Gold Coast Hockey Association Inc

PPMG Sport Specific Rules

These Games are conducted under the rules of the FIH, with the following exceptions.

Host: Gold Coast Hockey Association

Website: www.goldcoasthockey.com

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1. Introduction

1.1. Overview

The Gold Coast Hockey Association (GCHA) Inc. operates under the current FIH Rules of Hockey as published by The International Hockey Federation (FIH) and those Rules apply unless altered by the following sections of this document, in which case the alterations contained in these PPMG Sport Specific Rules will apply. No other match Rules or tournament regulations will apply.

1.2. Hockey Australia Policies, Regulations and Procedures

PPMG competition and activities are conducted in accordance with the applicable policies, regulations and procedures of Hockey Australia. Where a matter is not specifically addressed within these Rules, the relevant Hockey Australia policy, regulation or procedure will apply.

1.3. Communication with the GCHA Office

Information relating to Pan Pacific Master Games competitions, including fixtures, results, progressive points tables, venue locations, and other relevant updates, is available through the following platforms:

- **AltiusRT Competition Management System:** https://gcha.altiusrt.com/

2. Rules

2.1. Competition Structure

The Pan Pacific Masters Games competitions are structured as follows:

Divisions	
Divisions 30+, 40+, 50+, 60+	Male
Divisions 30+, 40+, 50+, 55+, 60+	Female
Mixed Social	Mixed Gender

As recommended by the Competitions Committee.

2.1.1. The structure of the competitions will be determined by the number of team nominations received.

2.2. Match Durations

2.2.1. Match Durations are as follows:

a) Matches should consist of two twenty-five (25) minute halves with a five (5) minute half time break and five (5) minute warm up.

2.2.2. In the case of extremely hot weather or other risk situations competition duration may be altered by the Sport Convenor to comply with Hockey Queensland Risk Management policy guidelines.

2.2.3. At the start of every game the team named first on the fixtures will start the game in the dugout to the left side of the seated Tech Bench. The team named second will start in the dugout to the right side of the seated Tech Bench. A coin toss will take place before the game begins to decide who starts with the ball and the direction

each team will attack.

2.3. Time Keeping for Matches

2.3.1. Official match time is the advertised match start time as per the draw. The timeclock for each match will be started at the advertised official match time.

2.3.2. Time out during fixture matches will not be permitted, except as follows:

a) Time out during Gold Medal matches, in the case of serious injury, will be at the discretion of the Sport Convenor.

2.3.3. If a match is required to be stopped, or is unable to commence at the scheduled time, due to unforeseen weather conditions, deterioration of the playing surface, or a serious injury, the Sport Convenor will assess the circumstances and conditions to determine whether the match can safely resume or commence within the scheduled time slot.

2.3.4. Where a match has been stopped pursuant to Rule 2.3.3, the match clock will continue to run to ensure that subsequent fixtures proceed as scheduled.

a) if the teams have completed at least 50% of the match time originally allocated to the fixture, the match will be declared complete and the score at the time of stoppage will stand.

b) if less than 50% of the match time originally allocated to the fixture has been completed, the match will be declared abandoned (refer Rule 2.4.1).

2.4. Abandoned Matches

2.4.1. Abandoned matches will not be rescheduled and will be deemed a draw.

2.4.2. The points allocated to both teams will be 1 point to each team.

2.4.3. The score for both teams will be recorded in AltrusRT program as 0-0 draw.

2.5. Determination of Late Starting Fixture Match

If a team does not have the minimum seven (7) players to take the field at the start of the game, they will be given up to 10mins from the scheduled starting time to take the field with the minimum number of players required (7). If a team is unable to do so, a forfeiture will be awarded to the team ready to play. Exception applies for rules governing “Adverse Weather” (see Rule 6)

2.6. Forfeiture of Matches

2.6.1. Any team receiving forfeiture shall be credited with three points and shall be treated as having scored six (6) goals to nil (0). (See Rule 4.1).

2.6.2. A forfeit shall be awarded when:

a) One team fails to appear at the time set down for play or within the specified match start time frame. For a forfeit to be awarded on match day, it is required that:

i the team ready to play takes the field; and

ii AltrusRT program is completed prior to the scheduled game time.

2.7. Goalkeepers

2.7.1. Each Team shall have a Goalkeeper or 11 field players as per FIH Rules.

2.7.2. Goalkeepers must wear a coloured shirt or garment (smock) which is different in colour from that of both teams and umpires. The smock can be the same colour as the other goalkeeper. Goalkeepers must wear this shirt or garment over any upper body protection. Elbow protection does not need to be covered by the shirt or garment.

2.7.3. Goalkeepers must wear protective equipment comprising of at least; headgear, leg guards and kickers. As per FIH rules when a Goalkeeper is taking a penalty stroke as a striker, the headgear and any hand protectors may be removed, all other protective equipment is to remain in place.

a) The following are permitted for use only by Goalkeepers: chest plate, upper arm, elbow, forearm, hand, and thigh protectors, leg guards and kickers.

b) Medically appropriate safety garments can be worn with the prior approval of the Sport Convenor.

2.8. Injuries

2.8.1. There will be **no time-out** for injury in any game, except per Rule 2.3.2, if there is an injury. The game clock will always continue, only play will stop in extenuating circumstances as determined in accordance with Clause 2.3.2.

2.8.2. Injured players should be taken from the field as soon as safely possible for treatment. To ensure minimum interruption during matches, if any team official is required to enter the pitch (at the Umpires discretion) to assist an injured player, the player who is injured **must** leave the field for a minimum of two (2) minutes and may be replaced.

2.8.3. Any player who sustains a hit or knock to the head or face must immediately leave the field of play for assessment by team personnel as soon as reasonably practicable, in accordance with the Hockey Australia Concussion Policy.

2.9. Blood Protocol

2.9.1. Open Cuts:

As Hockey is a contact or collision sport, this is an area of principal concern to the facility given that the skin can be broken very easily by contact with players and facilities or equipment. Prior to commencement of play all open wounds or grazes must be covered. All open cuts and abrasions sustained during a match shall be treated immediately to preclude any type of blood contamination before returning to the field.

2.9.2. Players

a) Cease Participation

If a bleeding wound occurs, the player shall cease participation in a match and be removed from the field, treated until the bleeding has stopped and the wound is both cleaned with antiseptic and covered. Once the wound is cleaned and covered the player may return to the field.

b) Treatment

If an open skin lesion or wound is noticed by Umpires or Game Officials, the player shall cease participation immediately and be removed from the field to have it cleaned with antiseptic and covered before returning to play.

c) Uncontrollable Bleeding

If bleeding cannot be controlled and the wound securely covered, the player shall not continue in the game and should be referred to a medical facility for urgent assessment.

2.9.3. Contaminated Articles

All clothing, equipment and surfaces contaminated by blood shall be regarded as contaminated and treated accordingly. Before such a player returns to the field of play the Manager must ensure that all wounds are covered, that all clothing is free of blood and that the player is inspected by the Game Official on duty before retaking the field.

2.9.4. Umpires Responsibilities - Players Ordered from Field

Should a player not take remedial action as outlined, Umpires are empowered to order the player from the field to receive the required treatment.

2.10. Concussion Protocol

GCHA has adopted the Hockey Australia Concussion Policy

3. Registrations

3.1. Team / Player Registration

3.1.1. No player may participate in any match unless such player is registered with PPMG before the start of the match.

3.1.2. Any team that plays unregistered players that are not recorded in the PPMG registration database will be penalised. Penalty = loss of three (3) points to the offending team for each game the unregistered player has played.

3.1.3. Each team may choose to name a designated Goalkeeper.

4. Result

4.1. Premiership Point Scoring for Fixture Matches

During the fixture competitions for all divisions Premiership points will be awarded as follows:

Result	Points
Win	Three (3) points
Draw	One (1) point per team
Loss	Nil (0) points
Bye	Nil (0) points (on even rounds)
Win on Forfeit	Three (3) points and six (6) goals to nil (0) to the team gaining the forfeit
Loss on Forfeit	Nil (0) Points and six (6) goals to nil (0) loss against the forfeiting team
Wet Weather Draw	0 - 0 score. One (1) point to each team for a draw

4.2. Match Records and Team Sheet

4.2.1. PPMG provided Match Records must be presented to the Technical Bench, at the commencement of a fixture match. Team sheets must be correctly completed as follows:

a) Surname first, followed by Given Name.

b) Each player's individual shirt number must appear on the team card.

c) Team lists must be entered into AltiusRT program prior to the game commencement (where available).

4.2.2. Temporary suspensions (green and yellow cards) must be accurately recorded in AltiusRT program and on the team sheets in all divisions, including the reason for the penalty.

4.3. Permitted Number of Players

4.3.1. A team can field a maximum of 11 players on the field at any given time, including one goalkeeper, and can have up to give five (5) substitutes, plus four (4) officials, including the team's technical official.

4.3.2. No player may take to the field until their name has been entered into the Match Record.

4.3.3. No team shall take the field with less than seven (7) players.

5. Final Series

5.1. Finals Playoff Procedures

Refer to the Draw.

5.2. Shoot Out Competition

5.2.1. 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.

5.2.2. Respective Team Managers nominate five (5) players to take and one (1) 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.

5.2.3. 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.

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

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

5.2.6. Taking a shoot-out:

a) The Goalkeeper/defending player starts on or behind the goal-line between the goal posts.

b) The ball is placed on the nearest twenty-three (23) metre line opposite the centre of the goal.

c) An attacker stands outside the twenty-three (23) metre line area near the ball.

d) 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.

5.2.7. The shoot-out is completed when:

a) Eight (8) seconds has elapsed since the starting signal.

b) A goal is scored.

c) The attacker commits an offence.

d) 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.

e) The Goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken.

f) The ball goes out of play over the backline or side-line; this includes the Goalkeeper/defending player intentionally playing the ball over the backline.

5.2.8. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the match sheet.

5.2.9. The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.

5.2.10. If an equal number of goals are scored after each team has taken five (5) shoot-

outs.

a) A second series of five (5) shoot-outs is taken with the same players, subject to the conditions specified in this section.

b) The sequence in which the attackers take the shoot-outs need not be the same as in the first series.

c) The team whose player took the first shoot-out in a series defends the first shoot-out of the next series.

d) When one (1) team has scored or been awarded one (1) more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five (5) shoot-outs, that team is the winner.

5.2.11. If an equal number of goals are scored after a second series of five (5) shoot-outs, additional series of shoot-outs are taken with the same players.

5.2.12. The sequence in which the attackers take the shoot-outs need not be the same.

6. Adverse Weather Procedure

6.1. Guiding Principle

6.1.1. The safety of players at all times must be paramount, however play should not be suspended or abandoned merely because the field and players are very wet.

6.1.2. Games are not to be abandoned or suspended unless conditions are so bad that there is an increased level of danger (over and above the dangers already accepted as part of the game) to those players and officials participating, save for Rule 6.2.1.

6.1.3. Dangers may include, but are not limited to:

a) Lightning;

b) Hail;

c) Lifting (bubbling) of the playing surface;

d) Severe rain impleading vision; and

e) In the case of grass hockey, loss of traction (slippery to the point of danger).

6.2. Cancellation of Games

6.2.1. Where a facility manager has full control of the field, the facility managers have veto over team representatives and umpires, and their decision shall be final.

6.2.2. Sport Convenor can at its discretion call off any or all games in a given round due to adverse weather.

6.2.3. Cancellation of ALL games by the Sport Convenor will only occur in extreme weather conditions where there is NO possibility of play commencing at all venues (i.e. cyclone conditions).

6.2.4. Sport Convenor will not call off games because of perceived increased danger travelling to the field.

6.2.5. Unless called off by Sport Convenor, all players and teams are to be available to start at their scheduled start time.

6.2.6. If weather conditions prior to commencement of play are such that it is questionable to take to the field, the Sport Convenor will ask one delegated representative from each team if they wish to commence, if agreement cannot be reached the Sport Convenor will make the final decision.

6.2.7. If play cannot commence on time teams must wait for a minimum of 50% the allotted game time before the game can be called off. Play can commence anytime within this period.

6.2.8. In the event that after commencement of play, weather conditions deteriorate to a point that is unsafe to continue, the Sport Convenor will suspend play.

6.3. Recommencement of Play after Stoppage

6.3.1. Sport Convenor will consult with one delegated representative from each team to ask if they wish to recommence play.

6.3.2. Subject to rule 6.3.4, if team representatives cannot reach agreement regarding the suitability of the conditions for play to commence or resume, the decision will be that of the Game Official.

6.3.3. If a game has not commenced within 50% of the scheduled game time (ie by half time) the game must be abandoned.

6.3.4. In the case where adverse weather puts a stop to play, teams are to remain ready to take to the field until more than 50% of the scheduled game time has been lost.

6.4. Results

6.4.1. If less than 50% of the match time originally allotted to the fixture has been played, then the match will be determined to be abandoned with no result and will be deemed a draw.

a) The points allocated to the teams will be 1 point to each team.

b) The score for the game will be recorded in AltiusRT as a 0 – 0 draw.

6.4.2. If at least 50% of the match time originally allotted to the fixture has been played, then the match will be declared complete, and scores will stand as final.

6.5. Lightning – the 30/15 Rule

6.5.1. If thunder follows a lightning flash by thirty (30) seconds or less play must cease and players and officials leave the field immediately. Play must not resume until fifteen (15) minutes after the initial lightning flash. If during the suspension of play thunder follows a lightning flash by thirty (30) seconds or less the suspension period is to recommence. This will be at the discretion of the Duty Manager.

Note. A 30 second time difference indicates the flash was within a 10km radius, a 15 second time difference is within a 5km radius, and a 3 second difference indicates within a kilometre.

Note. See Standard AS/NZS 1768:2007 "Lightning Protection".

7. Conduct of Members

Refer to the following Code of Conduct found on the GCHA website.
https://www.goldcoasthockey.com/

8. Dress Code & Playing Equipment

8.1. Uniforms

8.1.1. Uniforms are to be standard throughout each Team. Players wearing an incorrect team uniform will not be allowed to take the field.

8.1.2. All registered players must wear team uniforms.

8.2. Safety Equipment

8.2.1. It is a MANDATORY requirement that all players to wear shinpads and it is strongly recommended that mouthguards be worn.

8.2.2. It is a MANDATORY requirement that all players participating in a penalty corner must wear an approved field hockey facemasks in all games during the defending of a penalty corner. Players without an approved field hockey facemask will not be allowed to participate in the defending corner.

8.2.3. It is a MANDATORY requirement that all players must not wear jewellery including watches, as well as communication devices during matches. Any jewellery that cannot be removed should be appropriately covered.

9. Umpiring & Player Penalty Points

9.1. Green & Yellow Card Rule – A Player Penalty System

9.1.1. GCHA operates a Player Penalty Points System for Green and Yellow Cards issued during Pan Pacific Masters Games competition. All Green and Yellow Cards issued during a match must be accurately recorded on the official match sheet and in the AltiusRT competition management system, against the relevant player, including the duration of the suspension and the reason for the card.

9.1.2. A player who accumulates twenty-five (25) penalty points will automatically receive a one (1) competition match suspension under the GCHA Player Penalty Points System. The player is ineligible to participate in the next scheduled round match. Upon completion of the suspension, twenty-five (25) penalty points will be deducted from the player's accumulated total, with any remaining penalty points retained against the player's record.

9.1.3. Accumulated penalty points will not carry over into the Finals Series.

9.1.4. Any suspension outstanding at the completion of the fixture rounds must be served during the Finals Series.

9.2. Player penalty points:

Card	Penalty Points
Green Card	2 points
5min Yellow Card	5 points
10min Yellow Card	10 points
Red Card	Must leave the Field of Play and Dugout area immediately and cannot participate in the remainder of the match.

9.3. Red Card Procedures

9.3.1. A player, team official or other participant issued with a Red Card must immediately leave the Field of Play and surrounding technical area and take no further part in the match.

9.3.2. All Red Cards must be recorded on the official match sheet and in the AltiusRT competition management system, including the reason for the Red Card, and confirmed by the officiating umpire(s) at the conclusion of the match.

9.4. Umpires

9.4.1. Pan Pacific Masters Games Umpiring Committee will be responsible for all umpiring appointments for the sanctioned matches.

9.4.2. Any team that fails to provide an umpire in accordance with its allocated umpire appointments will be penalised. Penalty = deduction of three (3) competition points from the offending team for each game in which the team fails to supply an umpire as required.

Appendix 1. Code of Conduct Guidelines

1. Expected Behaviour

GCHA expects all players, coaches, team officials, club officials, umpires, volunteers and spectators to demonstrate appropriate behaviour when participating in GCHA governed competitions, training sessions and hockey activities.

All participants are required to comply with the Hockey Australia Code of Conduct and all applicable Hockey Australia policies, regulations and procedures.

2. Breaches of Code of Conduct

Any alleged breach of the Code of Conduct may be reported to the Sport Convenor by a player, official, affiliated Club, Match Official or other relevant party.

GCHA will manage reported matters in accordance with the applicable Hockey Australia policies, regulations and procedures. Where appropriate, matters may be referred to the Hockey Australia.

3. Sanctions

Where a breach of the Code of Conduct is substantiated, sanctions may be applied in accordance with the applicable Hockey Australia policy, regulation or procedure.

Sanctions may include, but are not limited to:

a) warnings or reprimands;

b) education or behavioural requirements;

c) suspension from participation;

d) restrictions on involvement in hockey activities; or

e) any other sanction considered appropriate under the applicable policy framework.

4. Suspension Periods

Any suspension imposed under an applicable Hockey Australia process, applies to participation in Pan Pacific Masters Games activities for the duration of the suspension unless otherwise determined.

Suspensions must be served in full and may extend into future seasons where insufficient competition rounds remain.