



HMI Open Competition Rules & Regulations 2015

Contents

INTRODUCTION.....	1
TEAMS ENTRIES	1
REGISTRATION OF PARTICIPANTS	2
PARTICIPANT ELIGIBILITY	3
FLOATERS	4
FOR FINALS	4
SECONDARY CLUB PARTICIPANT RELEASE	4
PENALTIES FOR USING INELIGIBLE PARTICIPANTS	5
FIXTURES	5
UNIFORMS	6
UMPIRES	6
FIXTURE PROTOCOLS	7
DETERMINING COMPETITION OUTCOMES	9
ALLOCATION OF TITLES.....	9
ALLOCATION TO DIVISIONS	9
STRUCTURE OF EACH DIVISION	10
RANKINGS OF TEAMS AT THE CONCLUSION OF ROUND ROBIN COMPETITION.....	12
FINAL PLACING MATCHES & FINAL MATCHES.....	13
PENALTY SHOOT-OUT COMPETITION	14

Introduction

Hockey Manawatu Inc. (HMI) 'Open Competition Rules & Regulations 2015', in conjunction with the Hockey Manawatu Inc. Council of Clubs Regulations, describes the rules and regulations that apply to the Hockey Manawatu Inc. Competition (hereinafter referred to as 'Competition') and each of the grades within the Competition. All fixtures played within the Competition will adhere to these rules and regulations. The administration of these rules and regulations is under the auspices of the Council of Clubs, as is the management of any conflict or dispute that arises from the interpretation of these rules and regulations.

If circumstances arise which are not provided for in these Regulations, the Council of Clubs, in conjunction with Hockey Manawatu Inc. reserves the right to determine any actions necessary in the best interests of Hockey.

Teams Entries

Entry to the Competition is open to all Affiliated Members of HMI.

Team entries for the Competition must be submitted to HMI by Affiliated Members by the specified due date communicated each year on the entry form provided. Failure to submit entries by this date may

result in a team or teams not being accepted into the Competition.

For all grades, entries to each grade will be dependent on the Affiliated Member having the right to enter a team based on rankings from the previous season

In any situation where a team is withdrawn from the Competition, the Affiliated Member to which that team belongs will be liable for a withdrawal fee as specified in the '2015 HMI Season Affiliation Fees'.

Entry is also open to teams from other Hockey New Zealand affiliated associations (e.g. Wanganui and Horowhenua), whether those teams are representative teams of an association or affiliates of an association, provided both HMI and the other association endorse the entry. These teams are considered invitational teams and have no claim to entry in a specific grade within the Competition based on results in a previous year. If an entry from an invitational team is accepted, the team will be allocated to the grade deemed most appropriate by the Council of Clubs. An invitational team is in all other regards required to adhere to the Competition Rules & Regulations (and is from this point forward in these Rules and Regulations deemed to fall under the title 'Affiliated Member').

Registration Of Participants

Affiliated Members must complete an official HMI Registration Form to register the players for each team entered in the Competition. A team list is required to be lodged containing team member names prior to Friday at 12 noon preceding the second game of the season. The fully completed registration form including all player personal details for each team is to be lodged with the HMI office by Friday at 12 noon preceding the fourth scheduled fixture for that team.

The details required to be supplied to the HM for each player are: grade, full name, address, phone number, email address, date of birth and club.

Failure of an Affiliated Member to forward the completed Registration Form to HMI within the required time deadline as stated above will result in a \$60 fine for each of the teams whose Registration Form has not been received. Registration Forms that have not been received by the HMI at the required time deadline as stated above may result in team's competition points being deducted from the points table for each week the registration is late. Please note teams can have negative competition points.

At any time during the season that a team gains a new player, the Affiliated Member is required to submit to HMI a revised Registration Form (preferably electronically to office@hockemanawatu.org.nz) that includes the additional player. This form must be provided prior to the new player participating in any fixtures.

If the player is transferring from another Affiliated Member within Manawatu or another Association in New Zealand, then it is also necessary to submit to HMI a completed Transfer Form prior to the new player participating in any fixtures

When a player is being re-registered from one team to another (as opposed to a new player), the advice to be received by the HMI office is to include both:

- A new registration form for the player's new team (including details of the new player), and
- A new registration form for the player's old team (deleting reference to the player concerned)

Each team will register a minimum of twelve (12) players. A team can register as many 'unique' names as desired (unique means the name cannot be included in any other team registration) up to a maximum of twenty (20).

Participant Eligibility

Note: A player is deemed to have played in a fixture if their name is included on the scorecard at the start of the match. The only circumstances under which it is permitted to remove a player's name from the scorecard at the conclusion of the match is if a player did not take the field at all and the following process has been followed:

1. The coach (or equivalent) informs both umpires and the opposition coach (or equivalent) that a player has been listed on the scorecard who is unlikely to be used during the fixture;
2. If the player takes no part in the fixture then at the completion of the match the coach (or equivalent) must request of the umpires that the player's name is clearly deleted (i.e. definite line put through the player's name on the scorecard) and both umpires initial beside the player's name.
3. The umpires point out to both team captains prior to the captains signing the scorecard at the end of the fixture that the deletion has occurred. If either captain believes the player took the field and should therefore not have been deleted they are to record this in the 'Comments' section of the scorecard.

All divisions designated as being for 'Men' are for male players only and all divisions designated as being for 'Women' are for female players only.

The rules with regard to Player Eligibility take effect from the start of the Competition and if it is identified when Registration Forms are submitted prior to the second round of fixtures that a player has been playing in the wrong division, the Affiliated Member will be given the option of:

- adjusting the Registration Forms for the two relevant teams to align with what has occurred to date in terms of which team(s) a player may have played for; or
- keeping the player in the team for which they were registered and have the team for which they illegally played and the player themselves incur the relevant penalties.

No registered player is permitted to play in any division below that in which the team for which they are registered is playing. No player may play in two or more teams in the same division.

Under parameters outlined below, any player may play a set number of fixtures for any higher grade teams that the Affiliated Member to which they are registered has entered in the Competition.

A player may only play five [5] fixtures in each grade above the grade in which they are registered during the 'non-final' competition games, the threshold being broken on the sixth occasion.

On the week the threshold is broken they are not eligible to play in the lower ranked team. Penalties for being an illegal participant may apply to the lower ranked team.

Goalkeepers will be treated as per the wording already stated under this section of the Rules & Regulations, however, the Council of Clubs may consider requests for dispensation for additional fixtures.

Goal keepers are permitted to play in the field for a lower division for the same club

Once the threshold is broken, the player will automatically become a member of that team for the remainder of the season and therefore no longer be eligible to play for the team to which he/she was previously registered.

It is not possible for a player to be re-graded back down to his/her original team once they have broken the threshold. If a team cannot afford to lose a player, then it is the responsibility of Affiliated Member representatives and team officials to ensure the player does not break the threshold that will make them no longer eligible to play for a team.

There is no "Guest Player" capability for competitions in 2015

Mid- season association to association, or international to domestic transfers for short term transfers will be at the discretion of the Council of Clubs. Failure to comply may result in individual and team penalties. Player registrations rules apply.

To assist in determining eligibility, competition rankings for HMI divisions are, from highest to lowest:

- HMI Division One
- HMI Division Two
- HMI Division Three
- HMI Division Four (if applicable)
- Secondary Schools Division 1
- Secondary Schools Division 2
- Secondary Schools Division 3
- Secondary Schools Division 4 (Mixed)

Floaters

There will be NO floaters for the 2015 season

For Finals

For a player to be eligible to play in any fixture designated as a Championship final (e.g. semi-final, final, classification playoff) for a team in the Competition, that player must have participated in at least five (5) non-final fixtures (e.g. round robin fixtures) for that club during the current season.

Dispensation can be applied for in writing to the Council of Clubs for allowing registered players returning from injury, lower grade players from the same Affiliated Member that have not achieved the five (5) fixture threshold or other extenuating circumstances (i.e. representative duty) to be declared eligible to play in Championships finals fixtures if the team otherwise will have insufficient players.

Fixtures played in Championship finals do not count towards the fixture threshold that requires a player to automatically become a player of the higher ranked team and no longer eligible for the lower team within the Affiliated Member. This allows players to potentially be eligible for two (or more) teams during the Championship finals fixtures.

Secondary Club Participant Release

There is a situation where a player may play for a second Affiliated Member in the same season

Registered players in the Secondary Schools competition are eligible to be registered in another Affiliated Club for weekend games. They are then considered a full member of that Affiliated club and therefore play up opportunities will exist for them. However the other Affiliated Club is not able to be any school team in the open divisions.

Requests for such consideration are to be submitted to the HMI office five (5) working days prior to the first instance of the player concerned playing for the secondary club. Decisions will be issued by the Council of Clubs

Penalties for Using Ineligible Participants

Any ineligible player found to have participated in a fixture will be deemed an illegal player and the penalties applied will be in accordance with the Council of Clubs Regulations. However, the Council of Clubs reserves the right not to enforce player suspension in the first occurrence by an Affiliated Member of using an ineligible player in each season.

There is no time restriction in relation to identifying and penalising the use of an ineligible player by a team and can therefore be dealt with at any time during the Competition or even after the conclusion of the Competition.

Fixtures

All fixtures within the Competition shall be under the control of HMI.

The Council of Clubs shall decide dates, times and grounds for all fixtures in the Competition to create a suitable draw. This will include the provision to rearrange fixtures for any reason or the overall benefit of the Competition.

Rescheduling Of Fixtures

No team has the right to request the deferment of a fixture except as outlined in the Council of Club rules regarding representative players. If a team considers itself to be unable to field a suitable team in a particular fixture that team has the right to request of its scheduled opponent the ability to reschedule the fixture at a mutually agreed alternate date and time. The following conditions apply with regard to rescheduling a fixture:

- The team wishing to reschedule a fixture must first establish, from HMI (typically from the Hockey Manawatu Inc. Office), what timeslots are available. The rescheduled fixture, if it is to be rescheduled, must be identified and played prior to the original scheduled date and can only be played in one of the timeslots identified as available.
- The team wishing to reschedule a fixture must then obtain written approval for the proposed rescheduling from the opposing team, with the written approval to include agreement as to the rescheduled date and time of the fixture and the match officials to be used.
- The team wishing to reschedule a fixture must submit to HMI written notification of the intended rescheduling of the fixture, including a copy of the written approval of the opposing team.
- Each team will receive written notice that HMI has given approval for the rescheduling and will update the Competition draw accordingly.

If conditions for the rescheduling of the fixture cannot be agreed, then the fixture is to take place as originally scheduled. The Council of Clubs does have the right to determine that a rescheduling should occur and instruct both teams to identify an agreed alternate date and time to play a particular fixture.

Draw Requests

The draw for all Competition fixtures that are known is produced prior to the commencement of each competition with each division. As a result, should a team wish to alter the time of its fixture on a particular date, it is the responsibility of the team to arrange with any and all teams that may be a part of the desired solution to agree to the alterations to the draw. Written agreement from all teams concerned must be provided to HMI at least fourteen days (14) prior to the date of the altered fixtures for approval. If HMI approves the proposed alterations, each team concerned will receive written notification that HMI has given approval and will update the Competition draw accordingly.

Defaults

In instances where a team elects to default a fixture (see also the second paragraph of this section), the intention to default must be communicated in writing to HMI at least seven (7) days prior to the fixture to be defaulted. The defaulting team must then also advise the appointed umpires and the opposing team of the fixture. Failure to comply with any portion of this rule will result in a fine as per the '2015 HMI Season Turf Fees'.

Defaults are not permitted in Division 1 it is expected that teams in this division will fulfil their obligations to field a team for all scheduled fixtures.

Any violation will result in penalties being imposed that reflect the severity of the infringement. This will include a minimum fine of \$300 and the possible deduction of competition points.

Where a team withdraws from the competition, or defaults during the classification rounds of the competition (e.g Semi-finals and Finals), HMI reserves the right to determine how a final ranking will be determined. This may include (but is not limited to) changing the rankings or the format of the classification stage as necessary.

The recorded result for a default will be as stated in the Council of Clubs Regulations.

Uniforms

HMI teams must wear player numbers, as recorded on the scorecard. The playing number for each player in a team must be unique for that team for the entire duration of the fixture.

Captains must wear a distinctive arm band or ribbon. If the captain is substituted or suspended the Arm band or ribbon must be transferred to another player in the team who remains in the field of play.

Umpires

Where it is possible, registered accredited umpires will be appointed to fixtures. Where it is not possible to appoint registered accredited umpires, the draw will specify the Affiliated Members responsible for providing umpires for a fixture.

Each Affiliated Member will be asked at the start of the season to advise who their umpire coordinator is and this person will be sent information each week identifying the fixtures for which the Affiliated Member is required to provide an umpire.

Any non-appearance of an Affiliated Member appointed umpire will be indicated on the scorecard.

Fines will be imposed on the Affiliated Member concerned as per the '2015 HMI Season Affiliation Fees'.

If an umpire belonging to one Affiliated Member fills in for the absence of the appointed umpire of another Affiliated Member, this must be noted on the scorecard if credit, including financial benefit, is to be given to the Affiliated Member that actually provided the umpire.

Where named umpires or their appointed substitutes do not arrive by the appointed commencement time of the fixture, the rules of hockey shall be applied as per the FIH Rule Book - "Where Umpires do not arrive, each team shall be responsible for supplying someone to umpire". Where only one official umpire is available, the two teams will share the second duty by arrangement. Failure to comply with this requirement will result in the offending Affiliated Members defaulting the fixture concerned.

Where possible, all HMI Division 1 fixtures will have a match referee appointed to police sidelines and dugouts during fixtures.

Umpires will be sole arbiters of each fixture and they will be responsible for the completion of the official scorecard.

Fixture Protocols

All fixtures shall commence at the time laid down in the Official Draw or at alternative times advised by the Council of Clubs. If for any reason play has not commenced within 5 minutes of that time, the team unwilling or unable to proceed will be deemed to have defaulted the fixture.

HMI shall provide official scorecards for all Competition fixtures. Scorecards for HMI fixtures can be collected from under the notice board in the Twin Turfs pavilion or the appropriate person on duty for fixtures held at other venues

Prior to the commencement of a fixture, both teams are required to list the details of all players expected to play in the fixture for their respective teams, listing the full given name and surname for each player. (Note: Players listed do not necessarily have to take the field, but the minimum requirement is for the player to have been physically present on the bench at some stage during the fixture.) Each player's shirt number is to correspond to the number of the player as recorded on the scorecard.

As stated in the section "Participant Eligibility" it is possible to delete a player from the scorecard at the completion of a fixture if the player did not take the field at all during the fixture, provided the process outlined is followed precisely.

The maximum number of players that may be listed on the scorecard per team is sixteen (16).

The minimum number of players on the field of play per team for at least some component of the remainder of a fixture is seven (7). If a team is unable to field at least seven (7) players at any stage of a fixture for the remainder of the fixture, the fixture is concluded immediately and awarded to the opposing team by way of forfeit (default as per Council of Clubs Regulations). For the sake of clarity, if a team falls below seven (7) players as a result of a player being off the field temporarily due to injury or as a result of a temporary suspension by the umpires, then that team is not deemed to be at less than seven (7) players for the remainder of the fixture and the fixture is to continue.

On completion of a fixture, the following protocols are to be completed in the order listed:

- Coaches (or equivalent) are to make requests of the umpires for any players that did not

participate at all in the fixture to be deleted from the scorecard (full process outlined in the section 'Participant Eligibility').

- The umpires will ensure the final score is correctly recorded on the scorecard;
- Both captains are to sign the scorecard as correct with regard to the final score and the players that participated in the fixture as noted by the umpires;
- Any protest, complaints and/or comments concerning the fixture should be recorded in the appropriate section of the scorecard (or on a separate piece of paper and attached to the scorecard). This is to include any discrepancy with the players that have been deleted from the scorecard if it is believed they did participate in the fixture and therefore should not have been deleted.
- Any injuries that may require treatment funded by ACC should be recorded in the appropriate section of the scorecard;
- Both umpires sign the scorecard, having added any comments of their own pertaining to the fixture, ensuring that the score and any cards issued, including any disciplinary points allocated as per the Council of Clubs regulations, are clearly indicated;
- In instances where a red card is issued the umpires are to complete a 'Red Card Report' form obtained from the HMI website and submit the completed report to HMI before the 5:00pm of the next business day.

All reports of transgression of these rules, or on misconduct, by players and/or managers, coaches and spectators, must be noted on the scorecard and/or complaints report. All such reports, no matter what medium is used, must be received by the HMI office by 5.00pm on the first business day following the fixture. The HMI Operations Manager will determine, depending on the nature of the complaint, if the Judicial or Council of Clubs will hear, and decide on, the issue. If the report is received by HMI office later than the specified deadline, then it is at the discretion of the HMI Operations Manager whether the alleged transgression or misconduct is subject to any review.

The completed scorecard can either be placed under the notice board in the Twin Turfs pavilion or in the result drop box by the entry to the pavilion.

In the event a fixture is unable to be completed due to natural causes once underway, the following are valid conditions in which to call off or postpone a game of turf hockey. These apply across all age groups with the decision being the responsibility of the following personnel.

1. Appointed Umpires
2. Hockey Manawatu Inc Staff on duty
3. Team captains are able to mutually agree citing one of the below conditions, BOTH captains would have to agree, otherwise it falls back to the above.

Valid conditions for postponement are:

1. The overhead conditions mean the full field can't be seen from one end to the other e.g.: fog or smoke
2. The overhead conditions present a strong possibility of exposure. HMI recommended guideline will apply. Players must take a reasonable level of responsibility to ensure they are 'suitably attired' to withstand cold temperatures.
3. The ground conditions are deemed 'unplayable' due to flooding or surface water. Recommend guideline is if more than 20% of the field is affected, including goal mouths or the distribution of flooded area is unfairly bias to one team, then the surface is unplayable.
4. The ground conditions are deemed 'unplayable' due to ice. If ice exists at any part of the field a match should not proceed. If a thaw is highly likely then the match may be deferred for a short

time without unduly disrupting the day's schedule.

It is the opinion that once a game is started all effort should be made to complete it. However in the uncommon situation where a match is suspended part way through due to significant change in conditions; the result, requirement to replay and point allocation will be dealt with on a case by case basis in a fair and reasonable manner by the Council of Clubs. If fixtures are postponed and it is not practical to reschedule the fixture then teams will receive 2 points each.

In the event a fixture is abandoned/cancelled then the section of the Council of Club regulations identifying how to determine placings of teams when an unequal number of fixtures has been played by each team will be applied. Similarly, if the fixture was one that required a result to allow one team to progress to the next stage of a competition the Council of Clubs regulations will direct the process for achieving this outcome.

Determining Competition Outcomes

The Competition will apply the processes outlined below to determine outcomes in the Competition.

The Council of Clubs can, for any reason, including the issue of time constraints, recommend to the Hockey Manawatu Inc. Operations Manager that alternative rules are applied to determine outcomes. This may include allowing the result of the fixture to be a draw, whereby the two teams will be declared joint-winners.

Allocation of Titles

In the Hockey Manawatu Inc. Division 1 there are three titles are on offer during the season. These titles are:

- Winners of the HMI Division One Championship finals
- Winners of the HMI Division One Championship round robin
- End of season holders of the HMI Division One Championship challenge trophy

In all other divisions there are two titles on offer during the season:

- Winners of the Division finals
- Winners of the Division round robin

Allocation to Divisions

The entry process invites Affiliated Members to enter teams in the level of competition earned by way of results (as determined by HMI) in the previous year by each of their teams and Affiliated Members are required to confirm their entries in each division in writing.

All entries received are ranked according to finishing positions the previous year from the championship round robin, and then seeded with the top seed being the winner of division 1 and the bottom seed being the loser of division 4. This information will be used by the Council of Clubs to distribute the entries received across the various divisions in such a manner as to encourage the delivery of an effective competition within all divisions, both in terms of grouping teams of a similar ability and a meaningful competition structure. It will also be used for any re-grading applications received with team entries.

Where an Affiliated Member requests to enter a new team(s), this team will only be accepted into the

lowest division offered that meets the teams playing requirements. This is however dependent on the ability of the Competition to accept additional teams, with this dependent on the availability of playing fields. Where multiple Affiliated Members enter new teams in any year, their respective ranking into the Competition will be dependent on the order in which entries were received.

The Council of Clubs also reserves the right to require grading fixtures to be held at the end of a season or the start of a new season. An example of when this may be required is when entries received exceed available playing field resources and it is necessary to have teams play each other to determine which is accepted into the Competition

Teams wishing to be re-graded for the following season are required to apply in writing to the Council of Clubs expressing the wish for their team to be re-graded. Applications for re-grading are to be received on or before the due date for competition entries.

Teams wishing to move down a grade are required to submit evidence that their team will be of significantly less quality than the previous season. The Council of Clubs will then use a combination of the previous year's results and any other supporting evidence submitted with the re-grading application to determine whether they will re-grade the team.

Teams wishing to move up a grade must meet the following criteria to be considered for re-grading:

- a) Be either the top seed of the second seeded team in their respective grade at the conclusion of the round robin championship.
- b) Submit a written application and any supporting evidence to the Council of Clubs expressing the wish to be re-graded on or before the date that team entries are due for the following season.
- c) Be willing to participate in any grading fixtures that the Council of Clubs deem necessary for re-grading before the new season commences.

The Council of Clubs will then consider the application for re-grading and use a combination of the previous year's results, the team entries for the season and any supporting evidence to reach a decision on the re-grading of a team.

Teams that are successful in their re-grading application will be notified in writing no more than 5 working days after the reaching of a decision by the Council of Clubs.

The rankings applied to teams for the 2015 season, based on entries received, are:

Hockey Manawatu Inc. Division 1 Men

HSHC
College
Massey
Marist
PNBHS
MCOB
TCOB
Hawkes Bay Combined

Hockey Manawatu Inc. Division 1 Women

HSHC
Massey
College
PNGHS
Collegians
HSHC Rebels
TCOB
Marist

Division 2 Men

Marton
Massey
HSHC
College

Division 3 Men

HSHC Postmen
CAPS
HSHC Masters
Dannevirke
College Masters
College C
PNBHS 2

Division 4 Men

College Masters
College Social
Marist Green
Marist Cavaliers
Massey Aces
Massey 3

Division 2 Women

HSHC Evergreens
Athletic
HSHC B
Massey
College Social
PNGHS 2
Levin
College B
Marist

Division 3 Women

CAPS
Marist Orange
HSHC Klassics
Dannevirke
Marton
Massey

Structure of each Division

HMI Division One Men and Women – 8 Teams

Championship

Round robin 2 rounds (14 matches/14 weeks)
Finals

Finals Format

Week 1

1 v 4 (Game A)
2 v 3 (Game B)

Week 2

Winner Game A v Winner Game B (for 1st/2nd)

HMI Division Two– Men 4 Teams

Championship

Round robin 3 rounds (15 matches/15 weeks)
Finals 2 matches/2 weeks

Finals Format

Week 1

1 v 4 (Game A)
2 v 3 (Game B)

Week 2

Winner Game A v Winner Game B (for 1st/2nd)

HMI Division Two– Women 10 Teams

Championship

Round robin 2 rounds (18 matches/18 weeks)

Finals 2 matches/2 weeks

Finals Format

Week 1

1 v 4 (Game A)

2 v 3 (Game B)

Week 2

Winner Game A v Winner Game B (for 1st/2nd)

HMI Division Three Men – 6 Teams

Championship

Round robin 3 rounds (15 matches/15 weeks)

Finals 2 matches/2 weeks

Finals Format

Week 1

1 v 4 (Game A)

2 v 3 (Game B)

Week 2

Winner Game A v Winner Game B (for 1st/2nd)

HMI Division Four Men – 6 Teams

Championship

Round robin 3 rounds (15 matches/15 weeks)

Finals 2 matches/2 weeks

Finals Format

Week 1

1 v 4 (Game A)

2 v 3 (Game B)

Week 2

Winner Game A v Winner Game B (for 1st/2nd)

HMI Division Three women – 6 Teams

Championship

Round robin

Finals 3 rounds (15 matches/15 weeks)
2 matches/2 weeks

Finals Format

Week 1

1 v 4 (Game A)

2 v 3 (Game B)

Week 2

Winner Game A v Winner Game B (for 1st/2nd)

Rankings of teams at the conclusion of Round Robin Competition

Every game in the Round Robin competition points will be allocated as follows:

Win = 3 points

Draw = 1 point

Loss = 0 points

- a) Teams will be ranked according to the number of points each has accumulated in the competition.
- b) If at the end of the competition two or more teams have the same number of points for any place, these teams will be ranked according to their respective number of matches won.
- c) Should there still remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against'). A positive goal difference always takes precedence over a negative one.
- d) If there still remains equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e) If there still remains equality between two or more teams then the result(s) of the match(es) played between (only) those teams involved will be taken into consideration to determine the ranking of the tied teams. If more than two teams are involved, then a ranking based upon the results of the matches between (only) them shall determine their respective position. If there remains equality, then the teams involved shall be ranked according b), c), d), e) and f).
- f) Should there still remain equality between two teams, then the matter will be settled by a penalty shoot-out competition between those teams
- g) If more than two teams are involved, then each team will play a penalty shoot-out competition against the other teams in accordance with the penalty shoot-out competition rules (but with not less than **five** (5) shoot-outs to be taken compulsorily by each team) in the same sequence of play as per the order of play in the competition.

A ranking will then be established based upon the results of the round of penalty shoot-outs only, with the award for each play of three points to the team having scored or been awarded the rankings highest number of goals, one point to each team having scored or been awarded an equal number of goals and zero points to the team having scored or been awarded the

lowest number of goals.

If equality remains then the teams having an equal number of points shall be ranked according to b), c), d) and e) as applied to goals recorded during the penalty shoot-out competition.

If an equal position of three (or more) teams still remains thereafter, then the same procedure should be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty shoot-outs are required.

Final Placing Matches & Final Matches

Semi-Finals

In Semi-finals, if after regulation time, the game is tied, there will be no extra time played. A penalty shoot-out competition shall determine the winner.

The Finals

- a) The Final for all divisions must result in a winner.
- b) For Division 1

In the event of a draw at the conclusion of full time during classification matches, a further two halves of six (6) minutes "golden goal" extra time, with the number of players used decreasing, will be played. The rules for "golden goal" extra time will be as follows:

- 1) At the conclusion of "regular" playing time there will be a short break of three (3) minutes in which time each team will nominate nine (9) players to take the field.
- 2) For the first six (6) minutes of "golden goal" extra time, nine (9) players for each team will take the field.
 - i If a team has a player/s permanently suspended (red card) during regular time, then that team may only start with nine (9) players less the number of players permanently suspended. The team may not replace the player/s that have received a red card.
 - ii If a team has a player/s temporarily suspended (green or yellow card) during regular time and the player/s suspension is not complete at the end of regular time, then that team may only start with nine (9) players less the number of players temporarily suspended. That player may not play in "golden goal" extra time until the full suspension time has been completed
- 3) After the first six (6) minutes of "golden goal" extra time there will be a two (2) minute break in which time teams are to remove a further two (2) players and immediately change ends.
- 4) For the second six (6) minutes of "golden goal" extra time, seven (7) players for each team will take the field.
 - i) If a team has a player/s permanently suspended (red card) during either regular time or the first period of extra-time, then that team may only start with seven (7) players less the number of players permanently suspended. The team may not replace the player/s that have received a red card.

- ii) If a team has a player/s temporarily suspended (green or yellow card) during either regular time or the first period of extra-time, and the player/s suspension is not complete at the end of the first period of extra-time, then that team may only start with seven (7) players less the number of players temporarily suspended. That player may not play in "golden goal" extra time until the full suspension time has been completed
 - 5) Standard interchange rules will apply during extra time.
 - 6) The "golden goal" extra time concludes once a goal has been scored.
 - 7) If there is no goal scored in "golden goal" extra time, then a penalty shoot-out competition shall determine the winner. The penalty shoot-out competition shall be controlled by the Match Director and/or Match Umpires.
- c) For all other Divisions
- A penalty shoot-out competition shall take place to determine the winner.

Penalty Shoot-out 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 as set out in this Regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.

The following sets out both the playing Rules and the procedures to be followed.

1. Respective Team Managers nominate five players to take and one player to defend the shoot-outs from those on the Match Report 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.
2. Team Managers sign the Shoot-out Competition form to confirm the nominations of the five players and the sequence of players to take the shoot-outs and submit the form to the Technical Officer on duty.
3. If the Shoot-out Competition takes place after the end of a match/extra time, the above procedures must be carried out promptly so that the first shoot-out can take place within five (5) minutes of the end of the match/extra time.
4. A player who is still serving a disciplinary suspension by the Tournament Director at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, 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. The Tournament Director/Technical Official on Duty (or match umpires if there is no designated TD/TO) will specify in advance the goal to be used.
6. The Tournament Director will specify at the pre-competition briefing meeting the method

of timing shoot-outs taking account of the facilities available and the need to control time accurately.

7. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
8. All persons listed on the Match Report other than any player who has been excluded permanently (red card) during the match which leads to the shoot-out competition are permitted to enter the field of play outside the 23m area used for the shoot-out but must be at least 10 metres from the spot where the ball is placed at the start of the shoot-out.
9. The goalkeeper / defending player of the team taking a shoot-out may be on the back-line outside the circle.
10. A player taking or defending a shoot-out may enter the 23m area for that purpose.
11. Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment.
12. Five players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 10 shoot-outs.
13. 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 23m line opposite the centre of the goal;
 - c. an attacker stands outside the 23m area near the ball;
 - d. the Umpire signals to the technical table that the time may start;
 - e. an official at the technical table starts the clock which automatically issues an audible signal;
 - f. the attacker and the goalkeeper / defending player may then move in any direction;
 - g. 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.
14. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the Match Report subject to the provisions of Articles 17, 18 and 19 of this Appendix.
 15. The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
 16. A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
 17. If during a shoot-out competition (including during any penalty stroke which is awarded) a player is suspended by a yellow or red card:
 - a. that player takes no further part in that shoot-out competition and, unless a goalkeeper / defending player, cannot be replaced;
 - b. the replacement for a suspended goalkeeper/defending player can only come from the five players of that team nominated to take part in the shoot-out competition:
 - i. the replacement goalkeeper / defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player they are replacing was wearing;
 - ii. for taking their own shoot-out (or penalty stroke), this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
 - c. any shoot-out or penalty stroke due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as a goal.
 18. If during a shoot-out competition, a defending goalkeeper/defending player is incapacitated:
 - a. that goalkeeper/defending player may be replaced by another player from among the players listed on the Match Report for that particular match, except as excluded in this Appendix or unless suspended by an Umpire during the shoot-out competition;
 - b. the replacement goalkeeper:
 - i. is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
 - ii. if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
 19. If during a shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the Match Report for that particular match,

except as excluded above or unless suspended by an Umpire during the shoot-out competition.

20. If an equal number of goals are scored after each team has taken five shoot-outs:
 - a. a second series of five shoot-outs is taken with the same players, subject to the conditions specified in this Appendix;
 - 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 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.

21. 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 players subject to the conditions specified in this Appendix:
 - a. the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - b. all eligible players from each team must take a shoot-out before any one of them can take another; any shoot-out due to be taken by a suspended player is forfeited;
 - c. the team which starts each shoot-out series alternates for each series.

