



TOOWOOMBA HOCKEY ASSOCIATION INC.

PLAYING RULES

1. GENERAL

- 1.1.1 All competition games organised by Toowoomba Hockey Association Inc. and played at Clyde Park between Member Clubs, and Sub Associations or with any other team or teams as sanctioned by Toowoomba Hockey Association Inc. shall be conducted in accordance with the rules and regulations set forth hereunder.
- 1.1.2 No person shall be permitted to play in any competition game unless:
- 1.1.3 He or she is an amateur as defined by the Constitution of Hockey Queensland Inc.(hereafter referred to as HQI), and
- 1.1.4 He or she is not under suspension or disqualification by any Association affiliated with Hockey Queensland Inc.
- a) any other State Association affiliated with Australian Hockey Association Inc. or;
 - b) Australian Hockey Association Inc. or;
 - c) Australian Women's Hockey Association Inc.

2. LOCAL RULES

2.1 Local Competition Rules

- 2.1.1 Local Rules shall prevail over any other rules. The order for applying rules is as follows:
- a) Local Rules;
 - b) International Rules as endorsed by AHA Inc. and WHA Inc.

2.2 Changes to Local Rules

- 2.2.1 The Board of Directors of Toowoomba Hockey Association Inc upon the request and/or recommendation of the Toowoomba Hockey Committee may make changes to Local Rules.

2.3 Playing Time of Competition Fixtures and Games.

Note: All fixture games will be controlled by central timing.

2.3.1 Seniors

All Senior Competition Fixture Games will be played in two periods of Thirty-five (35) minutes each way with an interval of five (5) minutes. Provided that the Match Director may, for any reason he or she deems fit, reduce the periods to not less than twenty-five (25) minutes.

A game shall be credited with a result where fifty (50) minutes or more have been played.

2.3.2 Veterans

All Veterans Competition Fixture Games will be played in two halves of thirty (30) minutes each with an interval of five (5) minutes. Provided that the Match Director may, for any reason he or she deems fit, reduce the periods to not less than twenty (20) minutes.

A game shall be credited with a result where forty (40) minutes or more have been played.

2.3.3 Juniors

All Junior Competition Fixture Games will be played in two halves of thirty (30) minutes each with an interval of five (5) minutes. Provided that the Match Director may, for any reason he or she deems fit, reduce the periods to not less than twenty (20) minutes.

A game shall be credited with a result where forty (40) minutes or more have been played.

2.4 Starting Times for Competition Fixture Games

- 2.4.1 The Match Director / umpire shall endeavor to commence competition fixture games at the scheduled time as per central timing.
- 2.4.2 Where the start is after the scheduled time the length of the first half will be reduced, in an amount of time consistent with Rule 2.3 above, so that the first half ends on schedule.

2.5 Time Off During Competition Fixture Games

- 2.5.1 Time off during games will not be permitted.
- 2.5.2 Game times may be lost for only two reasons, being where a player incurs a serious injury or illness and where the playing surface or weather conditions be deemed unplayable by the match officials.
- 2.5.3 Umpires are required to ensure that any injured player leaves the field as quickly as possible.
- 2.5.4 Where a player incurs a serious injury and cannot be removed from the field for a period greater than fifteen (15) minutes the game shall be abandoned unless the team captains agree to complete the game.
- 2.5.5 Where the Match Director rules that the playing surface is unplayable and less than the required minimum amount of playing time (e.g.; fifty (50) minutes for Seniors and forty (40) minutes for Veterans and Juniors) has been completed, then the game shall be deemed abandoned.
- 2.5.6 Where the Match Director rules that the playing surface is unplayable and more than the required minimum amount of playing time (e.g.; fifty (50) minutes for Seniors and forty (40) minutes for Veterans and Juniors) has been completed, then the game shall be regarded as completed and the score that exists at the time the game is called is the final score.
- 2.5.7 Where the team captains and umpires agree that a surface is unplayable and less than the required minimum amount of playing time (e.g.; fifty (50) minutes for Seniors and forty (40) minutes for Veterans and Juniors) has been completed, then the game shall be deemed abandoned.
- Explanation: The minimum length of playing time for a competition fixture game is fifty (50) minutes for Seniors and forty (40) minutes for Veterans and Juniors. The amount of playing time required in a second period to constitute a completed game in the event that a playing surface is deemed unplayable will therefore depend on the length of the first period.
- Situation A: If a full first period of thirty-five (35) minutes has been played in a Senior Game, then a second period of fifteen (15) minutes must be played if the game is to be deemed completed. Any playing period of less than fifteen (15) minutes completed will result in the game being deemed abandoned.
- Situation B: If a first period of thirty (30) minutes has been played in a Senior Game, then a second period of twenty (20) minutes must be played if the game is to be deemed completed. Any playing period of less than twenty (20) minutes completed will result in the game being deemed abandoned.

2.6 Team Playing Numbers

- 2.6.1 No team shall take the field with less than seven (7) players. Teams may be completed to their full strength of eleven (11) players and 5 substitutes at any time during a game. Provided that a player's name is added to the Player List by the Match Director or Umpire prior to the player taking the field. A maximum of sixteen (16) players is permitted in a team.
- 2.6.2 In Seniors, Juniors and Veterans, the team on the field must at all times include a properly attired goalkeeper, whose kit shall include a minimum of:
- Pads
 - Kickers
 - Gloves
 - Abdoguard
 - Chest Protector
 - Helmet

2.7 Team Cards

- 2.7.1 The names of players taking the field at the start of the game shall be entered on the team card that is presented to the Match Director (or umpire) prior to the start of play. In the event of no match director being present at the game, the team card shall be kept by the opposing team and handed back to the team after completion of the game.
- 2.7.2 The names of substitutes must be clearly indicated on the card and a notation made against their name once they have taken the field for the necessary time to qualify for a game played.
- 2.7.3 Every team manager or captain shall check the card of the opposing team prior to commencement of the game and immediately after the game is completed.

2.8 Team Uniforms

2.8.1 Approved Uniform

All players on a team shall wear a consistent uniform approved by the Hockey Committee.

Any club changing its previously approved uniform must obtain approval prior to its teams playing using the new uniform.

2.8.2 Caps

Caps with pliable peaks are the only types of cap that may be worn on the field during a game.

2.8.3 Numbers on Shirts

All shirts on all teams shall be numbered without duplication, to enable every player to be easily identified by other players, the umpires and match directors.

Any player in a team taking the field without the approved uniforms and especially numbered shirts, will at the discretion of the Hockey Committee cause that team to be regarded as an unregistered team and incur the penalties provided in By-law 7.2.1.

2.8.4 Prohibited white gloves and playing shoes

No player shall take the field wearing white gloves or white or yellow playing shoes or in the case of play on an artificial surface, playing shoes that have less than eighteen cleats or studs. Cleats/studs may not be of hard plastic and must be rubber and able to flex and move.

2.8.5 Team Captains

Every team must have a captain who must be identified on the team card and identifiable to the umpires by a band worn on the arm or leg, or a ribbon worn on the shirt.

2.8.6 Hockey Sticks

All hockey sticks must comply with the rules of QHI

2.9 Interchanges

- 2.9.1 All interchanges shall be made from the Centre Line.

2.10 Forfeiture of Competition Fixtures and Games

2.10.1 Forfeiture

Forfeiture shall be deemed to have arisen when one team, on the day of play, fails to take the field within ten (10) minutes of the scheduled start of play, when the umpire starts the game by blowing the whistle or appears with less than seven (7) players and cannot comply with Rule 2.6. In such case the opposing team shall be awarded a forfeit. PROVIDED THAT said team shall have complied in all respects with the requirements of these rules as if the opposing team had appeared.

2.10.2 Double Forfeiture

A double forfeiture shall be deemed to have arisen when both teams, on the day of play, fail to take the field within ten (10) minutes of the scheduled start of play, when the umpire starts the game by blowing the whistle or appear with less than seven (7) players and cannot comply with Rule 2.6.

2.11 Discussions with Umpires after the Game.

- 2.11.1 No player, manager or coach may approach an umpire concerning any on field incident/decision whatsoever for a period of 30 minutes after completion of the game in question.

3. RULES OF USE

3.1 Persons for Whom the Rules are Applicable

3.1.1 All players, coaches, umpires and spectators shall abide by the Rules of Use set forth hereunder.

3.2 Rules of Use Applicable to Both Surfaces and the Surrounds

3.2.1 Players, officials and umpires are to thoroughly clean their shoes before going onto the surface.

3.2.2 No alcohol, food, chewing gum, glass or beverages – other than water in plastic bottles – may be brought onto the fields.

3.2.3 Players and umpires may wear no jewellery, body piercings or fashion accessory including but not limited to hard hair bands, bobby pins and hair clips that might cause injury to another player or damage to the playing surface, on the fields, other than a watch for an umpire.

3.2.4 No jumping of the surrounding fence.

3.2.5 Only a coach, an assistant coach, a manager, a strapper and players who are members of a competing team are permitted in the dugouts.

3.2.6 No smoking is permitted either on the fields or on the surrounds.

3.2.7 The team vacating a dugout must ensure after the game that the dug out is vacated promptly and left in a clean and tidy condition.

3.3 Additional Rules Applicable to the Water-base Surface and Surrounds

3.3.1 No alcohol is permitted on the ground floor of the hockey building.

3.3.2 No smoking is permitted anywhere in the hockey building.

3.3.3 No unauthorized person may enter or remain in the technical bench area.

3.3.4 No hitting of balls in the hockey building or the dressing rooms.

3.3.5 No gear is to be left in the passageways of the hockey building.

3.3.6 No moving or tampering with the water canons.

3.3.7 No spectators are to be near the water canons when they are operating.

3.3.8 Only authorised THA Officials may use the watering system.

3.3.9 No hitting up in the “D’s” during training – only during pre game warm ups. Nets are to be moved to sideline positions for all training and no hitting towards the western carpark between the viewing room and the clubhouse.

3.4 Prohibited Misconduct

3.4.1 The use of bad or insulting language or threatening or assaulting an umpire, player, official or spectator during or in connection with any game whether on the field or the surrounds shall constitute an offence and shall be dealt with by the Judiciary Committee as a charge of misconduct upon referral of the matter by the Match Director or a Member of the Hockey Committee.

3.5 Imposition of Fines

3.5.1 The Board of Directors may impose fines for infractions of rules set forth above in a manner deemed by it to be appropriate.

4. MATCH DIRECTOR

4.1 Match Director to be in Attendance

4.1.1 A Match Director shall control each competition fixture or game. This Match Director shall be either a Member of the Hockey Committee, a THA Official, an Official of a club participating in the fixture or game or a qualified Match Director.

4.2 Responsibilities

4.2.1 The Match Director shall be responsible for the effective management of competition fixtures and games and the implementation of the playing rules and regulations.

4.3 Prior to the Game

- 4.3.1 Check that the flags are in place, the replacement number cards are ready for use, the timing mechanism on the score board is working, the names of the competing teams are on the score board and that chairs are available for suspended players.
- 4.3.2 Ensure that two umpires, either badged, representatives of the allocated teams or as a last resort representatives of the competing teams are in attendance.
- 4.3.3 Ensure that team cards are properly filled in and present at the Technical bench prior to the start of the game.

4.4 During the Game

- 4.4.1 Ensure that all games start on time, in consultation with umpires and team managers.
- 4.4.2 Keep central time for the umpires and advise of the start and finish of periods using the scoreboard horn or other device.
- 4.4.3 Keep score using the scoreboard and record scores in appropriate positions on the team cards.
- 4.4.4 Check players on the field with those listed on team cards to make sure that only those players who participate are registered on the card. To ensure that only players who actually take the field are listed on the team card, additional players or substitutes are to be written on the team card when they take the field.
- 4.4.5 Ensure that all substitutions take place within 3 metres from the centre of the field and in accordance with the tournament rules of HQI
- 4.4.6 See that any suspended player leaves the playing field according to the penalty he/she receives.
- 4.4.7 If the player receives a yellow card, receive the time of the penalty period from the umpire, time the penalty period, and return the player to the field upon the expiry of time.
- 4.4.8 When there is less than five (5) minutes left in a half or in the game, direct the suspended player to his/her respective bench.

4.5 After the Game

- 4.5.1 Ensure that game cards properly reflect any yellow or red cards as may have been awarded as well as show final results and team Captains and that the umpires have signed the cards and any yellow or red cards with a description of the offence.
- 4.5.2 Deliver game cards to the Association's Team Card Container.
- 4.5.3 Encourage players to vacate the dugouts as quickly as possible to enable the next teams to enter the area and stop incoming teams from entering the dugouts until the match director is satisfied that they are in fact properly vacated.
- 4.5.4 Complete any reports as are required and place them in the Association's Team Card Container.

4.6 General Responsibilities

- 4.6.1 Monitor the conduct of players and officials to ensure that all Playing Rules and Rule of Use are adhered to and cite, when necessary, offending behavior.
- 4.6.2 Ensure that games are conducted in a proper manner, that spectators are not subjected to improper abuse and unsportsmanlike conduct from players, team officials or umpires and that umpires are protected from player, official and/or spectator abuse, either prior to, during or following a game.
- 4.6.3 Prepare game scores for transmission to the media.

4.7 HOCKEY COMMITTEE

- 4.7.1 The overall responsibility for the conduct of competition fixtures and games is that of the Toowoomba Hockey Association Inc's Hockey Committee. The composition of this Committee, and its authority, is set forth in the By-Laws of the Association.