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SENIOR & YOUTH COMPETITION RULES 2024

INTRODUCTION

The Senior and Youth Competition Rules are run in accordance with the rules and regulations listed in this document along with the following:

- The current FIH Rules of Hockey – Outdoor
- Auckland Hockey Code of Conduct
- Hockey NZ Safety Policies
- Hockey NZ Anti-Doping Code
- Hockey NZ Concussion Policy – 2018
- Hockey NZ – National Code of Conduct
- Competition Regulations for Auckland & North Harbour Premier Intercity Hockey (Including Appendices)

These documents are available to be downloaded on the Auckland Hockey or Hockey New Zealand websites

MATTERS NOT COVERED IN THESE REGULATIONS AND AK RULES AND POLICIES

The Auckland Hockey Competition Manager, acting as the “Competition Director”, shall deal with any matters arising that are not specifically dealt with in the regulations below or in the documents above. If possible, the Competition Director should consult with the Auckland GM/CEO, CAG and Administrators to deal with the matter. Any decision reached by the Competition Director will be final.

These Competition Rules will be reviewed annually. Any modifications / amendments to these Rules made through the season, or before the publication of a new version, will be published on the Auckland Hockey website and notification given to the clubs.

TABLE OF CONTENTS

A. COMPETITION ENTRY REQUIREMENTS

- | | | |
|----|-------------------------------|---|
| 1. | Number of Teams in Each Grade | 4 |
| 2. | Grade Entry | 5 |

B. COMPETITION REGISTRATION

- | | | |
|----|---|---|
| 3. | Club Team Registration Fees | 7 |
| 4. | Registration of Teams | 7 |
| 5. | Subsequent Individual Registrations | 8 |
| 6. | Registration Disputes | 9 |
| 7. | Player Eligibility – Premier Reserve | 9 |
| 8. | Player Eligibility for Finals and Promotion/Relegation Matches – Premier Reserve and Division | 9 |

C. PLAYER TRANSFERS

- | | | |
|-----|--------------------------------------|----|
| 9. | Club to Club Transfers | 10 |
| 10. | Association to Association Transfers | 12 |
| 11. | Overseas Player Transfers | 13 |
| 12. | Unfinancial Players | 13 |
| 13. | Transfer Disputes | 13 |
| 14. | The Draw | 14 |

D. GRADING **15**

- | | | |
|-----|--|----|
| 15. | Applicability and Principles for Grading | 15 |
| 16. | Grading – Senior Grade | 15 |
| 17. | Re-Grades | 16 |
| 18. | Interchange Rules | 17 |
| 19. | Number and Grade of Games per Weekend* | 18 |

E. Playing Regulations

20	Uniforms	18
21	Dress Code	19
22	Match Day Requirements	19
23	Players Shirt Numbers	21
24.	Identification of Captain	21
25.	Delay or Cancellation of Games.	21
26.	Auckland Hockey – Local Playing Rules	23
27.	Classification Matches	27
28.	Deferrals	27
29.	GENERAL INFORMATION	28
30.	COMPETITION RESULTS AND RECORDS OF CARDED PLAYERS	30
31.	RECORDS OF CARDED PLAYERS	31

F. Appendices

32.	APPENDIX 1: Guiding Principles	32
33.	APPENDIX 2: Competition Calendar	32
34.	APPENDIX 3: Auckland Competition Format & Draw	33
35.	Appendix 4: Definition of Unavoidable Circumstances for the Delay or Abandonment of a Game After the Designated Start Time	37
36.	Appendix 5 Procedure for the conduct of a Penalty Shoot Out Competition	38
37	Appendix 6 – Youth Rules	42

A. COMPETITION ENTRY REQUIREMENTS

Auckland Hockey aim to create and maintain a hockey environment, which is enjoyable, rewarding and satisfying for all people involved.

1. Number of Teams in Each Grade

- 1.1** There will be open entry for one team per club in Premier Reserve and either 6, 7, 8, 9, 10, 11 or a maximum 12 teams Division 1, 2 & 3 grades and the bottom grade which is made up of the remaining teams.
- 1.2** The top grade will be the Intercity Premier grade and thereafter the grades will be Intercity Premier Reserve, Divisions 1, 2, 3, 4, 5, 6 etc.

2. Grade Entry

- 2.1 All clubs are entitled to enter teams according to their previous seasons final placings in the League, provided that:
- A Club may enter only one team in a Premier & Premier Reserve grades; and
 - A Club may enter a maximum of two teams in all grades (other than Premier & Premier Reserve) except for the bottom grade which is made up of the remaining teams.
- 2.2 The final placings in the **League** will be published by Auckland Hockey office by 20 December in each year.
- 2.3 The competition format is based on the very strong premise or expectation that the clubs will support the integrity of the competition format and the entitlement to entry in a grade as outlined above. If clubs need to cater for growth in player numbers, new teams will be entered in the lowest grade. When entering two teams in one grade eligible(where entitled to) or multiple entries at the lowest level, the club shall rank its teams.

Exception for 2024: with the expansion of Division 1, 2 and 3 to 12 teams, clubs who do not currently have teams in those grades can apply to take up 1 of the 2 additional slots. Priority will be given to the club with the highest ranked team in the grades below..

- 2.4 If there are still spaces available after all clubs who don't have a team in that grade have declined, spaces will be offered to remaining clubs using the below process;
- 2.4.1 For clarification Clubs will be entering a new team and will not lose their entry entitlement in the lower grade.
- 2.4.1.1 If a club does not take up an entry in a grade as entitled, then the first eligible club in the next lower grade gets offered the entry. If that club declines, then the next eligible club is offered the entry until the entry is filled.
- 2.4.1.2 If a club wishes to move down a grade and has a suitable reason/s that is/are aligned with the Principles* that the Competition Advisory Group (CAG) followed when setting the competition format, then the top team in the grade below that is eligible to be promoted will be offered the chance for promotion. If the top eligible team declines, then the offer will be extended to the next eligible team and so on until a team accepts, or until all teams in the lower grades have declined the opportunity for promotion.

- 2.5** A similar process will be used for clubs who request to move up a grade, only it will be the lowest ranked eligible team in the grade above who will be offered the first opportunity for relegation.
- 2.5.1 These processes will occur as soon as a club requests a grade change to allow certainty for clubs when holding trials (especially in regard to which day they are playing on).
- 2.5.2 To finally determine entries, there will be a trading day, if required, to be attended by representatives from all clubs. Should a club wish to enter a grade that differs from its entitlement, it must present its case on the trading day and work with all clubs to try and secure its desired entry.
- 2.6** Principles followed by the **CAG** upon which competition format was established:
- Integrity of competition
 - Strong competition
 - Effective administration
 - Communication
 - Transparency
 - Consistency
 - Certainty

B. COMPETITION REGISTRATION

3. Club Team Registration Fees

- 3.1 **PAYMENT:** Payments will be required to be paid in instalments which will be advised by the AK Hockey office. Due dates for these payments are set by Auckland Hockey each year and are outlined in Appendix 2.
- 3.2 **LATE PAYMENT FEES:** Please note that payments not received by Auckland Hockey by the final due date will incur a 2.5% late payment fee on the outstanding balance. If the outstanding balance remains unpaid 2 weeks after the final due date the clubs highest grade team will be docked 1 competition point for each week that the fees remain outstanding.
- 3.3 **LATE ENTRY FEE:** Any teams entered after the closing date will incur a late entry fee of \$100 + GST. This fee may be waived at the discretion of Auckland Hockey.

4. Registration of Teams

- 4.1 **RULE:** All clubs must register all their Club players participating in competitions. A player may be registered with one club and one team only. A player cannot participate in a match unless they are registered with Auckland Hockey.
- 4.1.1 Players who have played hockey for New Zealand or in NHC (Tier One) within the last two years must be registered as Premier players, unless dispensation is granted by the AK Hockey GM, in consultation with the **CAG**.
- 4.1.2 Players who have been deemed to be not transferred cannot be registered, and will not count towards the minimum number of players required in the team.
- 4.2 **PROCEDURE:** Clubs must check that all players are registered in PlayHQ and allocated to their regular playing team by 5.00PM of the Thursday prior to the first League match of the season. Player Registrations will consist of all data required for the Play HQ registration system, including details such as full name, email address, date of birth and contact phone number. There must be at least 13 players registered in a Premier team and a minimum of 12 players registered in all other teams.
- 4.3 **PENALTY:** A team will not be eligible to gain competition points if registrations are not completed in the manner and by the time as described in the Procedure. This will be done on an individual team basis.
- 4.3.1 The first League match of the season for each grade is the date shown in the competition calendar of dates as the first League match for the relevant grade.
- 4.3.2 The points earned by a team that is not registered by the time as described in the Procedure will **not** be returned once the registrations are received.

5. Subsequent Individual Registrations

- 5.1 PROCEDURE:** Any player not originally registered with a team may be registered after the commencement of the season by completing a PlayHQ Registration by 12.00PM of the Friday prior to the match that player will be eligible to play.
- 5.2** In Premier Reserve, Division 2 and Division 4, no late player registration will be accepted after 12.00PM on the Friday prior to the second to last game of the second League round robin unless dispensation is granted by the Competition Manager, in consultation with the GM/CEO and CAG. For all other grades with Championship and Minor Championship grades no late player registration will be accepted after 12.00pm on the Friday prior to the second to last game of the Championship/Minor Championship rounds unless dispensation is granted by the Competition Manager, in consultation with the GM/CEO and CAG.
- For Intercity Premier Grade please refer to the intercity rules.
 - The following is a non-exhaustive list of factors that are considered by the Competitions Manager in consultation with the GM/CEO and **CAG** when determining a late player registration **dispensation**:
 - Injuries to/unavailability of players;
 - Ability of player requesting registration;
 - The player's history with the club (and team);
 - Whether the Club has a team in the immediate grade below, and the Club's ability to bring-up players from the next-ranked team below;
 - The Club's ability to bring-up Youth team players.

The reason for the list is to help guide clubs when applying for dispensation. It is important to note that the list of factors will be considered as a whole and not in isolation (i.e. it is not a simple "tick-the-box" exercise); and that dispensations will only be granted in exceptional circumstances.

- 5.3** PENALTY: An email will be sent to a club's Club Secretary to notify them that an unregistered player has played for a team. The offending team has 5 working days (working days are considered to be Monday to Friday except public holidays) to have the player register in PlayHQ regardless of whether the player plays again for the team or not.

- 5.3.1 The team is deemed to have lost the initial match by default regardless of whether or not the club registers the player within 5 working days. Default means the game is scored as a win for the opposing team regardless of the final score if the game is played, and League/Final points are awarded accordingly. The team is also deemed to have lost by default any subsequent matches until the player is correctly registered. The points earned by a team playing with an unregistered player(s) will not be returned once the registration(s) is (are) received.

- 5.3.2 Subsequent offences by the unregistered player will incur further suspension of the team playing an unregistered player subject to a judicial hearing.
- 5.3.3 The effect of a suspension is that the suspended team may continue to play in the competition but that team is deemed to have lost each game by default while the suspension is in effect.

6. Registration Disputes

- 6.1** There may be times when, as a result of Club or AK Hockey administrative deficiencies or miscommunication or unforeseen circumstances, registration is not completed as required. The Competitions Manager in consultation with the GM/CEO and/or CAG has power to act as an arbiter and, upon compelling argument being presented by the penalised Club can, if it believes it to be equitable, waive penalties.

7. Player Eligibility – Premier Reserve

- 7.1** A player must be aged 15 years or older. They are eligible to play in this grade from their 15th birthday.

8. Player Eligibility for Finals and Promotion/Relegation Matches – Premier Reserve and Division

- 8.1** Maintaining the integrity of the competition is paramount. A player must play (i.e. be on the match card and take the field) for a **minimum of 5 games** during the league for that particular team to be eligible to play in Finals/Playoff matches and Promotion/Relegation matches. The 5 games must be played over five different weekends.

This rule change will apply to all senior grades below Premier. (Please note that the Intercity document outlines the criteria as to player eligibility for finals in terms of the Premier grade).

- 8.2** Notwithstanding this rule, late player registration dispensations may still be granted, and those who receive a dispensation will be eligible to play in the Playoff Championship Matches and Promotion/Relegation matches despite not having met the 5 game minimum during the first two rounds. As mentioned, late player registration dispensations will only be granted in exceptional circumstances.
- 8.3** It should be noted that if a player registers prior to the Late Player Registration cut off but there are less than five games remaining in the first two rounds of the season, this player will be eligible to play those final four matches of the second round; however; if they wish to be eligible to play in the Playoff Championship matches and

Promotion/Relegation matches, they will need to apply for a late player registration dispensation.

C. PLAYER TRANSFERS

9. Club to Club Transfers

- 9.1 A player who has played for an AK Hockey Affiliated Club (“Club”) and wishes to transfer to another Club, must adhere to the following CLUB TO CLUB TRANSFERS provisions:
- 9.2 **RULE:** Any player requiring a transfer from a previous Club may not take the field unless a transfer has been completed on the AK Hockey system by 12.00PM on the last working day prior to the match that the player will be eligible to play unless dispensation is granted by the AK Hockey Competitions Manager in consultation with the GM/CEO and/or the **CAG**. However:
- 9.2.1 In Premier and Reserve Grade please refer to the relevant Intercity rules.
- 9.2.2 In Premier Reserve and Divisions, no club to club transfers will be accepted after 12.00PM on the Friday prior to the second to last game of the second League round robin or second to last game of the championship/minor championship round unless dispensation is granted by the Competitions Manager in consultation with the GM/CEO and/or CAG.
- 9.2.3 All players who wish to transfer Clubs, no matter what grade (i.e. Senior and Youth), and has played for another club within the past 5 years; are required to complete a club to club transfer. This is to avoid duplicate records on the database.
- 9.3 **PROCEDURE:** A player who has previously been registered with another Club cannot be registered with a new Club until the transfer has been completed and received by the Auckland Hockey Office via the advised process within Play HQ.
- 9.3.1 **NOTIFICATION:** Date of notification of a transfer request will be the request date shown in Play HQ
- 9.3.2 **RESPONSE:** The Club receiving a request for transfer must respond by approving or declining the request within seven days of the date of the notification in PlayHQ. If no action is taken after 7 days the transfer is automatically approved in PlayHQ.
- 9.4 **WITHDRAWAL OF DISPENSATION:** If information is brought to the attention of AK Hockey GM suggesting there have been deficiencies in the transfer system or communication between Clubs and players and that a transferring player remains unfinancial with the transferring Club

or has a uniform outstanding, then the AK Hockey GM can, if considered appropriate, at any time by notice in writing by email to the club who requested the transfer withdraw the dispensation by AK Hockey GM allowing an individual to play without penalty and shall advise what must be done for transfer to be completed.

9.5 PENALTY: A team will be deemed to have lost the match by default if, after receipt of notice from AK Hockey GM of withdrawal of dispensation and before transfer is completed in accordance with AK Hockey GM advice or before transfer is completed via the data-base system, they field a player whose dispensation to play has been withdrawn. In addition, a further three points will be deducted from the team's competition points.

9.6 RECEIPT OF CONFIRMATION IN WRITING OR NOTICE: Confirmation in writing from the AK Hockey GM (see Dispensation) or notice in writing from AK Hockey GM (see Withdrawal of Dispensation) shall be deemed received when acknowledged by e-mail and the receiving Club by return email.

9.7 ACTION REQUIRED IF TRANSFER DECLINED: If a transfer is declined, the Club declining the transfer must within the timeframe, in addition to entering a decline on the transfer list, advise the requesting Club in Play HQ of the reasons for declining the transfer eg fees outstanding, uniform or gear needs to be returned.

9.8 PENALTY: A team will be deemed to have lost the match by default if they field a player whose transfer has not been completed in accordance with these rules. In addition, a further 3 points shall be deducted from the team's competition points.

9.8.1 The points earned by a team playing a player(s) whose transfer has not been completed in accordance with these rules will not be returned once the transfer is completed.

10. Association to Association Transfers

10.1 A player who has either:

- (i) played for a Club and wishes to transfer and be registered to another club which is not affiliated with AK Hockey (i.e. a club affiliated with another association within New Zealand); or
- (ii) played for a club which is not affiliated with AK Hockey (i.e. a club affiliated with another association within New Zealand), and wishes to transfer and be registered to a Club,

must adhere to the following ASSOCIATION TO ASSOCIATION TRANSFERS provisions:

10.2 **RULE:** Any player cannot play for a Club in another Association or an Auckland Club until an Play HQ transfer via the Hockey NZ system has been completed.

10.3 **PROCEDURE:** A player who has previously been registered with another Association cannot be registered with Auckland Hockey until the transfer has been completed via Play HQ and received by the Auckland Hockey office. The transfer must be accepted by the club they are leaving, the Association they are leaving, the Club they are transferring to and the Auckland Hockey Association and approved by the AK Hockey Competitions Manager, in consultation with the GM/CEO and/or **CAG**. The transfer must be completed prior to 12.00PM on the Friday prior to the match. In addition:

10.3.1 In Premier Grade refer to the intercity rules.

10.3.2 In Premier Reserve and Divisions, no Association to Association transfers will be accepted after 12.00PM on the Friday prior to the fourth to last game of the second League round robin or fourth to last game of the Championship / Minor Championship round unless dispensation is granted by the Competition Manager, in consultation with the GM and **CAG**.

10.3.3 All players who wish to transfer Associations, no matter what grade (i.e. Senior, Youth), and have played within the last 5 years; are required to complete a transfer via Play HQ or other means of written confirmation from their prior Association if the player is not previously registered in Play HQ.

10.3.4 Temporary approval for playing one match shall only be given to players, where the transfer has been approved (in any order) by the club they are leaving, the Club they are transferring to, and the association they are leaving.

10.4 PENALTY: A team will be deemed to have lost the match by default if they field a player whose transfer has not been completed in accordance with these rules. In addition, a further 3 points shall be deducted from the team's competition points.

10.4.1 The points earned by a team playing a player(s) whose transfer has not been completed in accordance with these rules will not be returned once the transfer is completed.

11 Overseas Player Transfers

11.1 An overseas player (who has never been previously registered with an Auckland Club, or another HNZ affiliated association), is required to obtain a clearance from their overseas club in the form of a "no-objection" email from a person of standing within their overseas club (i.e. president, secretary, club captain etc). The email must simply state that the overseas club has no-objection to the person playing in the Auckland competition, and it must be provided to AK Hockey prior to 12.00PM on the Friday prior to the match.

11.2 Only overseas players registered in Premier and Premier Reserve grades will be required to comply with this rule.

11.3 The same time limits and cut-off dates that apply to club to club transfers, and association to association transfers, also apply to overseas player transfers.

11.4 The Auckland Club and the player in question will be responsible for completing the email and providing it to AK Hockey.

12 Unfinancial Players

12.1 RULE: Clubs shall advise Auckland Hockey of any players who have not fulfilled their financial obligations to the Club.

12.2 PROCEDURE: A register will be kept by the Auckland Hockey Office of players who have not met their obligations with a club. Notification will also be sent to Hockey New Zealand.

12.3 PENALTY: The AK Hockey Competition Manager will not action a transfer if a player's name is on the above mentioned register. Unfinancial players are not eligible for representative selection until their obligations are settled.

13 Transfer Disputes

13.1 PROCEDURE: In some cases, there are genuine disputes between a player and the Club from which they are endeavouring to obtain clearance. The AK Hockey Competitions Manager, in consultation with the GM/CEO and/or **CAG**, has the power to act as arbiter and is able to, and should, allow a player to take the field for the new Club without clearance from the old Club if it believes this is equitable, and if compelling argument is presented by a penalised club, can, if it believes it to be appropriate, waive penalties.

13.2 **UNFINANCIAL PLAYER**: In such cases it is recommended that the new Club is required to accept financial responsibility for the player and that the new Club will be required to guarantee any amounts due to the old club.

13.3 **CLUB ADMINISTRATION**: In some cases, a player is unable to gain clearance because of administrative deficiencies in the Club from which he or she is transferring. The AK Hockey GM, in consultation with the **CAG**, has the power to allow that person to play without prior clearance if it believes it is equitable. The AK Hockey GM will act to ensure the deficiency is settled without delay.

13.4 In both circumstances the AK Hockey GM can at any time withdraw the dispensation allowing an individual to play without penalty, if information comes to the attention of the AK Hockey GM suggesting that this would be appropriate

14 The Draw

14.1 The Auckland Hockey office, in conjunction with the **CAG**, is required to prepare the draw. The draw will be communicated to clubs upon completion.

14.2 The draw should be determined by a formula so that it is dependent on rankings or some random allocation of teams and cannot be manipulated by an individual. The following principles will guide the development of the draw and the allocation of playing times and locations:

- all Premier finals and high crowd drawing matches should be located at Lloyd Elsmore Hockey Stadium;
- social grades should not consistently be given the less favourable playing slots;
- the season draw should be set in place as early as possible to help players plan their year;
- the club versus club format should be retained where at all possible;
- Representative Hockey matches should be scheduled on a Sunday.

14.3 Based on the number of entries the following details of how the draw is formulated can be found in 34 APPENDIX 3: Auckland Competition Format & Draw

D. GRADING

15 Applicability and Principles for Grading

15.1 The rules in this section apply to the grading of players in the following grades:

- Premier, Premier Reserve, Divisions (“Senior Grade”)

15.2 When grading the following principles will be applied:

- No player may play in any team lower than that in which he or she is registered.
- For Premier Intercity teams please refer to the Premier Intercity Rules
- For Premier Reserve a minimum of 13 (thirteen) players must be registered per team.
- For Division Teams, a minimum of 12 (twelve) players must be registered per team.
- Any player who has not correctly completed the transfer process (as prescribed in the Player Transfers section of these Rules), is deemed not to have transferred and cannot be registered; and therefore, that player will not count towards the minimum number of registered players required by a team.

16 Grading – Senior Grade

Grading in regard to a club’s third ranked team and team/s below that third ranked team

16.1 Each player in a club’s second ranked team (and team/s below that second ranked team) can play an unlimited number of times in the club’s next highest ranked team.

- For example: In the situation of a club having a Premier team, a Premier Reserve team and a Division 1 team; the Division 1 team would be considered the club’s third ranked team, and each player registered in the Division 1 team is permitted to play up into the Premier Reserve team (which, in this example, is considered the club’s next highest ranked team).

Note: The intention of the following rules (and examples) is to clarify what is meant by the phrase “the club’s next highest ranked team” and this is dependent upon what teams a club may have.

16.2 Where the next highest ranked team plays in a grade in which the club has multiple teams, the next highest ranked team will be regarded as any of the club’s teams playing in that grade.

For example: In the situation of a club having a Premier team, a Premier Reserve team, two Division 1 teams (D1A and D1B) and a Division 2 team;

each player registered in the Division 2 team is permitted to play up into either the D1A team, or the D1B team, unlimited times. In this example, both the D1A and D1B are considered the club's "next highest ranked team" in regard to the Division 2 team.

- 16.3 Where the team in which the player is registered plays in a grade in which the club has multiple teams in a grade, the next highest ranked team will be regarded as any of the club's higher ranked teams playing in that grade or in the next highest grade.

For example: In the situation of a club having a Premier team, a Premier Reserve team and two Division 1 teams (D1A and D1B); the club therefore has multiple teams in a grade (Division 1). For a player who is registered in the D1B team, the "next highest ranked team" would be either D1A (because D1A is the club's higher ranked team playing in the same grade as D1B (i.e. Division 1)), or, the Premier Reserve team (because the Premier Reserve team is the team "in the next highest grade" in this example situation).

- 16.2.1 Where the next highest ranked team plays on the same day as the team in which the player is registered (not being a team in a grade where the club has multiple teams as covered by 3. above), the next highest ranked team may be regarded as either the club's next highest ranked team playing on the same day or the club's team playing in the next highest ranked grade playing on a different day.

*For example: In the situation of a club having only a Premier team, a Premier Reserve team and a Division 2 team; the Premier Reserve team and Division 2 team will play on the same day. For the player who is registered in the Division 2 team, the "next highest ranked team" can be regarded as **either** the Premier Reserve team (which is the club's next highest ranked team playing on the same day), **or**, the Premier team (which is the team playing in the next highest ranked grade playing on a different day).*

17 Re-Grades

- 17.1 The AK Hockey Competition Manager, in consultation with the GM/CEO and/or **CAG**, may re-grade any player, who in its opinion, is unable to achieve or is exceeding the playing standard of the grade in which that player is registered. The Competition Manager, in consultation with the GM/CEO and/or CAG will regrade a player that is not playing the majority of their games in their registered team .i.e. If you are registered in a Premier Reserve grade the majority of your games must be for this team but you can play up to Premier Grade when required. If the majority of your games are not being played in your registered team then the Competition Manager will regrade you to the correct team. All registrations will be checked every month and any regrades communicated with the club.
- 17.2 If a club wishes to re-grade a player due to changing circumstances, the club must apply to the AK Hockey Competition Manager. Players may be re-graded down once only within a single season (unless they can provide exceptional circumstances), and thereafter they must play the remainder of the season within the lower grade.

An example of an exceptional circumstance may be for a player who is returning from injury or illness and requests a re-grade down. After a few weeks at the lower level, they may regain their confidence to play in their original grade and request a re-grade back up to their original grade.

17.3 All re-grading must be approved by the AK Hockey Competition Manager, in consultation with the GM/CEO and/or **CAG**, with players being unable to play in their revised grade this is received.

17.4 The conditions that a re-grade must meet are:

- A completed re-grade form must be submitted to the AK Hockey Office for approval by the AK Hockey Competitions Manager.
- Re-grade applications not on an AK Hockey re-grade form will not be approved.
- Acceptable reasons for re-grades include: Injury, changing work circumstances, playing as goal keepers, loss of confidence.
- Re-grades will be approved by the AK Hockey Competition Manager, in consultation with the GM/CEO and/or **CAG**, and sent to the Club Secretaries weekly.

17.5 Re-grades to a lower grade will not be approved after 12.00PM on the Friday prior to the fourth to last game of the second League round robin (for Premier Reserve and Division grades, for Premier refer to the intercity rules); unless dispensation is granted by the AK Hockey Competitions Manager, in consultation with the GM/CEO and/or **CAG**.

18 Interchange Rules

18.1 Where a Club has two or more teams registered in the same grade, the Club shall nominate one team the A team, the next the B team (and so on). AK Hockey will assign team rankings if a Club fails to do so.

18.2 The players in the lower team may play up into the higher team, but the players in the higher team may not play down into the lower ranked team.

Note: That the team match card must identify when a player is playing for a team other than the team they are registered in.

18.3 **PENALTY:** Any team that plays a wrongly graded player or wrongly ranked interchange player will be deemed to have lost the match by default.

18.4 **REGRADE AND INTERCHANGE DISPUTES:** There may be times when, as a result of Club or AK Hockey administrative deficiencies, miscommunication or unforeseen circumstances, a team plays a wrongly graded player. The AK Hockey GM, in consultation with the **CAG**, has power to act as arbiter, and upon compelling argument being presented by the penalised Club can, if it believes it to be equitable, waive penalties.

19 Number and Grade of Games per Weekend*

- 19.1 *For this regulation, a weekend is defined as Friday to Sunday.
- 19.2 A Senior player must play the majority of games for their registered team and may participate in no more than two (2) games per weekend one of which must be for their registered team. The Competition Manager, in consultation with the GM and CAG, can regrade any player not playing the majority of their games in their registered team. Refer to rule 17.1
- 19.3 All Youth players can play up into any Senior Division grade an unlimited number of times but may only play 1 Senior Division game per weekend.
- 19.4 All Youth players who are over 15 years old as at 1st April of the current season may play up to Premier Reserve a maximum of 3 games a season but may only play 1 Senior game per weekend.
- 19.5 Youth players may only play two games per weekend which may include only 1 Senior Grade game. One of the two games must be for their registered team.
- 19.6 A Youth player may play: a Youth game and a Senior game or 2 Youth games (subject to the Interchange Rules) per weekend.

E. Playing Regulations

20 Uniforms

- 20.1 **RULE:** Each club must register all playing uniforms with the AK Hockey Competition Manager. All club team members must play in that uniform. 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 centimetres in height and in a colour that is easily distinguishable from the shirt.
- 20.2 **PROCEDURE:** The Auckland Hockey Office will maintain a register that includes photos of the registered uniforms. The AK Hockey Competition Manager will send the uniform photographs out to the Club Presidents who reserve the right to accept or reject a uniform presented for approval.
- Where the uniforms of two clubs are sufficiently close that there is a possibility of confusion by players or umpires it is recommended that an alternate uniform is worn. **The away team to wear the alternative uniform.** If you are playing at a neutral venue then the team on the left-hand side of the draw will be required to wear an alternative uniform. It is recommended that all Premier teams have an alternative uniform available on a match day.
- 20.3 **SPONSORSHIP ON UNIFORM:** Players may wear sponsorship logos on their playing shirts, skirts/shorts and socks. The sponsor's logo can only appear once on each item of clothing. The size of the logo shall not exceed 20 square centimetres. The player's number must be clearly visible and not impaired by the sponsorship logo.

- 20.4 PENALTY: Any club that wears a uniform that has not been registered and sanctioned by the AK Hockey Competitions Manager, in consultation with Club Presidents, will be in breach of this rule. Once such a breach comes to the attention of the AK Hockey Competitions Manager they shall give the offending club the opportunity to remedy the deficiency. If the Club does not register the offending uniform and gain approval by AK Hockey, in conjunction with Club Presidents, by the date set the team may lose points.
- 20.5 AK Hockey Competitions Manager will suspend any team that continues to wear the unregistered uniform. The effect of a suspension is that the suspended team may continue to play in the competition, but that team is deemed to have lost each game by default while the suspension is in effect.

NOTE: The AK Hockey Competitions Manager accepts that it is often necessary, due to cost; to have several uniforms in circulation that are fundamentally the same but perhaps differ in shade, fabric or trim. Where possible, players in one team should wear the same basic uniform. All uniforms must be registered with the AK Hockey Competitions Manager. The objective is to ensure new uniforms that are significantly different are registered before use.

21 Dress Code

- 21.1 All participants and umpires are required to adhere to appropriate dress standards. Players are to ensure they are wearing the correct club uniform i.e. Shirt, skirt or shorts, and pulled up socks.
- 21.2 Players are not allowed to wear hard peaked caps.
- 21.3 Mouth guards and shin pads are **compulsory** for all field players. Goalkeepers must wear appropriate protective gear (minimum: helmet, chest protector, hand protectors, groin/pelvic protector, leg guards and kickers).
- 21.4 Any players found not to be complying with this rule may be sent from the field by the umpire (and may be substituted) and will not be allowed to return until they have rectified the issue.

22 Match Day Requirements

22.1 MATCH DAY REQUIREMENTS

For Intercity Premier and Reserve please refer to the relevant Intercity Rules.

Playing Cards

RULE: All teams must ensure their match day squad is selected online via Play HQ prior to the match. Line-ups will be published to the public participant site as soon as they are selected and saved. Line-up selection will remain when the game is live or final. There will not be physical match cards for teams to fill in. Play HQ online cards will be the official match card format.

Umpires will submit a record of penalty cards and points issued in a match to

Auckland Hockey.

All players, including any fill-in player(s), must be registered and selected in Play HQ on the relevant match day. A maximum of sixteen (16) players are permitted including one (1) Goalkeeper.

- The captain and player shirt numbers must be identified on the Play HQ electronic card.
- A player cannot be prevented from playing simply by virtue of their name being left off the Play HQ electronic match card at the commencement of the match provided the umpires agree that person is a registered player and the player's name is added to the Play HQ electronic card before the end of the match.

22.2 PRE-MATCH PROCEDURE

It is up to the Team Manager to ensure their team line-up is selected within Play HQ prior to the commencement of the game with correct shirt numbers allocated. Umpires appointed to matches will record any penalty cards and player team and shirt numbers only. Team Managers have sole responsibility to check prior to the start of the match that the Play HQ electronic card has been completed properly and if it hasn't it is required that the deficiency be remedied.

In all cases, if the Play HQ electronic match card has not been submitted or proven to contain false player information, the result will see the offending team defaulted from the match.

The exception to this is if the Play HQ system is not working and the electronic match card cannot be completed online through no fault of the players or Manager. The match should proceed on time and a surrogate card completed as best as can be managed, at the discretion of the umpires.

In the event that the Play HQ system is not working, both captains are to sign the surrogate card to confirm the result of the match.

Any Team Manager or Captain comments relating to the match must be submitted via email to the Competitions Management team at comps@akhockey.org.nz

22.3 POST MATCH PROCEDURE

Both teams are to enter and/or ensure the correct result has been recorded via PlayHQ. Teams are encouraged to submit their Goal Scoring and Penalty Cards themselves into Play HQ.

NOTES: The AK Hockey Competitions Manager relies on Play HQ electronic match cards being filled in properly to identify players who are playing in inappropriate teams or who are issued with red, yellow or green cards.

22.4 PENALTY

If an electronic match card has not been completed correctly or is subsequently found to be incorrect that team will be found to have lost the match by default. Teams can appeal to the AK Hockey GM, in consultation with the CEO, Judicial Commissioner and AKH Staff, and they have power to act as an arbiter and, upon compelling argument being presented by the penalised Team can, if it believes it to be equitable, waive penalties.

23 Players Shirt Numbers

23.1 PROCEDURE: The umpires may prevent players taking the field if the player 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.

23.2 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 from the AK Hockey GM.

24. Identification of Captain

- RULE: All grades must clearly identify their Captain by a ribbon or arm band.
- PROCEDURE 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

25. Delay or Cancellation of Games.

- MATCH DEFAULTS
 - PROCEDURE: A team unable to fulfil their playing responsibilities and intending to default must notify the Auckland Hockey Office in writing by 5.00PM on the Thursday prior to the game so the opposition and umpire(s) can be notified. The defaulting team/club will pay \$500 which will cover the full turf costs for that match, AKH admin cost and match fee of the opposition. The default result will be recorded as a 3 point win with a 3-0 scoreline. From the \$500 penalty fee \$250 will be passed on by AKH to the opposition team defaulted against.
 - PENALTY: Any team that fails to notify the Auckland Hockey Office in writing by 5.00PM the Thursday prior to the game of their intention to default will, in addition to the default result and penalty payment of \$500 as detailed in the procedure,

- also have a further deduction of 3 competition points from their team result.
 - Any team that defaults TWO games during a season will be withdrawn from the competition by the AK Hockey GM for the remainder of the season.
 - DEFAULT DISPUTES: There may be times when as a result of Club or AK Hockey administrative deficiencies, miscommunication or unforeseen circumstances penalties under this rule for match defaults are imposed. The AK Hockey GM, in consultation with the **CAG**, has power to act as arbiter and, upon compelling argument presented by the penalised Club can, if it believes it to be equitable, waive penalties.
- DELAY OR ABANDONMENT DUE TO UNFORESEEN CIRCUMSTANCES
 - See Appendix E4 for the definition of reasons for the delay or abandonment of matches on the Game Day
 - See Section 26. Auckland Hockey – Local Playing Rules for the treatment of stopped time due to a delay or abandonment.
- REPLAYING OF ABANDONED MATCHES
 - Clubs must try to reschedule the match by mutual agreement by 5.00PM of the Wednesday following the abandonment
 - Clubs must both advise AK Hockey office in writing to comps@akhockey.org.nz by 5.00PM of the Wednesday following the abandonment of the date, time and venue for the rescheduled matches
 - AK Hockey must advise by return email by 5.00PM Thursday its agreement to the date, time and venue of the rescheduled match
 - If Auckland Hockey do not agree with the proposed date, time and venue for the rescheduled match, they must advise the clubs by return email by 5.00PM Thursday why the date, time and/or venue are not suitable and AK Hockey will then set the date, time and venue and the clubs will have no right of appeal
 - If the clubs are unable to reach a mutually agreeable date, time and venue for the rescheduled match by 5.00PM Wednesday, they must notify AK Hockey as such in writing to comps@akhockey.org.nz at which point AK Hockey will set the date, time and venue for the match to be replayed and the clubs will have no right of appeal to the date, time and venue set by AK Hockey
 - Matches rescheduled due to weather will be played at 7pm at Lloyd Elsmore Park the Sunday following the scheduled match day unless otherwise agreed between the clubs and AK Hockey.

26. Auckland Hockey – Local Playing Rules

Auckland Hockey 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:

26.1 Game Duration

- All Senior games will be adopting 17-minute quarters. with intervals of:
 - 2 minutes between periods 1-2 & 3-4
 - 5 minutes between periods 2-3 (half time)
- All Youth games will play 4 x 15 minute quarters with a 2 minute quarter breaks and a 5 minute half time break.
- Note to assist in the adherence to time allocations, and at their discretion, the Umpires may start the game clock for period /halftime before the start of actual play if the players have not taken the field. The actual game will then commence on the blowing of a whistle by the Umpires in the normal manner.

26.2 Stopping time

- Once a match has commenced, time is not stopped under any circumstances
- If a match starts late, it must still finish at the designated time
- The game is deemed to have finished when the watering cycle commences, or the lights go out
- The result may be appealed subject to the conditions in clause 5 below if:
 - the watering cycle commences or the lights go out less than 75 minutes after the designated start time of the match,
 - 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); flooding, lightning storm, or insufficient light – for further information, see the Appendix 4 “Definition of Unavoidable Circumstances”
- Either of the involved Clubs may appeal to the AK Hockey Competitions Manager for the match to be replayed under the following conditions:
 - If between five and ten minutes’ playing time is lost, and the final score is one goal or less between the teams
 - If more than ten minutes’ playing team is lost
 - If less than five minutes’ playing time is lost, there is no right of appeal
 - These times exclude any time lost due to the game starting late
- Subject to clause 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

26.3 Goalkeepers

- For matches in all Senior grades:
 - In line with the 2019 FIH rules, the option of a player with goalkeeping privileges has been removed. A team must play with either a fully-equipped goalkeeper, or with only field players
 - 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

26.4 Variations to local rules introduced as a result of the “Auckland & North Harbour Premier Intercity Hockey” Competition from the 2019 season.

- The intercity completion format rules allow for stoppages during the game, including the stopping of the game clock, and could result in the delay of start of a game in a lower grade. Where this occurs, the following clauses apply:
 - Subsequent matches will either start on time, or 5 minutes following a delayed match being completed to allow for a warm up period and changeover of teams in the dugouts.
 - If the next game's new start time is over 30 minutes later than the originally scheduled time, due to any reason, then that game is to be rescheduled.
 - The intent of this clause is to minimize the “snowball” effect of a delay of start to a maximum of 30 minutes, the delay will then be reduced through subsequent games until the correct start time is restored.

26.5 Abuse and Foul Language

- Players, Coaches, Managers or Team Officials who are abusive or use foul language on or in the vicinity of the field of play may be temporarily suspended and points awarded in respect to cards issued for offences. Umpires are to use their discretion, within the guidelines, as to the appropriate length of the suspension. These cards will be recorded and the individuals who consistently offend may be required to appear before the Judicial Committee who may impose whatever penalty/suspension they consider appropriate.
- Points received for abuse and foul language are included in the overall accumulation of personal penalty points and will also be monitored separately with the appropriate penalties.

1. Points recorded against players for abuse and foul language.

- i) Demerit points gained from cards specifically for abuse and foul language will be recorded as such.
- ii) Individual players who reach 6 points specifically for abuse and foul language will be advised in writing that they have been automatically suspended for at least one match. Further action may be approved by the Judicial Committee.

iii) Any further 3 points awarded will result in a judicial hearing and further punishment being awarded.

2. Points recorded against teams for abuse and foul language.

i) Total team demerit points gained from cards specifically for abuse and foul language will be recorded.

ii) Teams who reach 12 points specifically for abuse and foul language: including coaches, managers and team officials, will be advised in writing that they have automatically deducted 4 competition points.

iii) If a team reaches 18 points, an additional 8 points will be deducted

iv) If a team reaches 24 points, the club will be requested in writing to attend a Judicial Hearing for the Judicial Committee to decide any further punishment, points deduction, game forfeiture, finals cancellation, monetary fine or other punishment deemed appropriate.

Abuse and Foul Language Guidelines

The following table will be used by Umpires in the awarding of penalties under the "Abuse and Foul Language" policy:

Swearing out loud to self or team mates	Green card – 1 point
Swearing or abusing at an opposition player	Minimum Green card – 2 points
Swearing or abusing a match official	Yellow card Points at discretion of official
Repeated acts of swearing or abusing	Card and Points at discretion of official

26.6 Duration of a “Match” for the Issuing of Penalty Cards under the AK Hockey Code of Conduct

- For clarification, under the Auckland Hockey Code of Conduct, “a card can be awarded by umpires to any Participant associated with the team during a match (which is defined as the period 30 minutes prior to the start of a match until 30 minutes after the match has ended).”

26.7 Role of a Match Manager and Judge

The Match Manager is appointed by the GM, Community Competitions Manager and/or AHUA Appointments Panel to oversee and manage the smooth running of the match, working with Umpires and Team Managers to ensure matches run in accordance with the Rules of Hockey and Auckland Hockey Regulations.

Pre-Match responsibilities

- Get Technical Kit and Match Sheet (incl Card & Injury forms) and check for:
 - Player numbers – shirt numbers & number of players in each team
 - Captain & both GKs (if more than 16 players)
 - Players playing up a grade
- Check the pitch, goals & scoreboard and liaise with Venue/Duty Manager re watering & lights
- With the Team Managers the Match Managers:
 - Check and confirm the Match Sheet and make any amendments
 - Check colours – shirts, socks and GKs for potential clashes (home team changes)
 - Check that all players have mouth guards and shin pads
 - Check and identify the 4 Team staff in the dugout – 2 coaches, 1 manager & 1 medic
 - Collect the match balls from both teams
 - Ensure players & umpires are ready so the match starts on time.

During the match, Match Managers ensure that all details such as goals, substitutions, stoppages, quarter and half time breaks as well as any suspensions are managed and recorded correctly - and that all participants conduct themselves properly. The Match Manager will also keep an eye on player equipment during matches and test and/or report any equipment that they suspect might not comply. In the event of adverse weather conditions, Match Manager are authorised to suspend games if necessary - refer appendix 4.

At the end of the match the Match Manager completes and submits the match sheet with all required signatures and reports any issues that may require further attention to the GM.

The Judge appointed by the GM, Community Competitions Manager and/or AHUA Appointments Panel to assist the Match Manager with pre match checks and during the game, is responsible for:

- Operating the scoreboard & clock
- Recording Goals, the type of goals and the scorers
- Recording substitutions ie when a non-starting/bench player enters the field of play
- Recording the details of any player suspensions
- Recording details of any serious injuries
- Providing a complete and accurate match sheet for the Match Manager at the end of the match
- Generally assisting the Match Manager to ensure the match is run in accordance with Auckland Hockey regulations.

26.8 Supply of Ball Boys / Girls

- o Home teams may supply ball boys/girls for Premier Intercity finals if their opposition agrees. It is the home team's discretion whether to do this or not.

27. Classification Matches

27.1 Classification matches

- o Classification matches are the Championship play off matches, eg 1st vs 2nd Finals, 3rd v 4th etc.
- o All classification matches require a winner.

27.2 All Senior Grades

- o Finals (play off for 1st and 2nd) and all other classification matches:
 - If, after regulation time, the game is drawn, a penalty shoot out shall determine the winner.

27.3 The Procedure for Conducting a Penalty Shoot Out Competition

- o This can be found in Appendix 5 Procedure for the conduct of a Penalty Shoot Out Competition.

28. Deferrals

28.1 Deferrals for Premier and Reserve Teams are covered within the Intercity Competition Regulations.

28.2 For clarity, Premier Reserve and below teams with player/s in the U18 Representative teams will be able to apply for deferral of their matches during the U18 tournament.

28.3 Requests for U18 deferrals – refer to Appendix 3

28.4 Deferred matches must be played within 2 weeks unless otherwise agreed with the AK Hockey office.

28.5 Clubs who request a deferral must attempt to organise and agree with the opposing team a suitable date, time and venue for the deferred match to be played.

- 28.6 Recommended dates for deferred matches for U18s: refer to Appendix 3
- 28.7 These details must be advised to the AK Hockey office by 5.00pm on the first Tuesday after the U18s tournament.
- 28.7.1 If the clubs are unable to agree and advise the AK Hockey office of the above details within the specific timeframe, the AK Hockey office will determine a date, time and venue when the deferred match shall be played and will notify the clubs of the date, time and venue no later than midday the first Thursday after the U18s tournament.
- 28.8 The clubs will have no right of appeal against the date, time and venue set by the AK Hockey office.

29. GENERAL INFORMATION

29.1.1 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.

29.2 WHAT IF AN UMPIRE DOES NOT TURN UP?

Where a Club is required to supply an umpire and that umpire does not turn up, the designated team must still supply an umpire even if it means using a player from their team and playing a person short. If you do not supply an umpire your opposition has the right to inform you that unless you do supply an umpire you will lose the game by default. You must then either supply an umpire or default the game (you can still go ahead and play but you cannot gain any Championship points).

The AK Hockey Competitions Manager will support any application for a win by default from a team playing against an opposition that has not supplied an umpire provided the team not supplying the umpire has been informed before the game commences that the aggrieved team intends seeking a default win thereby giving the offending team the option to play or not.

If an Auckland Hockey Umpires Association (AHUA) appointed umpire does not turn up the home team must provide one umpire for the full match. If there is no clear home team, the team on the left-hand side of the draw must provide the umpire. In the case of no AHUA appointed umpires, both teams must provide one umpire each for the whole match. In all cases the umpire who starts the game must finish the game (except in case of injury).

29.3 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.

29.4 PLAYER SUBSTITUTIONS

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

29.5 **TEAM CAPTAINS**

Premier, Premier Reserve, Division and Youth grades must clearly identify their Captain by a ribbon or arm band.

29.6 **DUGOUTS**

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

29.7 **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.

29.8 **HEAD INJURIES**

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.

30. COMPETITION RESULTS AND RECORDS OF CARDED PLAYERS

- 30.1 Auckland Hockey is required to maintain up to date records of all grades competition points, which must be available to clubs on request.
- 30.2 At the beginning of each season Auckland Hockey will establish a system to ensure these matters are recorded. It is appropriate for the AK Hockey GM to delegate some of these matters to the administrative staff of Auckland Hockey.
- 30.3 The Auckland Hockey Office shall ensure results are posted regularly at the playing venues and communicated to players through appropriate means.

30.4 Competition points will be recorded as follows:

Result	Competition Points
Win	3 points
Draw	1 point
Loss	0 points

Note:

- Default Wins shall be awarded 3 points and the score shall be recorded as 3-0 in favour of the winning team.
 - If both teams are deemed to have defaulted, then the score line shall be 0-0 and no points shall be awarded to either team.
- 30.5 League Placement will be determined by the following:
- In each grade, teams will be ranked according to the number of points each has accumulated in the competition.
 - 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.
 - 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').
 - Note: A positive goal difference always takes precedence over a negative one.
 - If there still remains equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
 - 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.
 - Should there still remain equality between two teams, then the matter will be settled by a penalty shootout (Prem/Reserve) or penalty stroke (Division) competition between those teams
 - If more than two teams are involved, then each team will play a penalty stroke competition against the other teams. Guidelines for the running of this competition can be found in the Intercity Rules

31. RECORDS OF CARDED PLAYERS

- 31.1 Auckland Hockey is required to keep a record of all red, yellow and green cards issued in matches.
- The AK Hockey Competitions Manager will maintain a register of points accumulated by players under the card system. This register will also include points accumulated under the “Abuse and Foul Language” clause above.
 - The AK Hockey office shall notify the secretary of the club concerned that the player is automatically suspended as soon as a player accumulates:
 - 12 points in total;
 - Is issued a red card; or
 - accumulates a total of 6 abuse and foul language points
 - accumulates a total of 9 abuse and foul language points
 - The club is responsible for notifying the player of his/her suspension.
 - Further information regarding Carded Players is included in the AK Hockey Code of Conduct.
 - The AK Hockey office shall notify the secretary of the club concerned that a team will incur competition penalty points as soon as a team accumulates:
 - 12 points specifically for abuse and foul language: including coaches, managers and team officials and that they have an automatic deduction of 4 competition points.
 - 18 points and that an additional 8 points will be deducted.
 - 24 points, and that the club will be requested to attend a Judicial Hearing for the Judicial Committee to decide any further punishment, points deduction, game forfeiture, finals cancellation, monetary fine or other punishment deemed appropriate.

F. Appendices

32. APPENDIX 1: Guiding Principles

At the end of each season the Guiding Principles **for the draw** will be reviewed and confirmed for the following season by the **CAG**. This review is to be completed by 20 December.

32.1 The Current Guiding Principles to establish the competition are as follows:

- Integrity of competition;
- Strong competition;
- Effective administration;
- Communication;
- Transparency;
- Consistency;
- Certainty.

33. APPENDIX 2: Competition Calendar

CAG will approve a Competition Calendar of dates by 20 December in each year.

33.1 Competition Key Dates

The AK Hockey Key Competition Dates are as follows:

Grade	Key Dates
Premier Intercity Men & Women	Sat 16 March
Premier Intercity Finals	Sat 17 August
Premier Reserve Women	17 March -25 August
Premier Reserve Men	17 March -25 August
Division Grades 1/3	6 April - 24 August
Division Grades 2/4	7 April - 25 August
Club Finals Weekend – All Grades	23 - 25 August
Promotion/Relegation Matches	31 August - 1 September
No Play Dates <i>Subject to change if we are asked to host international events during the season.</i>	Easter: 29-31 March King's Birthday: 31 May - 2 June Matariki Weekend: 28-30 June

Note:

- 1 These are to be read in conjunction with the Hockey NZ Domestic Tournament dates which can be obtained from the Hockey NZ website.

33.2 No Play Weekends

- No Play Weekends - Easter Weekend, King's Birthday Weekend, Matariki Weekend
 - 7th / 12th / 14th / 19th / 21st July, (School Holidays) – Youth Grades
 - Reserve Grade July 7th (U18), Div 2 Men July 21.

33.3 Administrative Key Dates

Team Registration is to be completed by the following dates:

Grade	Date
Premier Intercity	20 February
Premier Reserve Men & Women	22 January
All other Division Grades	11 March
Youth Premier Grade	2nd April
Youth Championship Grade	2nd April

Payment Schedule for all Grades:

Premier & Reserves:

10% by 1 Feb 2024
50% by 1 Mar 2024
40% by 1 Apr 2024

Senior:

10% by 1 April 2024
50% by 15 May 2024
40% by 15 June 2024

Youth:

10% by 1 April 2024
50% by 15 May 2024
40% by 15 June 2024

Junior:

In full by 15 April 2024

34. Appendix 3: Auckland Competition Format & Draw

Division 1 Men

11 Teams

1 x Round Robin (11 weeks)

Split Top 6 / Bottom 6 – Single Round Robin (5 weeks)

Top 6 Finals (3 Weeks):

- Week 1
 - Game 1: 1 v 2
 - Game 2: 3 v 4
 - Game 3: 5 v 6

- Week 2
 - Game 4: Winner Game 1 v Loser Game 3 (Friendly)
 - Game 5: Loser Game 1 v Winner Game 2 (Semi Final)
 - Game 6 Loser Game 2 v Winner Game 3 (4th/5th)

- Week 3:
 - Grand Final: Winner Game 1 v Winner Game 5

Bottom 5 Finals (2 weeks):

- Week 1:
 - Game 1: 2 v 3
 - Game 2: 4 v 5,
 - 1 = bye

- Week 2:
 - Game 3: Loser Game 1 v Winner Game 2 (3rd/4th classification)
 - Minor Championship Final: 1 v Winner Game 1
 - 5 = Bye

Division 1 Women

10 Teams

2 x Round Robin (18 weeks)

Finals: Grand Final: 1 v 2

Division 2 Men

6 Teams

3 x Round Robin (15 weeks)

Bye weekend 21 July

Finals (3 weeks)

- Week 1
 - Game 1: 1 v 2
 - Game 2: 3 v 4
 - Game 3: 5 v 6

- Week 2
 - Game 4: Winner Game 1 v Loser Game 3 (Friendly)
 - Game 5: Loser Game 1 v Winner Game 2 (Semi Final)
 - Game 6 Loser Game 2 v Winner Game 3 (4th/5th)

- Week 3
 - Grand Final Winner Game 1 v Winner Game 5

Division 2 Women

10 Teams

2 x Round Robin (18 weeks)

Finals: Grand Final: 1 v 2

Division 3 Men

12 Teams

1 x Round Robin (11 weeks)

Split Top 6 / Bottom 6 – Single Round Robin (5 weeks)

Finals (3 Weeks)

- Week 1
 - Game 1: 1 v 2
 - Game 2: 3 v 4
 - Game 3: 5 v 6
- Week 2
 - Game 4: Winner Game 1 v Loser Game 3 (Friendly)
 - Game 5: Loser Game 1 v Winner Game 2 (Semi Final)
 - Game 6: Loser Game 2 v Winner Game 3 (4th/5th)
- Week 3:
 - Grand Final & Minor Championship Final: Winner Game 1 v Winner Game 5

Division 3 Women

11 Teams

1 x Round Robin (11 weeks)

Split Top 6 / Bottom 5 – Single Round Robin (5 weeks)

Top 6 Finals:

- Week 1: Game 1: 1 v 2, Game 2: 3 v 4, Game 3: 5 v 6
- Week 2: Game 4: Winner Game 1 v Loser Game 3 (Friendly), Game 5: Loser Game 1 v Winner Game 2 (Semi Final), Game 6: Loser Game 2 v Winner Game 3 (4th/5th)
- Week 3: Grand Final Winner Game 1 v Winner Game 5

Bottom 5 Finals:

- Week 1: Game 1: 2 v 3, Game 2: 4 v 5, 1 = bye
- Week 2: Game 3: Loser Game 1 v Winner Game 2 (3rd/4th), Minor Championship Final: 1 v Winner Game 1, 5 = Bye

Division 4 Men

9 Teams

2 x Round Robin (18 weeks)

Straight Finals:

- Grand Final: 1 v 2

Reserve Men and Women

Intercity 15 Teams Round Robin (15 weeks)

Finals

- Week 1: Quarter Finals (1st - 8th)
 - Game 1: 1 v 8
 - Game 2: 2 v 7
 - Game 3 3 v 6
 - Game 4: 4 v 5

Plate Quarter Finals (9th – 15th)

 - Game 5: 10 v 15
 - Game 6: 11 v 14
 - Game 7: 12 v 13
 - (9th = bye)

- Week 2: Semi Finals
 - Game 8: Winner Game 1 v Winner Game 4
 - Game 9: Winner Game 2 v Winner Game 3

5th – 8th Play offs

 - Game 10: Loser Game 1 v Loser Game 4
 - Game 11: Loser Game 2 v Loser Game 3

Plate Semi Finals:

 - Game 12: 9th v Winner Game 7
 - Game 13: Winner Game 5 v Winner Game 6

13th – 15th Play offs

 - Game 14: Loser Game 5 v Loser Game 6
 - Loser Game 7 = bye

- Week 3: Grand Final
 - Winner Game 8 v Winner Game 9
 - 3rd / 4th: Loser Game 8 v Loser game 9
 - 5th/6th: Winner Game 10 v Winner Game 11
 - 7th/8th: Loser Game 10 v Loser Game 11

Plate Final

 - Winner Game 12 v Winner Game 13
 - 11th/12th Loser Game 12 v Loser Game 13
 - 13th/14th Winner Game 14 v Loser Game 7
 - 15th = Loser Game 14 (Bye)

AUCKLAND FINALS

Based of Auckland v Auckland results in the Intercity round robin

- Week 1: Semi Finals:
 - Game 1: 1 v 4
 - Game 2: 2 v 3

- Week 2: Finals
 - Winner Game 1 v Winner Game 2

35. Appendix 4: Definition of Unavoidable Circumstances for the Delay or Abandonment of a Game After the Designated Start Time

35.1 OBJECTIVES

The Objectives of these guidelines are:

- To protect participant safety and enjoyment and maintain a fair competition.
- To provide a guideline for duty managers, umpires and team captains.
- To align all grades with the same guidelines as per the Intercity Competition.

35.2 REGULATION

- For a match to be completed, the full regulation time needs to have been played – exceptions to this rule for Premier Reserve Grade and below are covered in the section “AUCKLAND HOCKEY – LOCAL PLAYING RULES – 26.2 Stopping time” above
- Premier Reserve Grade and below matches need to be suspended (or start delayed) if any of the following situations occur.
 - The pitch is more than 75% underwater
 - 75% of either or both circles are under water
 - If less than 75% of lights are not functioning during a night game
 - If less than 50% of lights are not functioning when lighting is required due to dark clouds (e.g. dark clouds/early afternoon)
 - Hail
 - Lightning (10 second rule)
 - Serious injury occurs requiring urgent on field medical treatment
- If a match is delayed or suspended and the water cannon comes on or it is 5 minutes before the scheduled start of the next game, then that match needs to be suspended fully and the clauses under the section “AUCKLAND HOCKEY-LOCAL PLAYING RULES – 26.2 Stopping time” will apply.

Exception being when both team captains agree to the result at the time of suspension being the final result.

- To support any subsequent interpretation or appeal, the umpires must record the final score, stoppage time(s) lost and reason(s) for the suspension in play on the match sheet, and this sheet must be signed by both captains prior to it being submitted to Auckland Hockey in the normal manner.

35.3 The decision to suspend play (or delay the start) is made by the Umpires and Match Director appointed to the match in consultation with the venue manager and team captains. The final decision is with the Match Director if one is appointed otherwise it rests with the Umpires.

36. Appendix 4: Procedure for the conduct of a Penalty Shoot Out Competition

- 36.1 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 player who has been permanently suspended (red card) during the match may not take part in the penalty shoot out
 - 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
- 36.2 In line with the FIH rules of Hockey, a shoot-out may be defended by either a goalkeeper, or a field player as defined by the FIH Rules of Hockey.
- 36.3 A player nominated to defend the shoot-outs can also be nominated to take a shoot-out.
- 36.4 No substitutions/replacements are permitted during the shootout competition, other than as specified below.
- 36.5 The Match Director (or Umpires if no MD appointed) shall choose the goal to be used.
- 36.6 The MD (Or Umpires) shall appoint one, or preferably two, people to keep time during the shoot outs.
- 36.7 The captains will toss a coin; the team that wins the toss shall have the choice to take or defend the first shoot out.
- 36.8 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.
- 36.9 The goalkeeper/defending player of the team taking a shoot-out may be on the back-line outside the circle.
- 36.10 A player taking or defending a shoot-out may enter the 23m area for that purpose.
- 36.11 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.

- 36.12 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:
- The players may take the shoot-outs in any order.
- 36.13 Taking a shoot-out:
- the goalkeeper/defending player starts on or behind the goal-line between the goal posts;
 - the ball is placed on the nearest 23m line opposite the centre of the goal;
 - an attacker stands outside the 23m area near the ball;
 - 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;
 - the shoot-out is completed when:
 - seconds has elapsed since the starting signal;
 - a goal is scored;
 - the attacker commits an offence;
 - 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;
 - the goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
 - 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.
- 36.14 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.
- 36.15 The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.
- 36.16 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:
- that player takes no further part in that shoot-out competition and, unless a goalkeeper/defending player, cannot be replaced;
 - 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;
 - 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;

- 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;
- 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.

36.17 If during a shoot-out competition, a defending goalkeeper/defending player is incapacitated;

- 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;
- the replacement goalkeeper; is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
- 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.

36.18 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.

36.19 Shootout between two teams

- If an equal number of goals are scored after each team has taken five shoot-outs; a second series of five shoot-outs is taken with the same players, subject to the conditions specified in these rules; the sequence in which the attackers take the shoot-outs need not be the same as in the first series;
- the team whose player took the first penalty shoot-out in a series defends the first penalty shoot-out of the next series;
- 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.
- 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:
- the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
- the team which starts each shoot-out series alternates for each series.

36.20 Shootout between three or more teams

- During a shootout between three (or more) teams; A round-robin of shootouts is played between each of the teams.
- Teams will play in the order determined by the Competition Director
- Rule 36.12 of this Appendix will apply to each shootout (viz., five players from each team will take a shootout, making a total of ten shootouts). NB. Rule 36.19 of this Appendix will not apply (viz., no shootout will go to a 'sudden death').
- A ranking will then be established based upon the results of the round of shootouts only

- In each shootout points will be awarded as follows:
 - three (3) points to the team having scored or been awarded the highest number of goals,
 - one (1) point to each team having scored or been awarded an equal number of goals and
 - zero (0) points to the team having scored or been awarded the lowest number of goals.
- After each team has played a shootout against every other team, a ranking will be established based upon the total number of points awarded during the round of shootouts.
- If equality remains between any two or more teams, then the teams having an equal number of points shall be ranked according to Rules 30.5 clauses 2-5 as applied to goals recorded during the shootout competition.
- If equality remains
 - between two teams, then procedure in 36.19 above shall be used to rank the teams.
 - Between three (or more) teams, then procedure 36.20 above shall be repeated until a ranking is determined.

37 Appendix 6 – Youth Rules

The Youth competition follows the rules outlined above with the addition of the following clauses. For clarity, these clauses take precedent over the above section for the Youth Section

37.1 Youth Grade Entry

There will be 4 grades in the Youth competition

- Premier Grade - Boys
- Premier Grade - Girls
- Championship Grade – Boys
- Championship Grade – Girls

All clubs are entitled to enter teams in Youth Grades. Auckland Hockey Competitions Manager, in consultation with the GM/CEO and/orCAG, reserves the right to add or combine grades where necessary.

37.2 Youth Grade Eligibility

- Youth Grade is for Secondary School Students (i.e. Year 9 and Above)
- A player registered to play in the Senior Competition Premier or Premier Reserve grade who is under the age of 18 is not eligible to play in the Youth Competition.

37.3 Grading

When grading the following principles will be applied:

- No player may play in any team lower than that in which he or she is registered.
- For all Youth Grade Teams, a minimum of 12 players must be registered per team.

37.4 Grading of players

- All Youth Championship grade players can play up into the Premier grade an unlimited number of times per season and may play both Youth Premier grade and Youth Championship grade teams per weekend.
- All Youth Players can play up into any Divisional Senior grade an unlimited number of times but may only play 1 Senior game per weekend. Youth players over the age of 15 may play up to three Premier Reserve games a season but may only play 1 Senior game per weekend. A Youth player under the age of 15 as at 1st January 2024 may not play up to Intercity Premier Grade. A Youth player under the age of 15 may not play up to the Premier Reserve Grade.

37.5 Interchange Rule

- Where a club has two or more teams registered in the same grade the club shall nominate one team the A team, the next the B team (and so on), AK Hockey will assign team rankings if a club fails to do so.
- The players in the lower team may play up into the higher team, but the players in the higher team may not play down into the lower ranked team.

Notes: That the team match card must identify when a player is playing for a team other than the one they are registered in.

37.6 Number and Grade of Games per Weekend*

- Youth players may only play two games per weekend which may include only 1 Senior Grade game. One of the two games must be for their registered team.
- A Youth Premier player may play a Youth Premier game and a Senior game or 2 Youth Premier games (subject to the interchange rules)
- A Youth Championship player may play a Youth Championship and a Youth Premier game or a Youth Championship and a Senior game or 2 Youth Championship grade games (subject to the interchange rules)

*Weekend means Friday to Sunday
