



Australian Sikh Games

HOCKEY RULES

All Team Managers and Captains should read, understand and become familiar with these Rules, the Federation of International Hockey Rules and the Australian Sikh Games General Championship Rules, Terms and Conditions. Ignorance of such shall not be deemed sufficient grounds for any appeal.

1. TEAM NOMINATIONS & REGISTRATIONS

- a) There shall be a Men's Field Hockey Competition (hereafter called the 'Competition') held during the annual Australian Sikh Games.
- b) Any regional or state Sikh Society or Sikh Body shall be entitled to nominate a team of players for the Competition.
- c) Such nominations shall be submitted to the Organising Committee by 31st December of the year preceding the Games, with the specified non-refundable registration fee.
- d) Team nominations shall be in writing and signed by two officials representing each team, with a clearly nominated playing team Captain and Team Manager.
- e) Every participating player must be registered on the Official Registration form supplied by the Organizing Committee.
- f) A registered player is eligible to play for ONE team only throughout this Competition.
- g) A team requires a minimum of 7 players to be registered and to be on field at all times.
- h) No more than 16 players shall be selected and registered to represent any one team.
- i) The Organizing Committee shall, before accepting the registration of any player, be entitled to seek information by whatever means deemed necessary and appropriate to confirm eligibility of the player, and reserves the right to make a final decision in regard to that eligibility. Eligibility will be in strict accordance with the Australian Sikh Games General Championship Rules.
- j) The Team Manager shall declare and prove eligibility of any player in doubtful cases. This should be made before or at the Team Manager/Captains meeting.

Also see General Championship Rules.

- k) Teams that are short of players may register a request to be randomly allocated players from a centralised pool. Players wishing to register their names for the pool must do so at least 2 weeks prior to the Tournament. The random allocation will take place during the Manager's Meeting on the Thursday of the Easter weekend.



2. FIXTURES AND MATCHES

- a) Competition Fixtures shall be prepared by the Organizing Committee from nominations received by the registration deadline and shall become binding upon all players.
- b) All matches in competitions shall be played on the dates and at the times fixed by the Organizing Committee's Official Match list, unless abandoned or postponed in accordance with these Rules.
- c) It shall be the responsibility of ALL teams in the Match List to ascertain the scheduled start time from the Organizing Committee.
- d) Failure to meet a fixture commitment shall be recorded as 'forfeiture' and tabled as a 0-5 loss against the defaulting team.
- e) If both opponents are in default, the forfeited fixture shall stand as a "no-game loss" and 0 (zero) points shall be recorded for each. Any appeal against this provision is to be made to the Appeals Committee with a non-refundable payment of \$400.00 per team.
- f) Changes to the Match list may be made by the Organizing Committee to cope with unavoidable or unforeseen circumstances. Notice of such change shall be given to all participating teams as soon as possible **before** each Match.
- g) All matches played according to the fixtures shall be tabled **3** points for a win, **1** point for a draw and **0** points for a loss.
- h) Due to unplayable conditions declared by an Official or Umpire, where the game has not commenced or has been called off before half-time, the game would be declared a draw and each team awarded one (1) point each.
- i) Due to unplayable conditions declared by an Official or Umpire, where the game has been called off after half-time, the result as at half-time will stand.
- j) When 2 or more teams are level on points, the team with the highest goal difference shall be tabled first. If 2 or more teams are level on goal difference the team having scored the most goals shall be tabled first, next most goals tabled second and so forth.
- k) Where 2 or more teams finish with equal points and equal goal difference AND an equal no of goals scored, then a Flick-Off in the presence of the Team Managers shall determine the relative ranking of the teams within the group.

3. COMPETITION RULES

- a) All matches shall be played in accordance with the Laws of Play as laid down by the International Hockey Federation (F.I.H.) except for such modifications as are contained in these Rules.
- b) Only registered players shall be allowed to play or be used as interchange in all matches. The use of an ineligible or unregistered player in any such match shall constitute a breach of Rule no. 1(e) and automatically result



- in forfeiture of the match by the offending team and recorded as a loss as per Rule no. 2(d).
- c) The duration of all Preliminary Matches of the Competition shall be strictly **25 minutes** each half with **5 minutes** break between halves. No extra-time or injury-time shall be played. (this may be changed at the Organising Committees' discretion).
- d) The duration of all Final-round (includes Final, Semi-finals) Matches shall be **35 minutes** each half with **10 minutes** break between halves, except as in clause (e) below.
- e) For Final-round Matches (Semi-finals, Final,) in the event of no decisive result after completion of regular time, then Extra-time shall be played as follows:
- Up to 2 extra-time halves of 10 minutes duration each (with a 1 minute break in-between) whereby the first team to score a goal will be declared the winner. (The "Golden Goal")
 - If there is no decisive result at the end of extra time, then a result shall be brought about by a penalty tiebreaker in which first 5 different players in each team take penalty-flicks alternatively. The team with the most goals from 5 penalty-flicks is declared the winner. If there still is no decisive result after each team has completed their 5 penalty-flicks, then alternative penalty-flicks are to be taken by remaining players first and until such time that one team leads by one goal after an equal number of penalty-flicks.
- f) Teams shall be in position to commence play not later than FIVE minutes after the scheduled start-time as stated on the official Fixture List. Failure to do so shall constitute a breach of Rule no. 2 (c) and automatically result in forfeiture of the match by the offending team as provided in Rule no. 2(d).
- g) In the event of a match starting after the scheduled start-time, but within the five minutes allowed for a late start and another match is scheduled to commence immediately following then both halves of the delayed match shall be shortened accordingly to allow for the scheduled start of the next following match.
- h) Interchanging of players shall be possible and registered players listed on a match card may be interchanged at any time in a match
- The new player to take the field shall stand adjacent to the half way line, and shall not enter the field of play until the player being replaced has left the field at that point.
 - Should the umpire decide, or be asked by an official of either team to conduct a player count, the Umpire shall stop the game at his discretion and perform such count. In the event of a team having **12 or more** players on the field at that time, the score of the defaulting team shall be reduced to **NIL**, and the Umpire shall instruct the offending team to immediately reduce its on-field number of players down to the maximum of 11. Notification shall be made on the match card and the team coaches notified.



- i) The Organizing Committee shall be responsible for the provision of the balls for the match.
- j) The Organizing Committee shall be responsible for the provision and ready availability of basically equipped first aid kit and first-aid paramedics on standby if needed.
- k) The "Blood Rule" shall apply (i.e. No player shall on-field whilst bleeding and may return to play only after such bleeding is stopped and controlled).
- l) Only one coach or official shall be allowed to coach a team during a match with the provision that a team shall not be coached from behind either goal line.

4. MATCH CARDS

- a) Match cards shall be filled in correctly with the minimum no. of players as per Rule 1(g) and be presented to the Umpire 10 minutes prior to the scheduled start time and should be completed by the Umpire immediately after the game, signed by him/her and the captains of the team competing in the match.
- b) It shall be the responsibility of the Umpire to send completed Match cards to the Organizing Committee after completion of each match.
- c) Advice of forfeited and/or abandoned fixtures shall similarly be documented.
- d) A breach of the provision of this Rule shall automatically result in a 0-5 loss recorded against the offending team as per Rule 2(d).

5. TEAM UNIFORMS

- a) Each Team shall register the nominated colours of their strips at the time of registration.
- b) Each Team shall provide a white shirt/black shorts as a back-up in the event of a clash.
- c) When playing colours of opposing teams are sufficiently similar as to be considered likely to confuse the Umpire or players, it shall be the responsibility of the 2nd named team to play in the back-up strip (i.e. white/black)
- d) The Organizing Committee shall ensure that when the Competition draw is made colour clashes are avoided as far as possible, and the Committee reserves the right to liaise with teams concerned and effect a colour change by negotiation and agreement if necessary.
- e) Every player in a team shall display a clearly visible and unique number in a prominent position and that number shall correspond with the player's number on the Match card.



6.

- a) The Competition pitch will be of regulation size and shall be marked as per F.I.H. rules
- b) The Competition pitch will be of the “SuperGrass” water-based artificial turf surface, with all matches taking place on the same pitch in succession.

7.

- a) The Organizing Committee shall have the authority to appoint suitably qualified Umpires to officiate at all matches. There shall be 2 on-field Umpires per match, one in each field-half.
- b) In general, the match Umpires or Umpires shall adjudicate on on-field matters and their decisions are to be obeyed by all players.
- c) In any game where a Umpire should send a player off the field for misconduct or where a player receives a total of 2 Yellow cards or 1 Red Card combined in the Competition then that player would be automatically suspended for the next game. In these cases, **the Umpire’s decision is final and no appeal can be made.**
- d) Any verbal or physical abuse of any Umpire by any player may result in the immediate forfeiture of the match by the offending team and the result recorded as per Rule 2(d).

8.

- a) Any breach of any Rule by any participant may be liable to the imposition of Forfeiture and recorded as described in Rule 2(d)
- b) The Appeals Committee shall have the power to deal with and resolve any alleged dispute, protest, claim, complaint or violation of the Laws of the Game as laid down by F.I.H. or these Rules.
- c) For a dispute to be dealt with by the Appeals Committee it shall be necessary for the team captain to lodge a written notice accompanied by the appropriate fee per lodgement to the Appeals Committee, within ONE hour of the end of the match at which the alleged dispute had occurred.
- d) The Appeals Committee will, at a properly convened hearing, seek and receive evidence from all parties concerned in order to adjudicate upon the dispute. Any decision made by the Appeals Committee is final and irrevocable. No further right of appeal exists.