

**AUSTRALIAN SIKH GAMES
HOCKEY GAMES
RULE BOOK
2020**



TOURNAMENT RULES

Although supplementary to the broader ANSSACC general championships rules, terms and conditions, these rules are the approved and updated as ratified in the ANSSACC Executive Committee meeting dated 27th of November 2019.

Code of Conduct and Behaviour Policy/Guidelines

A spectator/team official/player/official at a match, or otherwise involved in any activity sanctioned or staged by, or held under the auspices of ANSSACC or an affiliated Association or Club must:

1. respect the decisions of Match Officials and teach children to do the same
2. never ridicule or unduly scold a child for making a mistake
3. respect the rights, dignity and worth of every person regardless of their gender, ability, race, colour, religion, language, politics, national or ethnic origin;
4. not use violence in any form, whether against other spectators, Event coordinators, Team Officials (including coaches), Match Officials, Sports Coordinators or Players;
5. not engage in discrimination, harassment, or abuse in any form, including through the use of obscene or offensive language or gestures, the incitement of hatred or violence, or partaking in indecent or racist chanting;
6. comply with any terms of entry of the match or activity venue, including in relation to bag inspections, and prohibited and restricted items such as flares, missiles, dangerous articles, and items that have the potential to cause injury or public nuisance;
7. must not intimidate and or bully Match/tournament Officials, which may take the form of (but is not restricted to) derogatory or abusive words or gestures toward a Match Official or the use of violence or threats to pressure a Match Official to take or omit to take certain action regardless of whether or not such action is taken;
8. NOTICE AND DISCIPLINARY SANCTIONS
 - a. An ANSSACC coordinator via the Tournament director/official may enforce the terms of this Code and invoke sanctions only if it has first given the party alleged to have infringed this Code:
 - i. reasonable details of the alleged infringement;
 - ii. notice of possible sanctions for the alleged infringement; and
 - iii. the opportunity to be heard in relation to the alleged infringement and such possible sanctions.
 - b. The imposition of a sanction under this Code is immediate or as otherwise notified by the party imposing the sanction.
 - c. If a Member disputes a sanction imposed, or other enforcement action taken, under this Code that party may appeal in accordance with the Appeals & Dispute clauses contained in the Australian Sikh Games, General Rules, Terms and conditions document.
9. must not attempt to, bring into the match or activity venue national or political flags or emblems (except for the recognised national flags of any of the competing teams) or offensive or inappropriate banners, whether written in English or a foreign language;
10. not throw missiles in the match or activity venue (including on to the field of play or at other spectators) and must not enter the field of play at the match or activity venue or its surrounds without lawful authority; and
11. conduct himself or herself in a manner that enhances, rather than injures or damages, the reputation and goodwill of ANSSACC and hockey generally.

Any person who does not comply with this Code conduct, or who otherwise causes a disturbance, at a match or activity venue may be evicted from the venue and banned from attending future matches sanctioned or staged by, or held under the auspices of ANSSACC; or an affiliated Association or Club.

TEAM/CLUB RULES

ANSSAC RULE:

Clause 1 (a) ANSSACC Special Provisions ANNEX A

(1) Participation by Non-Sikhs

Teams may include non-Sikh players for the sport events outlined below, and subject to the conditions specified in the 'Notes':

- (i) **Two (2) non-Sikh players may be included in a team for the following sport events:**
Hockey.

(a) Non-Sikhs who are professional players or played at state level or higher are excluded

TOURNAMENT RULE:

Australian based teams:

Each **club (not team)** is allowed a maximum of 2 non-Sikhs for the 11 aside competitions (i.e Open's) and 1 non-Sikh for the 7 aside competitions (i.e Masters).

Overseas teams: Teams from overseas (Guests teams) are not allowed any non-Sikhs. All players in the overseas based team must be Sikhs as prescribed in the ANSSACC general championships rules, terms and conditions.

Residency Rule (Clause 2, 2.3) applies to Teams from Overseas (Guests teams)

State level or higher clarification: Australian based teams "State Level" is for those who have or are currently representative players for their respective States and Territories at AHL (Australian Hockey League) level and above, including those who play at a level that is classified professional that earn an income as a player. ("Country" or "Masters" or "Indoor" players whether at State or National do not fall in this category).

Overseas based teams "State Level" is for those who play representative hockey for their respective State at senior or open level and above, including those who play at a level that is classified professional that earn an income as a player

This rule needs to be read in conjunction with the terms and conditions listed in the Statutory Declaration governing the mandatory timeline for non-Sikhs.

ANSSAC RULE:

Clause 1 (b) ANSSACC Special Provisions

See Clause 1 (a) ANSSACC Special Provisions.

Clause 2 ANSSACC Special Provisions Pool system for Team Events ANSSACC T&C

The pool system is designed to maximize participation from Sikhs in all Team Sports. It is acknowledged from the very start that this is not a perfect solution but it does partly solve the problems of Teams who are short of players for whatever reason.

Variation: Redundant.

Clause 2 (2.3) Residency Background ANSSACC General Championship Rules, T&C Australian based teams)

The participant must be able to demonstrate that he/she has been residing in the state/territory/country which he/she is representing at the games continuously for a minimum of THREE MONTHS before the games

Variation: Commencing for 2020 games and onwards – a maximum of **1 overseas** Sikh player is allowed per TEAM registration. No non-Sikhs are allowed as International players.

Maximum players allowed to register per team

Variation: A maximum of up to 18 players are allowed to be registered for the team/club, however only 16 players can be registered on the match card for each game. A maximum of 2 non-Sikhs allowed to be registered per **CLUB.** (please see Clause 1 (a) ANSSACC Special Provisions).

Female players

Variation: Female players over the age of 18 are allowed to play in the men's competition subject to the discretion of the respective club/team coach or manager.

Minimum Age limit for Open's teams

Variation: All players have to be 16 or above.

Registration fees for Masters, Women/Juniors

Variation: Registration fees for Masters, Women/Juniors to be in line with ANSSACC rules from ASG 2020 onwards.

ASG Open's Hockey rules

Unless stated herein current international FIH rules will apply. All players are responsible for reading and understanding the rules contained herein.

Match structure to be 4 x Quarters of 12mins each with a 2minute break between quarters and a 5min break at half time.

Semi-finals and Grand Finals same structure as above except 4 x Quarters of 15min each with 2min break between quarters and a 5min break at half time.

ASG Women & Juniors Hockey 7 a-side rules

The Women's & Junior competition will be a 7 a-side tournament, played on a half field. The teams can comprise of women/girls and juniors. All players must be over 10 years of age but below 16 years of age. A separate category for under 10's must be established if numbers permit.

Women open age competition will be of same format as Masters.

1.COMPETITION RULES

- 1.1. If the playing uniforms of both teams in a game are so similar that it may lead to a possible confusion, the first named team in the game shall wear a contrasting uniform (shirt and socks).
- 1.2. Although there is no need for a goalkeeper, goalkeepers/kicking back are allowed and will be required to wear an over shirt that is of a color contrasting to the shirt color of both teams.
- 1.3. There is no restriction on players that can be registered and have no gender, race or age (other than mentioned above) criteria applicable. However, players and managers are advised to monitor individual play by stronger and more skillful players dominating the games.
- 1.4. Umpires will be provided and may include managers of the team.
- 1.5. Games will run over 10minutes each half with a 2minute half time break
- 1.6. No hitting of the ball, tomahawk, drag flicking or dangerous play allowed.
- 1.7. Fouls in the D are to be taken as a free push/pass from the dotted line and in line from where the foul occurred in the D. Pass/push cannot be played directly into the D.
- 1.8. All players are to wear shin pads, appropriate shoes and to wear mouth guards at all times.

ASG Master's Hockey 7 a-side rules

These Masters Hockey 7-a-side Rules cover the specific differences to the FIH Rules of Hockey. Unless stated herein current international FIH rules will apply. All players are responsible for reading and understanding the rules contained herein.

2. TEAM UNIFORMS

- 2.1. If the playing uniforms of both teams in a game are so similar that it may lead to a possible confusion, the first named team in the game shall wear a contrasting uniform (shirt and socks).
- 2.2. In all competitions, goalkeepers/kicking back are to wear an over shirt that is of a color contrasting to the shirt color of both teams.

3. COMPETITION STRUCTURE

- 3.1. The Masters Hockey 7-a-side competition covers the following category:
 - Men's Master's 7-a-side (40yrs or over as at 1 January current year)

4. CONDUCT OF MATCHES

- 4.1. All games must be played on the date and time and at the ground nominated.
- 4.2. Matches will be played across half a pitch. Net/blocks will be placed to divide each pitch, such that two matches can be played simultaneously on the same field.
- 4.3. The Master's match shall consist of Two (2) periods of Fifteen (15) minutes halves, and a half-time interval of Five (5) minutes.
- 4.4. For a match, white hockey ball of standard requirements in serviceable condition will be provided by the organising committee or local coordinators. A coloured ball may be used with the agreement of both teams and both umpires.
- 4.5. Time will not be stopped at any point during the game unless deemed absolutely necessary by the officiating umpire.
- 4.6. HITS and or TOMAHAWKS are NOT allowed.
- 4.7. Slap hit/pushes/scoops/overheads/reverse pushes are allowed.
- 4.8. SHORT CORNERS: Fouls committed inside the 'D' will result in a FIH short corner rule except that the ball must strike the backboard and **cannot be lifted/scooped or be a drag-flick** (also refer to 4.6)

5. REGISTRATION

- 5.1. Teams can comprise of up to 10 field players and two (2) goalkeepers, of which a maximum of six field players plus one goalkeeper/kicking back may be allowed on the field of play at one time. The match can commence with a minimum of 4 players with the balance of players joining in whilst game is in progress.
- 5.2. The Games Hockey Organizing Committee has decided that Proof of Age is required to be eligible to participate in these events as under ASG General Rules Guidelines 9.4.

9.4 **AGE POLICY:** I acknowledge that for the purposes of the Games a participant's age is determined as at 1st January in which the Games are to be held. I acknowledge that I must show proof of age when asked for. This proof may be in the form of a valid Driver's License, Passport etc. Failure to produce acceptable evidence of age when requested may result in your disqualification from the event or from the Games.

As a result, all players in the Masters category will have to provide a Photo ID, either in the

form of a driver's license or passport for each match (originals required). Failure in doing so will result in the player not being able to play for that match. The Technical Official will verify each player's ID before the commencement of each match.

- 5.3. Players may be interchanged at any time. A player interchanged may re-enter the field of play as an interchange for another player. No interchange is permitted for a suspended player.
- 5.4. Goalkeepers/kicking back shall wear protective headgear and may wear additional protective equipment. Such protective equipment may not exceed that allowed for goalkeepers under the Rules of Hockey.
- 5.5. No team shall commence play with less than four (4) players.
- 5.6. A team with less than seven (7) players may add extra players during the progress of the game until the full complement of seven (7) is reached.
- 5.7. FINALS: Prior to the finals: If there is a draw on points and any final's position has to be decided via a season goal count, this will be done on a percentage basis of goals for versus goals against. The team attaining the higher percentage takes the higher position.
- 5.8. During the Finals: In the event that a game is drawn during any of the finals, a coin is tossed to decide who starts with the ball and then an extra **ten** (10) minutes is played in which the golden goal rule applies. This means that the first team to score in this time shall be declared the winner. Any variations to this rule will be implemented by the technical officers if and when necessary.

6. BLOOD RULE

- 6.1. If a player is bleeding they must immediately leave the field to receive treatment (A substitution may be made to allow the game to continue).
- 6.2. The player may return to the field once bleeding has been controlled, the wound covered and any blood contaminated clothing changed. Managers need to have spare shirts available for players.
- 6.3. If the bleeding player does not leave the court voluntarily or when asked, the umpire may suspend them for misconduct.
- 6.4. Recommendations for the cleaning of the playing area:
 - If an area on the field becomes contaminated with blood, the umpire must stop the game. The blood must be mopped up and the area washed with soapy water using a long handled broom and again washed with clean water (this is the Ground Controller's responsibility when playing on artificial surfaces).
 - Equipment Required: 2 plastic buckets, 1 mop, 1 broom, Detergent, Disposable protective gloves

7. FORFEITS

- 7.1. A team intending to forfeit must notify the Hockey Coordinator and the Technical Official before the commencement of any games of the day.
- 7.2. Should a team forfeit a game, without complying with the provisions of Rule 5.1, they will be responsible for a fine of \$35 associated with forfeiture of the match.

8. OFFICIATING

- 8.1. It is the responsibility of the players to conduct themselves in a positive and proper manner throughout the games and ensure their behaviour is not detrimental, dangerous or disrespectful toward anyone involved in the games.

- 8.2. UMPIRING: The Games Hockey Organizing Committee will provide umpires for all Hockey matches.
- 8.3. Replacement Umpire(s) shall be rewarded with payment for their efforts upon receipt of their signature on the Umpire Sheet provided by the Technical Official.
- 8.4. If the allocated Umpire(s) arrive after the commencement of the match, they may take the place of the replacement Umpire(s) upon the agreement of both teams.
- 8.5. Umpires will keep the score
- 8.6. Three (3) points will be awarded for a win and 1 (One) point for a draw. Teams who lose by forfeit will receive no points and their opposition will receive 3 points. The result shall be recorded as 3-0.
- 8.7. THE SIN BIN -This competition is relatively competitive. Any rough play, abusive language, bickering, inappropriate behaviour or challenge to the umpire's authority etc. will not be tolerated.
- Inappropriate behaviour includes, but is not limited to, holding, hooking, interference, tripping, high sticking, and throwing the stick.
 - Rough play includes any act or omission that, in the umpire's opinion, places the safety of players at risk.
 - In most instances the following procedure will apply for the above infringements: (Note however that the umpire is perfectly entitled to send off any player at any stage for any reason for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game):
 - First offence (Green Card) carries 2 demerit points
2 minute time out for an infringement of rough play, abusive language, bickering or dissent.
 - Second offence (Yellow Card) carries 5 demerit points.
Time of 5 minutes in the sin bin for a second infringement or a single incident that the umpire feels is sufficiently dangerous to warrant its award. No substitute player is allowed to replace a player who is sent off.
 - Third Offence (Red Card) carries 10 demerit points.
The player is sent off for the entire game and must leave the area immediately until the conclusion of the game. This is awarded for a third infringement or a single incident that the umpire feels is sufficiently dangerous to warrant its award. Again no substitute player is allowed to replace a player who is sent off.
 - Any player accumulating 10 or over demerit points will automatically be suspended for the next match.
 - Demerits points will also automatically disqualify the player for any nominations for Best & Fairest player award. Any variations to this rule may be implemented by the technical officer if and when necessary.

9.SITUATIONS NOT COVERED BY THESE RULES

Any situation not provided for explicitly in the Masters Hockey 7-a-side Rules shall be referred to ASG Hockey Rules and ANSSACC National Hockey Coordinators and determined in conjunction with ASG General Rules and International FIH rules. The games organizing committee representatives for hockey and the National Hockey Coordinators reserve the right to vary or change the rules to suit tournament and local vagaries.