



# Hockey Handbook

## 2022



**AUCKLAND  
HOCKEY**

## CONTACTS

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## SEASON DATES

Boys Premier	4 May – 24 August
Girls Premier	5 May – 25 August
Boys A Grade	4 May – 17 August
Girls A Grade	5 May – 18 August
Boys Greater Auckland A1	15 June – 17 August
Girls Greater Auckland A1	16 June – 18 August
Boys B Grade	4 May – 17 August
Girls B Grade	5 May – 18 August
Boys U15 Grades	9 May – 15 August
Girls U15 Grades	10 May – 16 August
Boys C Grades	11 May – 17 August
Girls C Grades	13 May – 19 August
D Grades	13 May – 8 July (Term 2) 29 Jul – 26 August (Term 3)

## **PARTICIPATING SCHOOLS**

ACG Strathallan College  
Aorere College  
Auckland Girls Grammar School  
Auckland Grammar School  
Avondale College  
Baradene College of the Sacred Heart  
Botany Downs Secondary College  
Dilworth School  
Diocesan School for Girls  
Edgewater College  
Elim Christian College  
Epsom Girls Grammar School  
Glendowie College  
Green Bay High School  
Henderson High School  
Howick College  
King's College  
Liston College  
Lynfield College  
Macleans College  
Marcellin College  
Marist College  
McAuley High School  
Mission Heights Junior College  
Mt Albert Grammar School  
Mt Roskill Grammar School  
One Tree Hill College  
Onehunga High School  
Ormiston Senior College  
Pakuranga College  
Papatoetoe High School  
Pukekohe High School  
Rosehill College  
Rutherford College  
Sacred Heart College  
Saint Kentigern College  
Sancta Maria College  
Selwyn College  
St Cuthbert's College  
St Dominic's Catholic College  
St Peter's College  
Waitakere College  
Waiuku College  
Western Springs College

## **DRAWS & COMPETITION STRUCTURE**

*All draws can be found on the College Sport Auckland Website or App  
[www.collegesport.co.nz](http://www.collegesport.co.nz)*

- As draws can change at any time throughout the season please regularly check your fixtures on the website.
- Results should be checked regularly and any queries advised to College Sport Auckland.
- Results must be advised no later than 3 days after the game.

### **PREMIER FORMAT**

- Premier Boys and Premier Girls Grades
  - Competition played over a full winter season (15 weeks).
    - Format will be a double round robin and finals.
  - Top 6 teams from the previous year's Premier grade automatically qualify for this year's Premier grade.
  - Promotion/relegation games will be played between the previous year's 7<sup>th</sup> and 8<sup>th</sup> placed Premier teams and 1<sup>st</sup> and 2<sup>nd</sup> placed Greater Auckland A1 teams during the last two weeks of Term 1 of the current season.
    - Winners of promotion/relegation games will play in the Premier grade for the current year and losers play in Auckland A Grade or Harbour Grade 1 and will have a chance of qualifying for the Greater Auckland A1 grade for the second part of the season.
- Greater Auckland A1 Boys and Greater Auckland A1 Girls Grades
  - 6 weeks grading in Auckland Grade A or Harbour Grade 1.
  - Top 4 teams from each grade will then play in the Greater Auckland A1 grades for the remainder of the season (8 weeks).
    - Format will be a round robin and finals.
  - Only one team per school can qualify for this grade.

### **ALL OTHER GRADE FORMATS**

Competition/Draw formats for each grade are available for viewing on the College Sport Auckland Website under Hockey – Auckland.

# COMPETITION RULES AND REGULATIONS

## PLAYER ELIGIBILITY

- For General and Premier Eligibility, and Premier Registration rules, please refer to the College Sport Auckland Bylaws, on the College Sport Auckland website, app or in the Diary (yellow pages).
- All grades (except Premier, Greater Auckland A1 and A Grades) – maximum of 16 players are allowed to participate in each game from a squad size of 11 (minimum), to 26 (maximum) players.
- Premier, Greater Auckland A1 and A Grades – maximum of 18 players are allowed to participate in each game from a squad size of 11 (minimum), to 26 (maximum) players. If a team has 18 players listed on their match sheet, two of these players must be kitted up goalkeepers.
- Please note that there may be games affected by the five day stand down for representative players (under 18 and under 21). Schools that have at least four players affected can request a deferment.

## REGISTRATION & FEES

- **Premier Teams (defined as teams participating in Premier Grade, Greater Auckland A1 Grade, Auckland A Grade and Harbour Grade 1)**
  - Team lists need to be submitted with the names of players and other details before the first round.
  - As a 'Premier Team Sport' there is a separate Premier Registration Form to be filled in on EnterNOW. Go to EnterNOW, then the Premier Tab at the top of the page, find the Premier Hockey Team Registration link
  - These teams must comply with the College Sport Auckland Premier Rules and Regulations – Please refer to the College Sport Auckland Bylaws.
- All fees must be paid on receipt of an invoice.

## TEAM MANAGEMENT

- There must be a school approved adult in charge of each team for the entirety of the game. If a team does not have supervision they will lose by default. Supervisors should identify each other at the start of the game.

## FIRST AID

- Each team is responsible for their own first aid. The coach/manager should be aware of any special medical conditions of a player.

## WITHDRAWALS

- Any team that withdraws after entries close will be liable to pay withdrawal fee.

## RESCHEDULING & DEFAULTS

- Please see College Sport Auckland's Defaults & Rescheduling Policy on the College Sport Website, App and in the yellow pages of the College Sport Diary.
- If a team defaults three times during the competition, they will be removed from the competition for the season.
- If a game is rescheduled, teams will only be given one turf allocation by the draw convener. This will most likely be on a different night to the usual competition night. The draw convener will endeavor to give 5 days' notice of game day.
- A rescheduled game must:
  - be played within the week of the original date, unless otherwise approved by College Sport.
  - Take place at least five school days before playoffs or crossovers

## DISPUTES RESOLUTION

- In all cases, if your team has a concern or disagreement with the opposition, this should be resolved on a school-to-school basis. Any necessary correspondence thereafter should be precise, but polite. A copy of your letter can be sent to the Hockey Relationship Manager at College Sport Auckland for their information.
- If a satisfactory result is not achieved between the two parties, the dispute can be directed to College Sport.

## OFFICIATING DUTIES

- Auckland Hockey will endeavour to allocate umpires to all games. However, if no umpires are shown on your draw, you must supply one for that game. Schools will risk defaulting a game or be removed if they continually turn up to games with no umpire when allocated umpires are not available. Please note that umpire appointments may change, so please check the draw the day before your game to see if you have an umpire appointed or not. Where only one umpire is appointed, each team must supply an umpire for half the game each or as otherwise agreed by both teams.
- If a team fails to supply an umpire either (1) Default the game, (2) Supply a player from their team to umpire or (3) On mutual agreement with opposition to continue game without supplying an umpire. Please note that the default needs to be recorded on the score sheet prior to the commencement of the game. Once the game has commenced it is deemed to be a competition game and umpires' decisions are final.
- College Sport Auckland and Auckland Hockey does not recommend one person umpiring any game of hockey by him or herself. There should always be two umpires.

## VENUES

Games are played at different venues throughout the city. These include:

- **Home Venues** (*Schools with Home Venues*)  
Auckland Grammar School (Grammar Hockey Centre)  
Avondale College  
Baradene College  
Diocesan School  
Henderson High School (Waitakere Hockey Turf)  
Kings College  
Macleans College  
Mt Roskill Grammar School  
Saint Kentigern College  
St Cuthbert's College
- **Association Venues**  
Lloyd Elsmore Park (LEP 1 and 2)  
Kolmar Hockey Centre  
\*Association venues cannot be considered as 'Home' venues for the schools based in these areas.
- **Premier & Greater Auckland A1 North Shore Venues**  
North Harbour Hockey Stadium

## DURATION OF GAMES

- Premier and Greater Auckland A1 games will be played in quarters – 4x 15 minute quarters with 2min, 3min, 2min breaks.
- All other grades will be a maximum of 25 minutes each way with a maximum of 5 minutes for half time, with the expectation of Grade C-9aside games which will be 20 minutes each way.
- Time will not be stopped for any circumstances – see AK Hockey Local Playing Rules.
- All games must finish on time, 5 minutes before the next game is scheduled to start.
- Any game late in starting must play shortened time, the game shall be of two equal spells with a break of 5 minutes (teams may agree to shorten this break) after the first spell.

- Any team that arrives more than 15 minutes after the scheduled start time, is considered to have lost by default.

## COMPETITION FORMAT

- Due to the large number of teams and venues being at capacity, Secondary School Hockey runs Monday-Friday with different grades playing on different nights. Below is a guide to the playing nights and the grades available in 2022.

## GAME DAY & TIMES

- It is anticipated that games will be held on these nights. However these nights are subject to change dependent on entries and turf availability.

GRADE	BOYS	GIRLS
Premier Grade	Wednesday	Thursday
Greater Auckland A1 Grade	Wednesday	Thursday
A Grade	Wednesday	Thursday
B Grade	Wednesday	Thursday
C Grade	Wednesday	Friday
C Grade 9-aside	Wednesday/Friday*	Friday
D Grade 8-aside	Friday	Friday
Under 15 Grades	Monday	Tuesday

*\*Boys C Grade 9-aside games may need to move to Fridays if entries are too big. This is due to the limited turf space available on Wednesdays*

## GRADES GUIDE

Grade A – Previous Season’s A Grade or top teams in B Grade.

Grade B – Previous Season’s A or B Grade or top teams in C Grade.

Grade C – Previous Season’s B or C Grade.

Grade D – New players or players with little experience and a mixture of abilities.

## RESULTS

- It is the schools responsibility to submit results via the College Sport Auckland website or App within 3 days of the game.
- Schools are expected to check results are entered correctly and notify College Sport Auckland of any incorrect or missing results.
- **Results phoned in or not on a school email address will not be accepted.**
- Premier Match Sheets – Premier, Greater Auckland A1, Auckland Grade A, North Harbour Grade 1:
  - All Premier teams are required to fill out a Match Sheet for each game. These must be signed at the end of each game by both Umpires and the team captain/manager. Players who receive cards during the game must also be noted along with the reason for the card.
  - Match Sheets must be emailed through to [school.sport@collegesport.co.nz](mailto:school.sport@collegesport.co.nz) within 24 hours of the game being played.
  - Match Sheets can be downloaded from the College Sport Auckland website.
- No changes to results will be accepted 1 week prior to a competition final.
- If there is a conflict of scores, the lower score will be the one that is recorded. Please reach agreement with the opposition before recording the score.

## UNIFORMS

**RULE:** All school team members must play in their schools recognised playing uniform. At Premier level (Premier, Greater Auckland A1, Auckland A Grade, Harbour Grade 1) all players must have numbers on the back

of their shirts. No two players of the same team on the field may have the same number. Numbers must be at least 15 centimeters in height and in a colour that is easily distinguishable from the shirt.

PROCEDURE: Where the uniforms of two schools are sufficiently close that there is a possibility of confusion by players or umpires it is recommended that an alternate uniform is worn. The team on the left hand side of the draw will be required to wear an alternative uniform. It is recommended that all Premier level teams have an alternative uniform available on a match day.

If the umpire has a problem with the uniform of the teams, managers must agree on the change prior to the start of a game.

Any manager/coach who has a query over this matter prior to the start of a game (or during the match) should first approach the other team's manager/coach for a solution.

PENALTY: Any team not in correct uniform may be deemed to have defaulted.

### **DRESS CODE**

All participants and umpires are required to adhere to appropriate dress standards. Players are to ensure they are wearing the correct school uniform i.e. Shirt, skirt or shorts, and pulled up socks. Players are not allowed to wear hard peaked caps.

Mouth guards and shin pads are **compulsory** for all field players. Goalkeepers must wear appropriate protective gear.

Any players not wearing mouth guards and/or shin pads will be sent from the field (as a substitution) by the umpire and will not be allowed to return to the field until they have the required equipment.

### **CARDED PLAYERS**

- Auckland Hockey is required to keep a record of all red, yellow and green cards issued in all Club and School matches.
- College Sport Auckland will collate the red, yellow and green card penalty points that a team member receives. These cards will be added to the Auckland Hockey Carded Players list
- The AK Hockey office shall notify College Sport Auckland if a player is automatically suspended as soon as a player accumulates:
  - 12 points in total;
  - is issued a red card;
  - accumulates a total of 6 abuse and foul language points; or
  - accumulates a total of 9 abuse and foul language points
- College Sport Auckland/Auckland Hockey will notify the school and it is then their responsibility to notify the player of his/her suspension.



# MATCH DAY REQUIREMENTS

## PLAYING CARDS AND TEAM NUMBERS

1. All teams must fill out a match card at least 15 minutes prior to commencement of each match
  - a) The match card must be completed clearly and legibly showing each player's first name, surname and shirt number. No more than 16 players can be listed, except for:
    - A grade that can have 18 players listed. Two goalkeepers must be listed if using 18 players
    - C grade 9-aside that can have 14 players listed.
  - b) Players playing in a grade different from that for which they are registered must be clearly marked on the match card before the start of the match.
  - c) The captain's name must be completed on the card
  - d) A player cannot be prevented from playing simply by virtue of their name being left off the card at the commencement of the match provided the umpires agree that person is a registered player and the players name is added to the card before the end of the match.

It is recommended that umpires appointed to matches should check prior to the start of the match that the card has been completed properly and if it hasn't required that the deficiency be remedied.

2. In all cases, the start of the game shall not be delayed and the Captain of the team which has not completed the card properly shall remain off the field (and cannot be replaced, meaning the team plays short) until the card is filled in properly. The exception to this is when a match card is not available at the ground through no fault of the players. The match should proceed on time and a surrogate card completed as best as can be managed, at the discretion of the umpires.
3. On completion of the match, match cards should be handed to the umpires for comment e.g. red/yellow/green cards and signed by the umpires and both captains to confirm the result of the match.
4. Premier results must be scanned and emailed to College Sport Auckland each week within 3 days of playing.

## PLAYERS SHIRT NUMBERS – PREMIER GRADE ONLY

PROCEDURE: The umpires may prevent players taking the field if he or she does not have a number on their playing shirt. Acceptable practice is that a temporary number be placed on a shirt (using tape). Similarly, if only one player has an unnumbered shirt the umpires may deem this to be acceptable since it is still possible to distinguish that player from others on the field. Goalkeepers only need numbered shirts if two goalkeepers are playing in the same game.

PENALTY: Where a team is fielding two or more players wearing the same number or no number the umpire will only permit one of the players to take the field until this is remedied unless previous dispensation has been granted by College Sport Auckland.

## CLEARLY IDENTIFIED CAPTAINS

RULE: All grades must clearly identify their Captain by a ribbon or arm band. Prior to the commencement of the match team managers and match umpires are responsible to ensure the captain for the match has been clearly identified.

PENALTY: Where the identity of a captain is unclear, the player responsible for the role will be sent from the field by the umpire to rectify this.

## POINTS SYSTEM

- Points will be allocated as follows:

Win or Win by default	3 points
Draws	1 point
Abandoned game	1 point each (unless replayed before end of term)
Loss or lose by default	0 points
Default is taken as	3 - 0 win/loss
- Final Grade placing will be determined by total points (equal placing possible)
- If seeding is necessary it will be determined by the following.
  - a) In each grade, 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.
  - f) Should there still remain equality between two teams, then the matter will be settled by a penalty shootout (Premier Grade) or penalty stroke (all other grades) competition between those teams
  - g) If more than two teams are involved, then each team will play a penalty shootout/stroke competition against the other teams

## CLASSIFICATION MATCHES

- Classification matches are all quarter finals, semi finals and medal finals.
- All classification matches require a winner.
- A winner is required for medal matches (ie Premier 1<sup>st</sup>/2<sup>nd</sup> & 3<sup>rd</sup>/4<sup>th</sup>, A1 1<sup>st</sup>/2<sup>nd</sup>, Auckland A Grade 1<sup>st</sup>/2<sup>nd</sup>, Harbour Grade 1 1<sup>st</sup>/2<sup>nd</sup>) and B Grade (for seedings for following year). Finals below B Grade will be shared and do not require a winner.

### Procedure for Classification Matches (Quarter finals/Semi finals/Medal finals)

1. Premier Grades (Premier, Greater Auckland A1, Grade A, Grade 1)
  - a) If, after regulation time, the game is drawn, a penalty shoot out competition shall determine the winner
2. All other grades (Grade B, Grade C, Grade D, U15)
  - a) If, after regulation time, the game is drawn, a penalty stroke competition shall determine the winner

## 9-ASIDE FULL FIELD GAMES

The playing rules remain the same as per the 11 a-side formats apart from the following:

- Game length 2x 20 minute halves.
- No more than 14 players can be listed on the playing card.
- Mixed teams playing in the Girls grade must have a minimum of 5 females on the field at all times.

## 8-ASIDE HALF FIELD GAMES

The playing rules remain the same as per the 11 a-side formats apart from the following:

- **No Hitting** – Players must have their hands apart (approx. 25 cm) to **Sweep**, or **Push** the ball. The sticks should start on the turf with a short follow through due to hands being apart.
- The ball must **not** be raised above the knee; it must also be a **controlled** lift. Exception – only when there is a clear shot at goal against a fully padded goalkeeper can a player lift the ball by pushing or flicking it.
- Subbing shall be from the sideline, not from behind the team goal (for safety reasons). Please ensure the player has left the field of play before the new player takes the field.
- Mixed teams playing in the Girls grade must have a minimum of 6 females on the field at all times.
- **NEW RULE:** There will be no penalty corners taken in 8-aside games. Instead, a “Challenge” will be awarded in the case of an infringement inside the circle (see rules below). If no fully padded goalkeeper is on the field, the Challenge can be defended by a field player from the offending team.

Games will be allocated to a venue and a half of the turf. H1 = Half one, H2 = Half 2. Half 1 is always the half closest to the entrance of the venue (Carpark end).

### 8-aside “Challenge” Rule:

1. All players on the field other than the player taking the challenge and the goalkeeper defending it must stand beyond the center-line.
2. The ball is placed 1 meter outside the top of the circle nearest to the goal of the defending goalkeeper..
3. The player taking the challenge must stand behind the ball before beginning the challenge.
4. The goalkeeper defending the challenge must stand with both feet on or behind the goal-line and must not leave the goal-line until the ball has been played.
5. The whistle is blown when the player taking the challenge and the goalkeeper defending it are in position to start the challenge.
6. The player taking the challenge must not take it until the whistle has been blown. The player taking the challenge or the goalkeeper defending it must not delay the taking of the challenge.
7. The player taking the challenge may play the ball, but may not shoot the ball at goal until it has travelled at least 4 meters and is permitted to raise it to any height.
8. After the attacker has played the ball the defending goalkeeper may move.
9. After the attacker has played the ball open play resumes and the other players from both teams who were beyond the center-line may re-join play
10. Once awarded, a challenge must be completed even if the half ends during the taking of the challenge.

The challenge, and therefore the half, is over when:

- a goal is scored;
- the attacker commits an offence;
- the ball is touched by another player than the initial attacker playing the challenge or the goalkeeper;
- the ball goes out of play over the back-line or side-line (including deliberately put over the backboard by the goalkeeper).
- for any unintentional offence by the defending goalkeeper against the player taking the challenge, the challenge is taken again;
- for any intentional offence by the defending goalkeeper against the player taking the challenge, a penalty stroke is awarded

## **PENALTY SHOOT OUT COMPETITION PROCEDURE**

1. Respective team managers nominate five players to take and one player to defend the shoot-outs from those on the match card except as excluded below.
  - a. A player who has been permanently suspended (red card) during the match may not take part in the penalty shoot out
  - b. A player who has been temporarily suspended (yellow card) during the match may take part in the penalty shoot-out, even if the period of their suspension has not been completed at the end of the match
2. AK Hockey Local Playing Rules regarding goalkeepers shall not apply during a penalty shoot out
  - a. A shoot-out may be defended by either a goalkeeper, a player with goalkeeping privileges or a field player as defined by the FIH Rules of Hockey
  - b. A player with goalkeeping privileges must wear a helmet when defending a shoot-out
3. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out.
4. No substitutions/replacements are permitted during the shoot out competition, other than as specified below.
5. The umpires shall choose the goal to be used
6. If no scoreboard is available the umpires shall appoint one or preferably two people to keep time during the shoot outs
7. The captains will toss a coin; the team that wins the toss shall have the choice to take or defend the first shoot out
8. All players on the match card, other than any player who has been excluded permanently (red card) during the match, 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. If a player taking a shoot-out is also defending the shoot-outs taken by opponents, (s)he is allowed reasonable time to take off his/her protective equipment to take his/her shoot-out and subsequently to put his/her protective equipment on again
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
  - a. The players may take the shoot-outs in any order.
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 blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper/defending player may then move in any direction;
  - e. the shoot-out is completed when:
    1. 8 seconds has elapsed since the starting signal;
    2. a goal is scored;
    3. the attacker commits an offence;
    4. 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;
    5. the goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
    6. 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 card subject to clauses 16, 17 and 18 below.

15. The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.
16. If during a shoot-out competition (including during any penalty stroke which is awarded) a player (either an attacker or a goalkeeper/defending player) is suspended:
  - 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;
  - c. the replacement goalkeeper/defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player (s)he is replacing was wearing;
  - d. for taking his/her own shoot-out, this player is allowed reasonable time to take off his/her protective equipment to take his/her shoot-out and subsequently to put it on again;
  - e. any shoot-out (or penalty stroke) due to be taken by a suspended player counts as no goal; the shoot-outs taken by this player and scored before being suspended count as a goal.
17. 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 card, unless suspended by an umpire during the shoot-out competition or permanently suspended by an umpire during the match;
  - b. the replacement goalkeeper;
    1. is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
    2. if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off his protective equipment to take his shoot-out and subsequently to put it on again.
18. 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 card, unless suspended by an umpire during the shoot-out competition or permanently suspended by an umpire during the match
19. 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 these rules;
  - 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 penalty shoot-out in a series defends the first penalty 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.
20. If an equal number of goals are scored or awarded 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 these rules:
  - a. the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
  - b. the team which starts each shoot-out series alternates for each series.

## **PENALTY STROKE COMPETITION PROCEDURE**

1. Respective team managers nominate five players to take and one player to defend the penalty strokes from those on the match card except as excluded below.
  - a. A player who has been permanently suspended (red card) during the match may not take part in the penalty stroke competition
  - b. A player who has been temporarily suspended (yellow card) during the match may take part in the penalty shoot-out, even if the period of their suspension has not been completed at the end of the match
2. A player nominated to defend the penalty strokes can also be nominated to take a penalty stroke.
3. No substitutions/replacements are permitted during the penalty stroke competition, other than as specified below.
4. The umpires shall choose the goal to be used
5. The captains will toss a coin; the team that wins the toss shall have the choice to take or defend the first penalty stroke
6. Team managers, goalkeepers and nominated stroke takers only are permitted to enter the field of play but must remain outside the 23m area unless authorised by an umpire to take or defend a penalty stroke
7. The goalkeeper of the team taking a penalty stroke may be on the back-line outside the circle
8. Five players from each team take a penalty stroke alternately against the goalkeeper of the other team making a total of 10 penalty strokes
  - a. The players may take the strokes in any order
9. The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.
10. If during a penalty stroke competition a player (either an attacker or a goalkeeper) is suspended:
  - a. that player takes no further part in that shoot-out competition and, unless a goalkeeper, cannot be replaced;
  - b. the replacement for a suspended goalkeeper can only come from the five players of that team nominated to take part in the shoot-out competition:
  - c. the replacement goalkeeper is allowed reasonable time to put on protective equipment similar to that which the goalkeeper (s)he is replacing was wearing;
  - d. for taking his/her own penalty stroke, this player is allowed reasonable time to take off his/her protective equipment to take his/her penalty stroke and subsequently to put it on again;
  - e. any penalty stroke due to be taken by a suspended player counts as no goal; the penalty strokes taken by this player and scored before being suspended count as a goal.
11. If during a penalty stroke competition, a defending goalkeeper is incapacitated;
  - a. that goalkeeper may be replaced by another player from among the players listed on the match card, unless suspended by an umpire during the penalty stroke competition or permanently suspended by an umpire during the match;
  - b. the replacement goalkeeper;
    1. is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper was wearing;
    2. if this replacement is also nominated to take a penalty stroke, this player is allowed reasonable time to take off his protective equipment to take his penalty stroke and subsequently to put it on again.
12. If during a penalty stroke competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the match card, unless suspended by an umpire during the shoot-out competition or permanently suspended by an umpire during the match
13. If an equal number of goals are scored after each team has taken five penalty strokes;
  - a. a second series of five penalty strokes is taken with the same players, subject to the conditions specified in these rules;
  - b. the sequence in which the attackers take the penalty strokes need not be the same as in the first series;

- c. the team whose player took the first penalty stroke in a series defends the first penalty stroke 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 penalty strokes, not necessarily being all five penalty strokes, that team is the winner.
14. If an equal number of goals are scored or awarded after a second series of five penalty strokes, additional series of penalty strokes are taken with the same players subject to the conditions specified in these rules:
- a. the sequence in which the attackers take the penalty strokes need not be the same in any subsequent series;
  - b. the team which starts each series of penalty strokes alternates for each series.

## AUCKLAND HOCKEY- LOCAL PLAYING RULES

The Auckland Hockey Association has several "local rules" that differ from International rules. These are designed to suit local conditions and maximise the enjoyment of the game.

The current FIH Rules of Hockey will apply, except as modified below

1. Stopping time
  - 1.1 Once a match has commenced, time is not stopped under any circumstances
  - 1.2 If a match starts late, it must still finish at the designated time
  - 1.3 The game is deemed to have finished when the watering cycle commences or the lights go out
    - a) If the watering cycle commences or the lights go out less than 55 minutes after the designated start time of the match, the result may be appealed subject to the conditions in 1.5
  - 1.4 If playing time is lost due to unavoidable circumstances such as serious injury (meaning: rendered unconscious and/or immobilised/stretchered off and/or clearing of significant blood deposits; or flooding,
  - 1.5 either of the involved schools may appeal to Auckland Hockey (via College Sport Auckland) for the match to be replayed under the following conditions:
    - a) If between five and ten minutes' playing time is lost, and the final score is one goal or less between the teams
    - b) If more than ten minutes' playing time is lost
    - c) If less than five minutes' playing time is lost, there is no right of appeal
    - d) These times exclude any time lost due to the game starting late
  - 1.6 Subject to 1.3 above, the match is prolonged at half-time or full-time to allow completion of a penalty corner or penalty stroke and any subsequent penalty corner or penalty stroke
2. Goalkeepers
  - a) The current FIH Rules of Hockey relating to goalkeepers has changed in 2019 and no player in any grade can have goalkeeper privileges. A team must play with either a fully-equipped goalkeeper, or with only field players.
  - b) A field player may not defend a penalty stroke. If the defending team does not have a goalkeeper on the field, the penalty stroke is taken into an empty goal  
*Teams should remember it is permissible to substitute at a penalty stroke; a goalkeeper may be substituted on if available, even if the team was playing with only field players when the penalty stroke was awarded.*



## TURF RULES

*These rules apply to all turfs*

### START AND FINISH TIME OF TURF MATCHES

It is important that teams are punctual when playing on turf - this applies to start and finish times. If your match is late starting, it **MUST END** at the scheduled time. ***Under no circumstances must the match go over scheduled time.***

### TURF PLAY:

- Any game late in starting must play a shorter time, the game shall be of two equal spells with a break of five minutes after the first spell.
  - All games must finish on time.
  - Games shall consist of 2x 25 minute halves or 4x 15 minute quarters for Premier and Greater Auckland A1 games.
  - The correct footwear for turf play must be worn.
  - All rules that relate to the use of a turf facility as set down by the turf administrator must be upheld.
1. Spectators keep off the turfs at all times – outside the fence
  2. Enter and exit by gates only - do not climb the fence
  3. Change into clean footwear before stepping on to the turf
  4. Do not leave gear on the sidelines
  5. Dug-outs are for players and two team officials only
  6. No warm-ups while game is in progress. No hitting balls against the hoarding fence or around the building.
  7. Teams shall leave the artificial surface through gateways, promptly, at the conclusion of their match or practice
  8. It shall be the responsibility of team coaches and managers that all care should be taken to stem the flow of blood from injury on to the turf or other players. If safe to do so, injured players must be removed from the playing area until bleeding has been stopped and covered
  9. **Approved playing gear only to be worn or used:**
    - Clean rubber soled shoes and rubber studs ONLY
    - Sticks to have no sharp protrusions
    - Goal Keeping pads to be clean
    - Goal keeping buckles to be taped at all times
    - No sharp objects to be carried or worn on to the turf
  10. Balls hit over the fence during match play, are NOT to be retrieved by players. An outside runner should retrieve the ball
  11. **NO ALCOHOL, CHEWING GUM, GLASS BOTTLES, FOOD or SMOKING, inside the hoarding fence**
  12. Please use rubbish bins supplied for all rubbish in the stadium
  13. No play or practice outside allocated times
  14. **NO DOGS** are allowed at any facilities
  15. No Spitting on the turf
  16. When moving goals please use wheels on rear of the goal to mobilize the goal. This will avoid the turf becoming ripped.
  18. Do not interfere with turf watering system
  19. All facilities are Smoke Free

## HOCKEY TURES

STADIUM NAME	ID	ADDRESS
<b>Grammar Hockey Centre</b> Water Turf	Auck Grammar	Normanby Road, Mt Eden
<b>Avondale College</b> Water Turf	Avondale	Rosebank Road, Avondale
<b>Baradene College</b> Water Turf	Baradene	237 Victoria Avenue, Remuera
<b>Diocesan School</b> Water Turf	Diocesan	Clyde Street, Epsom
<b>King's College</b> Water Turf	Kings College	Golf Avenue, Otahuhu
<b>Kolmar Hockey Centre</b> Water Turf	Kolmar	Sutton Cres, Papatoetoe
<b>Lloyd Elsmore Hockey Stadium</b> Water Turf	LEP 1 LEP 2	Lady Marie Drive, Pakuranga
<b>North Harbour Hockey Stadium</b> Water Turf	Harbour Cello 1 NH Tiger Turf 2 Miller 3 Harbour 4	159 Bush Road, Albany
<b>Macleans College</b>	Macleans	2 Macleans Road, Bucklands Beach
<b>Mt Roskill Grammar School</b> Water Dressed Turf	Mt Roskill	Frost Road, Mt Roskill
<b>Saint Kentigern College</b> Water Turf	Saint Kentigern	130 Pakuranga Road, Pakuranga
<b>St Cuthbert's College</b> Wet Dressed Turf	St Cuthbert's	Wapiti Avenue, Epsom
<b>Waitakere Hockey Turf</b> Water Turf	Waitakere	Henderson High School 21 Henderson Valley Road, Henderson

## **GENERAL INFORMATION**

### **CAN A COACH "COACH THE TEAM" FROM THE SIDELINE?**

The simple answer is yes. It would be impractical to stop this because a coach could easily have a message carried by a player or supporter. Our only restrictions are covered by the Code of Conduct which relates to the behaviour of the Coach, for example abusive instructions to players that detract from the match are not tolerated.

### **HOW MANY PLAYERS MUST A TEAM FIELD TO START A MATCH?**

A team must have a minimum of 7 players at the start time of a match or the match is defaulted.

### **PLAYER SUBSTITUTIONS**

Player substitutions must take place at the halfway line on the field, on the dugout side of the turf where applicable.

### **TEAM CAPTAINS**

All grades must clearly identify their Captain by a ribbon or arm band.

### **DUGOUTS**

Only team officials and players are allowed in the dugout. Umpires have the right to ask people to leave the dugout area.

### **BLOOD CODE**

If players are openly bleeding every effort should be made to control the bleeding before moving the player (to prevent dripping on the turf). All players must leave the turf if they are openly bleeding and may not return until the wound has been covered. All teams should carry sufficient medical equipment to dress wounds and to clean the turf of excess blood (medical alcohol should be carried for this purpose).

*Where a player has blood on their uniform or body, they must leave the turf to have this blood removed. All teams should carry a spare uniform for this purpose.*



# AUCKLAND HOCKEY

## HEAD INJURY & SIGNS OF CONCUSSION

In all competitions managed by Auckland Hockey if a player receives a head injury with suspected concussion, Auckland Hockey **must** be notified and the player may only commence playing again when a medical certificate clearing the player to return to hockey has been supplied to Auckland Hockey.

The below steps should be taken to identify whether a player has suffered a concussion.

Concussion should be suspected **if one or more** of the following visible clues, signs, symptoms or errors in memory questions are present.

Visible Clues	Signs and Symptoms	Memory Function
<ul style="list-style-type: none"><li>• Loss of consciousness or responsiveness</li><li>• Lying motionless on ground/slow to get up</li><li>• Unsteady on feet/balance problems or falling over/incoordination</li><li>• Grabbing/clutching of head</li><li>• Dazed, blank or vacant look</li><li>• Confused/not aware of plays or events</li></ul>	<ul style="list-style-type: none"><li>• Balance problems</li><li>• Drowsiness</li><li>• More emotional</li><li>• Irritability</li><li>• Nervous or anxious</li><li>• "Don't feel right"</li><li>• Headache</li><li>• Dizziness</li><li>• Confusion</li><li>• Feeling slowed down</li><li>• "Pressure in head"</li><li>• Blurred Vision</li><li>• Sensitivity to light/noise</li><li>• Amnesia</li><li>• Feeling like "in a fog"</li><li>• Neck Pain</li><li>• Difficulty concentrating</li></ul>	<ul style="list-style-type: none"><li>• "What venue are we at today?"</li><li>• "Which half is it now?"</li><li>• "Who scored last in this game?"</li><li>• "What team did you play last week?"</li><li>• "Did your team win the last game?"</li></ul>

Any athlete with a suspected concussion should be **IMMEDIATELY REMOVED FROM THE GAME**, and should not return to any physical activity until they are assessed medically. Athletes with a suspected concussion should not be left alone and should not drive a motor vehicle.

### RED FLAGS

If ANY of the following are reported then the player should be safely and immediately removed from the field. If no qualified medical professional is available, consider transporting by ambulance for urgent medical assessment:

- Athlete complains of neck pain
- Increasing confusion or irritability
- Repeated vomiting
- Seizure or convulsion
- Weakness or tingling/burning in arms or legs
- Deteriorating conscious state
- Severe or increasing headache
- Unusual behaviour change
- Double vision

#### Remember:

- In all cases, the basic principles of first aid (danger, response, airway, breathing, circulation) should be followed
- Do not attempt to move the player (other than required for airway support) unless trained to do so
- Do not remove helmet/facemask (if present) unless trained to do so.

## HOCKEY TERMINOLOGY

### **Playing the Ball**

Playing the ball is stopping, deflecting or moving the ball with the front of the stick and, in the case of the goalkeeper with any part of the body (except back of the stick) in the circle.

### **Penalty Stroke**

A "penalty stroke" is a push, flick, or scoop of the ball from the penalty spot.

### **Hit**

A "hit" involves a swinging movement of the stick towards the ball.

### **Push**

A "push" moves the ball along the ground by a pushing movement of the stick after the stick has been placed close to the ball. When a push is made, both the ball and the head of the stick are in contact with the ground.

### **Flick**

A "flick" occurs when the ball is pushed and, as a result, is raised off the ground.

### **Scoop**

A "scoop" occurs when a stationary or slow moving ball is raised off the ground by means of a shovel movement of the stick, after the head of the stick is placed slightly under the ball

### **Goal**

A goal is scored when the ball touches an attacker's stick inside the circle, and without leaving the circle, crosses the goal line.

### **Playing Distance**

Playing distance is the distance within which a player is capable of playing the ball.

### **Time-wasting**

Time wasting is any action or lack of action, which prevents play from continuing, or commencing within a reasonable time.

### **Dangerous Play**

Dangerous play is any action, which is dangerous to the player or another player or could lead to a dangerous situation. Such circumstances could include a raised ball, tackling from the "wrong" position, playing the ball when lying on the ground, etc.

### **Misconduct**

Misconduct is rough or dangerous play, any delay, which amounts to time wasting, intentional offences, or any bad behavior.

- **Dangerous Play**

Dangerous play is any action, which is dangerous to the player or another player or could lead to a dangerous situation. Such circumstances could include a raised ball, tackling from the "wrong" position, playing the ball when lying on the ground, etc.

- **Time-wasting**

Time wasting is any action or lack of action, which prevents play from continuing, or commencing within a reasonable time.

## UMPIRES SIGNALS

### **Time Start**

Turn towards the other umpire with one arm straight up in the air.

### **Time Stopped**

Turn towards the other umpire and cross fully extended arms at the wrists above the head.

### **Time Left**

For two minutes, raise both hands straight up in the air with pointing index fingers.

For one minute, raise one hand straight up in the air with pointing index finger.

Once a signal has been acknowledged no further time signal is needed.

### **Hit-in from the side line**

Indicate the direction with one arm raised horizontally; point downwards towards the side line with the other arm.

### **Defensive Hit: for ball over the back line by attacker**

Extend both arms horizontally sideways.

### **Attackers Hit: for ball over the back line by defender**

Point one arm at the corner flag nearer where the ball crossed the back line.

### **Bully**

Move the hands in front of the body alternately up and down across each other with the palms facing each other.

### **Goal scored**

Point both arms horizontally towards the centre of the field

### **Advantage**

Extend an arm high from the shoulder in the direction in which the benefiting team is playing.

### **Dangerous Play and/or Bad Temper**

Stop play and make a calming movement by raising both hands horizontally, palms downward, in front of the body, moving them slowly up and down. Indicate the penalty if necessary.

### **Free Hit**

Indicate the direction with one arm raised horizontally.

### **Five Metre Distance**

Extend one arm straight up in the air showing an open hand with all fingers extended.

### **Penalty Corner**

Point both arms horizontally towards the goal.

### **Penalty Stroke**

Point one arm at the penalty spot and the other straight up in the air; this signal also indicates time stopped.

### **Obstruction**

Hold crossed forearms in front of the chest.

### **Obstruction (third party)**

Alternately open and close crossed forearms in front of the chest.

### **Kicks**

Slightly raise a leg and touch it near the foot or ankle with the hand.



**College**

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