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Tourism and Events Queensland

AUSTRALIA'S GOLD COAST.



2016 JUPITERS PAN PACIFIC MASTERS GAMES – HOCKEY



SPORTS SPECIFIC 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 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)

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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).
- 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 Semi-Finals/Finals

5.1 For the purpose of resolving a semi- final, the definition of semi-finals is the match that is contested subsequent to the pool games.

5.2 In the event that the scores are drawn at the end of normal time, “Golden Goal Extra Time” will apply. Rules for “Golden Goal- Extra Time”

5.3 Extra Time is two (2) x five-minute half (5) minutes with (2) minute break i.e. after first 5 minutes, teams will change ends after a two (2) minute break. If still drawn, the team with the higher placing will go through to the next final. 3. Golden Goal in extra time. If a team scores during extra time, they will be declared the winner and the match will conclude

5.4 Finals

Extra Time is two (2) x five-minute half (5) minutes with (2) minute break i.e. after first 5 minutes, teams will change ends after a two (2) minute break. If still drawn there will be a shootout 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.

The one on one shoot out competition will be played as per the rules detailed in the FIH rules

Respective team managers nominate five players to take the shoot out and one player to defend the shoot-outs from those eligible to play in the match, except as excluded below. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out. No substitutions/replacements are permitted during the shoot-out competition, other than as specified below.

A player has been excluded permanently (red card) during the match, 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.

A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.

Five players from each team take a shoot-out alternately against the goalkeeper/defending player of the other team in the sequence nominated on the Shootout Competition form, making a total of 10 shoot-outs (5 each team).

Taking a shoot-out: (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;

The umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper/defending player may then move in any direction;

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 back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the match sheet. The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.
- (vii) If an equal number of goals are scored after each team has taken five shoot-outs; A second series of five shoot-outs is taken with the same players, subject to the conditions specified in this section; The sequence in which the attackers take the shoot-outs need not be the same as in the first series; The team whose player took the first shoot-out in a series defends the first shootout of the next series; 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. 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 the FIH Manual. The sequence in which the attackers take the shoot-outs need not be the same.

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 belly rings 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.