather conditions) that match should be resumed as soon as possible (not necessarily on the same field of play or on the same day) under the conditions following.

23.2 The match must be completed up to the agreed regulation full time (*refer Rule 22 Game Duration*).

- a) The score on the resumption will be that at the time the interruption took place.
- b) There shall be no substitution of players during the interruption to the match.

If a match(es) cannot be rescheduled then the Tournament Director shall determine what course of action is appropriate.

24 Admission to the Field of Play

24.1 A maximum of **eleven** (11) players from each team, and the umpires, may be on the field of play during a match.

24.2 The substitute players registered on the Match Sheet up to a maximum of **seven** (7) persons should remain in the team dugout during regulation and extra time, including time stoppages, unless the Tournament Director, Match Director/Technical Officer on duty, or umpires direct otherwise, or when following substitution procedures or providing medical assistance.

24.3 A maximum of **4 (four)** team management staff can be in the dugout during the course of a match (regulation and extra time including stoppages).

- (a) These are – **1 x coach, 1 x manager, 1 x physiotherapist 1 x Extra Team Management Staff (to be agreed with Tournament Director).**
- (b) Should a team opt not to have one of the above compulsory positions (Coach, Manager, Physiotherapist) they will be limited to three **(3)** team management staff in the dugout.
- (c) Those placed in these positions must be genuine.
- (d) The Tournament Director and Match Director/Technical Officer reserve the right to remove any persons from the dugout they feel should not be there.

24.4 In the event of a player becoming incapacitated and not leaving the field of play, then one of the umpires may stop the match. If it then appears that the player is unable to resume play, that player must leave the field of play, and remain off the field for a minimum of **two** (2) minutes. (*Time is stopped for serious injury*).

24.5 If the player cannot or will not leave, then the umpire will:

- (a) authorise the registered team medical doctor/physio or if a team does not have such registered officials, authorise the official match doctor and or Team Manager to enter the field of play to assist and remove the player concerned as soon as it is safe to do so
- (b) order if necessary, the stretcher-bearers to enter the field of play. There shall be no injury attendance on the field of play

24.6 The team coach, unless (s)he is a registered player on the Team Registration Form, may not enter the field of play during regulation time or any period of extra time, including stoppages.

25 Defaulting of a Game

25.1 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.

NOTE – At U18 Regional, U21, National Senior and Ford NHL, the opposing team will be awarded 4 points.

25.2 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 be deemed to 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).*

NOTE – At U18 Regional, U21, National Senior and Ford NHL, the opposing team will be awarded 4 points.

25.3 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 deemed to have defaulted the match. If a team is late due to extenuating circumstances, deemed appropriate by the Tournament Director, the match may be rescheduled. Unless rescheduled the points for the match shall be:

the defaulting team 0 points.

the opposing team 3 points.

The score recorded shall be 3 - 0 in favour of the opposing team.

If the match is rescheduled, the match must be completed to the agreed regulation full time - refer Rule No. 22. *A team that defaults a match under Rule 25 may continue to play in the competition.*

NOTE – At U18 Regional, U21, National Senior and Ford NHL, the opposing team will be awarded 4 points.

26 Failure to Play

25.1 During The Round Robin Matches

- a) A team refusing to play or to complete a match shall be deemed to have withdrawn from the tournament, unless the refusal to play can be justified to the satisfaction of the Tournament Director.
- b) When a team is deemed to have withdrawn from the tournament, all the matches it has played or is scheduled to play will be deemed to have been defaulted. The points tables shall be corrected accordingly.

25.2 During The Classification Matches (Final Placing Matches).

A team refusing to play or to complete a match shall be deemed to have withdrawn from the tournament and will lose the match in question.

NB A team that is deemed to have withdrawn under Rule 26 may not continue to play in the competition.

APPENDIX 1

Eligibility List For National Tournaments

National Under 13 Tournaments

24 teams are eligible based on the final placings of the previous year. Teams 1 – 20 are automatically eligible, teams 21 – 24 are able to be challenged for their place in the tournament. Please see *U13 & U15 Challenge system document* for more information

National Under 15 Premier Tournaments

16 teams are eligible based on the final placings of the previous year. Teams 1 – 13 are automatically eligible, teams 14 – 16 are able to be challenged for their place in the tournament. Please see *U13 & U15 Challenge system document* for more information.

National Under 15 Championship, National Under 18 Association & National Senior Tournament

Any Associations eligible to enter – No limit on teams.

National Masters Tournament

Any association may enter one team in each/any of the approved age divisions.

National Hockey League, U21, U18 Regional Tournaments

The teams participating in the National Regional Tournaments shall be:

- **Northland** (Northland)
- **North Harbour** (North Harbour)
- **Auckland** (Auckland)
- **Midlands** (Counties Manukau, Thames Valley, Waikato, Tauranga, Bay of Plenty)
- **Central** (Taranaki, Hawke's Bay, Wanganui, Central Hawkes Bay, Ruahine-Dannevirke, Manawatu, Horowhenua, Rangitikei, Poverty Bay).
 - **Capital** (Wellington, Wairarapa, Nelson, Marlborough, Buller)
- **Canterbury** (Canterbury, Mid Canterbury, South Canterbury, Malvern, West Coast)
- **Southern** (North Otago, Central Otago, Otago, Eastern Southland, Invercargill).

National University Tournament

Open to the 8 Affiliates Universities at the discretion of HNZ and University and Tertiary Sport New Zealand.

The 8 Universities are:

- **Auckland University of Technology - AUT** (Auckland)
 - Auckland University (Auckland)
 - Waikato University (Waikato)
- **Massey University** (Palmerston North)
 - Victoria University (Wellington)
- **Canterbury University** (Canterbury)
 - Lincoln University (Canterbury)
 - Otago University (Dunedin)

National Affiliates Tournament

Invites will be sent each year to competing Associations. Preference given to those who have competed in the previous year

APPENDIX 2 – TIME & AGE QUALIFICATIONS

UNDER 13

- To be eligible to play in the National Under 13 Tournaments, the players must be **under** the age of 13 years old as at 1st January of the year in which the tournament is played, and be in either Year 7 or Year 8 at School. (eg. A player whose 13th birthday is on or after 1st January is eligible, a player whose 13th birthday is before 1st January is ineligible, any athletes in Year 6 or below are ineligible as are those in Year 9).

UNDER 15

- To be eligible to play in the National Under 15 Tournaments, the players must be **under** the age of 15 years old as at 1st January of the year in which the tournament is played, and must be **over** the age of 13 years old as at 1st January of the year in which the tournament is played. (eg. A player whose 15th birthday is on or after 1st January is eligible, a player whose 15th birthday is before 1st January is ineligible, those eligible for U13 tournament are ineligible).

UNDER 18

- To be eligible to play in the National Under 18 Association Tournaments, the players must be **under** the age of 18 years old as at 1st January of the year in which the tournament is played. (eg. A player whose 18th birthday is on or after 1st January is eligible, a player whose 18th birthday is before 1st January is ineligible).

NATIONAL AFFILIATES TOURNAMENT

NO TIME AND AGE QUALIFICATION

NATIONAL UNIVERSITY TOURNAMENT

PLEASE REFER TO UTSNZ PLAYER ELIGIBILITY DOCUMENT FOR MORE INFORMATION

NATIONAL MASTERS

- To be eligible to play in the National Masters tournament, the players must **have attained** the stipulated age by 31 December of the year in which the tournament is played. (eg. A player whose 35th birthday is on or before 31 December is eligible to play in the over 35 division, a player whose 35th birthday is after 31 December is ineligible to play in the over 35 division).

FORD NATIONAL HOCKEY LEAGUE & NATIONAL SENIOR TOURNAMENT

A player may represent a Region at a National Regional Tournament if they are a registered player of a club/school affiliated to an Association within that Region and have played at least **eight** (8) weeks of official club/school competition under the auspices of that Association immediately prior to that tournament.

Players that cannot meet the criteria are exempt if:

- i) Their registered Association does not start their club competition prior to tournament with enough time to fulfil the time qualification but the player has played in their registered Association's club competition from the time the competition did commence; or
- ii) They were registered with and played club competition for their current Association in the previous year.

Dispensation for academic, employment, injury or medical reasons must be approved in writing by Hockey NZ. There are no age restrictions in place for the Ford NHL Tournament or National Senior Tournament.

U18 REGIONAL AND U21 TOURNAMENTS

A player may represent a Region at a National Regional Tournament if they are a registered player of a club/school affiliated to an Association within that Region and have played at least **four** (4) weeks of official club/school competition under the auspices of that Association immediately prior to that tournament.

Players that cannot meet the criteria are exempt if:

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

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

- To be eligible to play in the National Under 18 Regional Tournaments, the players must be under the age of 18 years old as at 1st January of the year in which the tournament is played. *(A player whose 18th birthday is on or after 1st January is eligible, a player whose 18th birthday is before 1st January is ineligible).*
- To be eligible to play in the National Under 21 Regional Tournaments, the players must be under the age of 21 years old as at 1st January of the year in which the tournament is played and must be **over** the age of 18 years old as at 1st January of the year in which the tournament is played. *(A player whose 21st birthday is on or after 1st January is eligible, a player whose 21st birthday is before 1st January is ineligible).*

Proof of age eligibility may be requested by the Tournament Administrator and this must be provided by the Team Manager. *(Birth Certificate, Passport, Drivers Licence).*

APPENDIX 3 – GAME 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”.

UNDER 13

A match shall consist of the regulation time of **two** (2) periods of **twenty-five** (25) minutes each, separated by an interval which shall not exceed **five** (5) minutes.

UNDER 15 & NATIONAL MASTERS TOURNAMENT

A match shall consist of the regulation time of **two** (2) periods of **thirty** (30) minutes each, separated by an interval which shall not exceed **five** (5) minutes.

UNDER 18 ASSOCIATION, NATIONAL UNIVERSITY TOURNAMENT & NATIONAL AFFILIATES TOURNAMENT

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

UNDER 18 REGIONAL, U21, NATIONAL SENIOR TOURNAMENT AND FORD NHL

- A match consists of 4 periods of 15 minutes.
- At the end of the first and third period there shall be an interval of 2 minutes. During this interval, teams are not permitted to leave the field of play.
- Play is resumed by a centre pass. For the second period this is taken by the team that started the first period. For the fourth period the centre pass is taken by the team that started the third period.
- At the end of the second period there shall be an interval of 10 minutes. During this interval teams may leave the field of play. Play is resumed by a centre pass which is taken by the team that did not take the centre pass for the first period.
- When a penalty corner is awarded, time is stopped for a maximum of 40 seconds, except in the case of re-awards. The umpire will time the 40 seconds allowed and manage accordingly. The umpire will re-start play at the earliest possible opportunity, ensuring that any delay is kept to a minimum
- In the case of a re-awarded penalty corner time will be immediately stopped but the teams will not be allowed an additional 40 seconds. The umpire will re-start play at the earliest possible opportunity, ensuring that any delay is kept to a minimum.
- The match is prolonged at the end of a period to allow the completion of a penalty corner or any subsequent penalty corner or penalty stroke.
- If a match is prolonged at the end of a period to allow for the completion of a penalty corner as specified in the Rules of Hockey, the Umpires will signal the end of that half.
- After a goal is scored, the time is stopped for a maximum of 40 seconds. The umpire recommences at the end of this period or at the earliest possible opportunity unless time has to be stopped for another reason.

APPENDIX 4 – EXTRA TIME PROCEDURE

A maximum of two periods each of five (5) minutes duration will be played

- (i) Period 1 with nine (9) players
 - (ii) Period 2 with seven (7) players.
- a) As soon as a goal is scored, the game ends and the team scoring the goal is the winner.
 - b) Substitutions/replacements are permitted during extra time other than as specified below.
 - c) A player who is suspended by the Tournament Director at the time the extra time competition takes place, or has been excluded permanently (red card) during the match which leads to the extra time competition, cannot take part in that extra time competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the extra time competition even if the period of their suspension has not been completed at the end of the match.
 - d) There will be a break of no more than five (5) minutes between the end of regulation time and the start of extra time.
 - e) A coin is tossed: the team that wins the toss has the choice of starting with the ball or choosing the goal to attack.
 - f) If a penalty stroke is awarded, a goalkeeper/defending player from the defending team **must** take the field to defend the penalty stroke. The goalkeeper/defending player must leave the field immediately after the penalty stroke is completed.
 - g) If a penalty corner is awarded:
 - (i) A goalkeeper/defending player from the defending team **must** take the field to defend the penalty corner.
 - (ii) One field player from the defending team **must** leave the field.
 - (iii) The goalkeeper/defending player must leave the field as soon as the penalty corner has been completed and can then be replaced by a field player.
 - (iv) The umpires will direct the goalkeeper/defending player to leave the field when the penalty corner is over, but will **not** stop time.
 - (v) The goalkeeper/defending player may step off the field near the goal and is permitted to remain behind the backline, but outside the circle, for the duration of extra time.
 - (vi) Field players, including the player who leaves the field during a penalty corner, must enter and leave the field near the halfway line in front of the dugout.
 - i) If a penalty stroke is awarded, it may be taken by any player on the match sheet who has not been suspended under Clause d) of this Appendix, or by an umpire during extra time.
 - j) A player may be suspended by a yellow or red card but not by a green card during extra time.
 - k) If during extra time a player is suspended:
 - (i) That player takes no further part in that extra time competition and, unless a goalkeeper/defending player, cannot be replaced.
 - (ii) The suspended goalkeeper/defending player can only be replaced by another player from among the players listed on the team entry form for that particular match, except as excluded under Clause d) of this Appendix, or unless suspended by an umpire during extra time.
 - (iii) The replacement goalkeeper/defending player is allowed reasonable time to put on protective equipment similar to what the suspended goalkeeper/defending player was wearing.
 - l) If during extra time, a player is incapacitated;
 - (i) That player may be replaced by another player from among the players listed on the team entry form for that particular match, except as excluded in Clause d) of this Appendix, or unless suspended by an umpire during the extra time competition.
 - (ii) If the injured player is a goalkeeper/defending player, reasonable time will be allowed to put on protective equipment similar to that which the incapacitated goalkeeper/defending player was wearing (e.g., time will be allowed if the injury occurs prior to a penalty stroke or penalty corner – which must be defended by a goalkeeper/defending player)

APPENDIX 5 – SHOOTOUT COMPETITION

- a) Respective team managers nominate five players to take, and one player to defend, the shootouts from those on the team registration form except as excluded below. A player nominated to defend the shootouts can also be nominated to take a shootout. No substitutions/replacements are permitted during the shootout competition, other than as specified below.
- b) A player who is suspended by the Tournament Director at the time the shootout competition takes place, or has been excluded permanently (red card) during the match which leads to the shootout competition, cannot take part in that shootout competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shootout competition even if the period of their suspension has not been completed at the end of the match.
- c) The Tournament Director will specify in advance the goal to be used.
- d) The Tournament Director will specify in advance of any possible shootout competition the method of timing taking account of the facilities available and the need to control time accurately.
- e) A coin is tossed; the team that wins the toss has the choice to take or defend the first shootout.
- f) All players on the team entry form, other than any player who has been excluded permanently (red card) during the match which leads to the shootout competition, are permitted to enter the field of play outside the 23m area used for the shootout but must be at least 10m from the spot where the ball is placed at the start of the shootout.
- g) The goalkeeper/defending player of the team taking a shootout may be on the back-line outside the circle.
- h) A player taking or defending a shootout may enter the 23m area for that purpose.
- i) If a player taking a shootout is also defending the shootouts taken by opponents, (s)he is allowed reasonable time to take off his/her protective equipment to take his/her shootout and subsequently to put his/her protective equipment on again.
- j) Five players from each team take a shootout alternately against the goalkeeper/defending player of the other team making a total of 10 shootouts.
- k) Taking a shootout:
 - (i) the goalkeeper/defending player starts on or behind the goal-line between the goal posts.
 - (ii) the ball is placed on the nearest 23m line opposite the centre of the goal.
 - (iii) an attacker stands outside the 23m area near the ball.
 - (iv) the umpire blows the whistle to signal the start of the shootout; the attacker and the goalkeeper/defending player may then move in any direction.
 - (v) the shootout is completed when:
 - 8 seconds has elapsed since the starting signal, or
 - a goal is scored, or
 - the attacker commits an offence, or
 - the goalkeeper/defending player commits an unintentional offence inside or outside the circle in which case the shootout is re-taken by the same player against the same goalkeeper/defending player, or
 - the goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken, or
 - 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.
- l) If a penalty stroke is awarded as specified above, it is able to be taken by anyone on the match sheet who has not been suspended.
- m) A player may be suspended by a yellow or red card but not by a green card during the shootout competition.

- n) If during a shootout competition (including during any penalty stroke which is awarded) a player (either an attacker or a goalkeeper/defending player) is suspended:
- (i) that player takes no further part in that shootout competition and, unless a goalkeeper/defending player, cannot be replaced.
 - (ii) the replacement for a suspended goalkeeper/defending player can only come from the five players of that team nominated to take part in the shootout competition:
 - the replacement goalkeeper/defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player (s)he is replacing was wearing.
 - for taking his/her own shootout, this player is allowed reasonable time to take off his/her protective equipment to take his/her shootout and subsequently to put it on again.
 - (iii) any shootout (or penalty stroke) due to be taken by a suspended player counts as no goal; the shootouts taken by this player and scored before being suspended count as a goal.
- o) If during a shootout competition, a defending goalkeeper/defending player is incapacitated;
- (i) that goalkeeper/defending player may be replaced by another player from among the players listed on the team entry form for that particular match, except as excluded in Clause b) of this Appendix or unless suspended by an umpire during the shootout competition.
 - (ii) the replacement goalkeeper.
 - is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing.
 - if this replacement is also nominated to take a shootout, this player is allowed reasonable time to take off his protective equipment to take his shootout and subsequently to put it on again.
- p) If during a shootout competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the team entry form for that particular match, except as excluded in Clause b of this Appendix or unless suspended by an umpire during the shootout competition.

Shootout between two teams

- q) During a shootout between (only) two teams, if an equal number of goals are scored after each team has taken five shootouts;
- (i) a second series of five 'sudden death' shootouts is taken with the same players, subject to the conditions specified in this Appendix.
 - (ii) the sequence in which the attackers take the shootouts need not be the same as in the first series.
 - (iii) the team whose player took the first penalty shootout in a series defends the first penalty shootout of the next series.
 - (iv) when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shootouts, not necessarily being all five shootouts, that team is the winner (viz., 'sudden death').
- r) If an equal number of goals are scored or awarded after a second series of five shootouts, additional series of shootouts are taken with the same players subject to the conditions specified in this Appendix:
- (i) the sequence in which the attackers take the shootouts need not be the same in any subsequent series.
 - (ii) the team which starts each shootout series alternates for each series.

Shootout between three or more teams

- s) During a shootout between three (or more) teams;
 - (i) A round of shootouts is played between each of the teams.
 - (ii) Teams will play in the order determined by the Tournament Director
 - (iii) Rule j) of this Appendix will apply to each shootout (viz., five players from each team will take a shootout, making a total of ten shootouts). *NB. Rules q) and r) of this Appendix will **not** apply (viz., no shootout will go to 'sudden death').*
 - (iv) a ranking will then be established based upon the results of the round of shootouts only
 - (v) In each shootout points will be awarded
 - three** (3) points to the team having scored or been awarded the highest number of goals,
 - one** (1) point to each team having scored or been awarded an equal number of goals and
 - zero** (0) points to the team having scored or been awarded the lowest number of goals.
 - (vi) After each team has played a shootout against every other team, a ranking will be established based upon the total number of points awarded during the round of shootouts.
 - (vii) If equality remains between any two or more teams, then the teams having an equal number of points shall be ranked according to Rules 15.2 b), c) and d) (refer to Points Pool Competition) **applied to goals recorded during the shootout competition.**
 - (viii) If equality remains
 - (a) between two teams, then procedure in q) and r) above shall be used to rank the teams.
 - (b) between three (or more) teams, then procedure s) above shall be repeated until a ranking is determined.

APPENDIX 6 – GUEST PLAYERS

- a) Guest Players are permitted in the National Hockey League, U21 Regional, U18 Regional National Masters tournament, National Senior Tournament and Under 18 Association tournaments. Use of guest players at U15 tournaments must be approved by Hockey NZ first. Guest players at U15 can only be used where there are not enough registered players within an association at an U15 level to form a team from within that association. The maximum number of Guest players available to be used by a team is **six (6)**. *They are not permitted in the Under 13 tournaments, National Affiliates Tournament or the National University Tournament.*
- b) A maximum of **two (2) International Guest players** may be used during the Ford NHL tournament. International Guest Players are not eligible to be used in any other Hockey New Zealand sanctioned tournament.
- c) All Guest Players in National Under 21 Tournaments must be at least 18 years of age as at 1st January in the year of the competition. *(A player whose 18th birthday is on or after 1 January is ineligible, a player whose 18th birthday is before 1st January is eligible).*
- d) All Guest Players in National Under 18 Tournaments must be at least 15 years of age as at 1st January in the year of the competition. *(A player whose 15th birthday is on or after 1 January is ineligible, a player whose 15th birthday is before 1st January is eligible).*
- e) All Guest Players in National Masters Tournaments must **have attained** the stipulated age by 31 December of the year in which the tournament is played. *(eg. A player whose 35th birthday is on or before 31 December is eligible to play in the over 35 division, a player whose 35th birthday is after 31 December is ineligible to play in the over 35 division).*
- f) A Guest Player is a person who has permission from their registered Association/Region to play for another Association/Region in a Hockey NZ competition.
- g) An Association/Region may withhold permission for a player to become a Guest Player if:
- the player did not make themselves available for their own Association/Region
 - the player is unfinancial to a club/school within their Association or to the Association, or Region or
 - the player has been suspended from hockey due to current or pending disciplinary action.
- h) Associations/Regions must not withhold giving written permission for a player to become a Guest Player if none of the conditions set out above are applicable to the player. Negotiations are between Associations, Regions and Guest Players. Hockey NZ will not participate in any negotiations. The player has the right to decline to play for an Association/Region.
- i) The Hockey NZ Guest Player Agreement Form must be signed by the Guest Player's registered Association/Region Executive, the Guest Player and the Executive of the Association/Region wishing to register the Guest Player. *(A copy of the Guest Player Agreement Form is available for download from the 'Important Downloads' section of the Hockey NZ website).*
- j) A copy of the signed Guest Player Agreement Form must be received by Hockey NZ at least **fourteen** (14) days before the commencement date of the tournament. *(2 weeks).*