

Play on the Gold Coast in 2014!



Pan Pacific
Masters Games
GOLD COAST | AUSTRALIA
1 - 9 November 2014

Tourism and Events
Queensland

AUSTRALIA'S
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2014 Pan Pacific Masters Games – Hockey Competition Rules

These championships are conducted under the rules of the FIH, with the following exceptions:

1. Team Size

- 1.1 Each Team shall name a squad not exceeding twenty (20) players
- 1.2 Only sixteen (16) players will be allowed on the game card for any one match
- 1.3 The minimum number of players that can be fielded without incurring a forfeit is seven (7)
- 1.4 A goalkeeper MUST be part of the playing team and MUST wear at the very minimum a helmet.
- 1.5 REGISTRATION (SPORTS FEE ONLY) of players after 31st of October, 2014 to be completed at GCHA and Sports Fee will be determined by GCHA.
- 1.6 Injured player replacement: Please see GCHA

2. Match Durations

- 2.1 All matches will be 30 mins each way, 5 mins half time with 10 mins between games
Note: Round Matches do not go to extra time. Only matches in the Grand Final go to extra time.

3. Championship Grading

- 3.1 Points for each match shall be awarded as follows:
 - Winning Team – 3 points
 - Drawn Match – 1 point
 - Losing Team – 0 points
 - Forfeit Team – 0 points (6-0 to the opposition and 3 points)
- 3.2 In the event of two or more teams having the same number of points at the conclusion of the preliminary matches, the higher placed team will be decided by applying the following criteria.
 - a) The team with the highest goal difference i.e. (goals for – goals against)
 - b) In the event of the goal difference being equal, the team scoring the highest number of goals shall be placed above the other team(s).

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- c) In the event that this still does not separate team then the team with the best result shall be placed above the other team.

Best result to be determined by applying the following order until the teams are separated:

- i) Largest Winning margin
- ii) Highest scored draw
- iii) Lowest losing margin.

4. Forfeit

- 4.1 A forfeit will be declared 10 minutes after the scheduled start of play time, where either team is unable to commence play.
- 4.2 Should a player be found ineligible to have played the game then the game will be classed as a forfeit. Team will be given a 3 point penalty.

5. Resolving Drawn Finals

- 5.1 For the purpose of resolving a final, the definition of finals is all those matches that are contested subsequent to the pool games.
- 5.2 In the event that the scores are drawn at the end of normal time, "Sudden Death Extra Time" will apply. Rules for "Sudden Death Extra Time"
 - a) At the conclusion of normal time there shall be a break of two (2) minutes.
 - b) The opposing captains shall toss a coin for choice of ends or possession of the ball
 - c) For the first five (5) minute period of "sudden death extra time", each Team shall nominate nine (9) players including a goalkeeper to take the field. Team numbers shall not include any player/s under suspension, red or yellow card. Temporarily suspended players or substitutes may take the field at the end of their suspension time.
 - d) After the first five (5) minute period, teams shall remove two (2) players and change ends for recommencement.
 - e) For the second five (5) minute period of "sudden death extra time" only seven players from each Team, including a goalkeeper shall take the field
 - f) After the second five (5) minute period, teams shall remove two (2) players and change ends for recommencement.
 - g) For the third five (5) minute period of "sudden death extra time" only five players from each Team, including a goalkeeper shall take the field.
 - h) Normal interchange rules will apply during extra time.
 - i) "Sudden death" means the match will conclude once the first goal has been scored with the team scoring the goal being declared the winner.

- j) In the event of the scores still being equal at the conclusion of the 'sudden death extra time' period, game will be deemed a draw.
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6. Finals Series per age Division

➤ **TO BE CONFIRMED ONCE TEAM NUMBERS ARE RECEIVED**

- 6.1** To determine positions in combined age groups, points will only be allocated to correct age division (ie W30+ points table for teams in W30+ division only, same for M40+ & W50+)
- 6.2** To be eligible to play finals players must have played **50%** of the games for that team to qualify.
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7. Cautions and send offs

- 7.1** Any player that accumulates 10 or more demerit points during one or more match of the championship will be automatically suspended for one further match.

Green Card: 0 points

Yellow Card: 4 points

Red Card: 10 points

Following a players suspension, a players points shall revert to the equal of accumulate points minus ten, ie 12 accumulated points – 10 = 2. Player starts with two points against their name.

RULES OF GCHA TURF

1. FOOTWEAR – Players or officials are not to wear footwear with leather or metal sprigs, screw in plastic sprigs or moulded rubber/plastic sprigs of less than 15 per foot. Goalkeepers may wear boots with moulded rubber sprigs or moulded plastic sprigs provided they are trimmed down to protrude no more than 7mm from the sole and are to be ground to a smooth dome so that no sharp edges damage the turf. No other type of sprig is permissible.
2. All footwear must be cleaned of exterior rubbish (stones, dirt, mud, grass etc) before entry to the surface.
3. Sticks with split or jagged ends are strictly prohibited.
4. Hard protective guards for knees and elbows are not permitted.
5. Sharp objects such as buckles must be covered.
6. Jumping over the perimeter fence is strictly prohibited and may incur a fine. Balls hit over the perimeter fence should preferably be retrieved by someone outside the field of play. Should it be necessary to leave the field, exit and re-entry should be made via the gates. Deliberate hitting of balls against advertising signs will not be permitted.
7. Cigarettes, chewing gum and food of any description, drinking glasses & cans are prohibited on the turf and in the dugouts. High heel shoes, protruding jewellery such as rings, watches & chains are strictly prohibited on the turf. All bellyrings must be taped.
8. NO bobby pins!
9. Spitting on the turf is not permitted.
10. All tape must be put in the bins provided and not left on the surface or in the dugouts.
11. Umpires/Coaches/Managers must ensure that all open cuts and abrasions are treated immediately. If a player has any semblance of bleeding, he/she should immediately leave the field to receive treatment (substitution may be made). The player may return to the field once bleeding has been controlled, the wound covered and any contaminated clothing changed.
12. The only people allowed into the dugouts during the games are the players, coach, manager, first aid officer and physio. All persons must remain within the confines of the dugout during the game. Arriving teams may not enter the dugouts until the departing teams have left. Entry and exit as per signs.