

SOUTHERN HOCKEY LEAGUE BYLAWS

Endorsed by the Southern Competitions Committee (SCC) on 6 March 2023

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1. SOUTHERN COMPETITIONS COMMITTEE

- 1.1. The Southern Competitions Committee (SCC) is a Hockey Tasmania (HT) committee responsible for overseeing the management of competitions in Southern Tasmania, ensuring compliance of the HT Competitions Regulations and compliance of these **Southern Hockey League Bylaws**. It operates under the HT Regional Competition Committees Terms of Reference.
- 1.2. Where the Southern Hockey League Bylaws are silent and/or terms are not defined, reference is to be made (& applied) to the Hockey Australia (Under 21) Regulations or whatever body controls and manages hockey at a national level.
- 1.3. The SCC is responsible for recommending the following personnel to the HT CEO for endorsement prior to commencement of the winter season:
 - 1.3.1 Officiating Coordinator (OC)
 - 1.3.2 Technical Manager (TM)
 - 1.3.3 A Pool Umpire Manager/s (AUM)
- 1.4. The SCC is responsible for the following appointments prior to the commencement of the winter season:
 - 1.4.1 Technical Support Group (TSG)

The Technical Support Group (TSG) shall include three members from the Technical Officials Panel, at least one of which must be a male and one of which must be a female, to assist the Technical Manager and Officiating Coordinator with investigation, interpretation, and application of the competition regulations and playing regulations.
 - 1.4.2 B Pool Umpire Manager(s)
 - 1.4.3 Umpire Payment Reconciliations Manager
 - 1.4.4 Hood Family Junior Umpire Academy Manager

2 SOUTHERN HOCKEY LEAGUE

- 2.1. Matches played in Southern Tasmania are to be conducted under the name of the Southern Hockey League (SHL).
- 2.2. The Competitions within the SHL include:
 - Premier League
 - Men and Women
 - Seniors
 - Men and Women: First Grade, Second Grade, Third Grade, Fourth Grade;
Men: Fifth Grade
 - Masters
 - Men and Women: Division 1, Division 2, Division 3
 - Juniors
 - Boys and Girls: Under 18, Under 16, Under 14, Under 12

3 UNIFORMS

- 3.1. Each player taking part in **Premier League and 1st Grade** must wear a number (1-99) on their shirt to distinguish that player from all other players in the team. The number must be at least 18 centimetres high and clearly readable. Sponsors logos or badges on playing uniforms must be in accordance with any direction of HT.
 - 3.1.1. Where a player has a playing number which is not compliant with Bylaw 3.1. the Club Secretary must seek approval from the Technical Manager detailing reasons and arrangements to ensure future compliance. Approval shall not be granted on the replacement of non-compliant uniforms.
 - 3.1.2. No Club shall seek approval for uniforms purchased following the date of these Bylaws.

4 ELIGIBILITY AND GRADING

- 4.1. A Club may apply for a dispensation from grading and eligibility regulations (in extenuating circumstances) in writing to the TSG via the [online form](#) for their determination of an appropriate ruling. A monthly summary report will be provided to SCC. *(Note: The form should be submitted at least 48 hours prior to the next game for which the dispensation is sought)*

5 PREMIER LEAGUE COMPETITIONS

- 5.1. A player who has played in five (5) Premier League games in the regular season may not play in any senior grade other than 1st Grade without the approval of the Technical Manager.
- 5.2. A player who has played in five (5) Premier League games in the regular season and has played in the top-level National competition (name determined by HA) in the previous season or is **selected in the Final Squad** for the current season may **not** play in any senior grade.

- 5.3. A Player who has played in Premier League may not play in any senior grade other than 1st Grade **in the same week** of competition, **except** if the Technical Manager has given dispensation to a player to be graded as a **goalkeeper** in one competition and as a **field player** in another competition.

5.3.1 For the purpose of applying Bylaw 5.3 where there is reference to 'in the same week', this will be interpreted as meaning 'the day of the PL match and the following 6 days eg: Saturday to Friday or Wednesday to Tuesday'. This interpretation will also apply to all other Bylaws which refer to 'week'.

- 5.4. Eligibility for Finals - A player must be a registered member of the Club and have played a total of five separate games in five separate weeks of competition in the current season in any SHL competition.
- 5.5. When a team has 5 or more State/National Representatives unavailable to play in a scheduled match due to travel or playing/officiating commitments as a State/National Representative, the match may on request be rescheduled by SCC to be played within two weeks of the original fixture if such request is submitted by the Club Secretary to SCC no later than four weeks prior to the original fixture date.

6 SENIOR COMPETITIONS

- 6.1. A player is graded to the highest senior grade in which they first play **five** games. The player will be graded to that grade for the remainder of the season.
 - 6.1.1. For the purposes of Grading as per Bylaw 6.1, when a team has a Bye **or Forfeit**, players who have played in that team in the week prior to the Bye **or Forfeit** will be recorded as having played for that team on the day of the Bye **or Forfeit**.
 - 6.1.2. When a team has a Bye or Forfeit in the first week of competition, the Club Secretary must submit a team list to the HT Admin Officer within 48 hrs to record on the competition database for that Bye or Forfeit.
 - 6.1.3. Until a player is graded as per Bylaw 6.1, if that player is required to play 1st Grade and then also required to play in another game in the same week, they may only play one grade higher **or** one grade lower than 1st Grade.
 - 6.1.4. Until a player is graded as per Bylaw 6.1, if that player is required to play in more than one grade within 2nd, 3rd, 4th, and 5th grade, they may only play a maximum of two games in any of those grades in that same week.
- 6.2. If a player reaches **five** games in **two** grades in the **same** week of senior competition, they will be graded to the **higher** graded team for the remainder of the season.
- 6.3. If a Club has **multiple teams** in the same senior grade, combining the number of games played with each team **cannot** be used for grading purposes for that grade.
- 6.4. Where a Club has multiple teams in the same senior grade, **no player** may play in **another** team in that grade after playing **five** games in any one of those teams.
- 6.5. Once graded to a senior grade, a player may also play in the **grade directly** above their graded team during the season (eg: Third Grade to Second Grade).

- 6.6. A player may be regraded to a higher senior grade with the approval of the Technical Manager.
- 6.7. The Technical Manager may give dispensation to a player to be graded as a **goalkeeper** in one senior grade and as a **field player** in another senior grade. Both gradings are subject to the usual grading regulations.
 - 6.7.1. A goalkeeper graded as a field player in a lower senior grade may not play as a goalkeeper in the lower senior grade and a field player graded as a goalkeeper in a lower senior grade may not play as a field player in the lower senior grade.
- 6.8. **Eligibility for Finals**
 - 6.8.1. A player must be a registered member of the Club and have played a total of five separate games in five separate weeks of competition in the current season of senior competitions. Games decided by forfeit or cancelled whilst a player is a registered member of the Club are included provided the player is named on the team sheet on the competition data base.
 - 6.8.2. If a player is not graded to a particular grade that player will be graded to the highest senior grade in which they have played the most games for finals purposes.
 - 6.8.3. A player may move up to play in the grade immediately above their graded team and back to play in their graded senior grade during the final series.
 - 6.8.4. No player may play finals for more than one team in the same grade.
 - 6.8.5. If the lowest graded senior team within a Club has insufficient players, the Technical Manager may allow junior players who have played 5 games for the Club to fill in for finals games to enable a full run-on team plus a bench of 2 players. This dispensation will not be given to any player who has played in Premier League in the current or the previous season.

7 MASTERS COMPETITIONS

- 7.1 **Age Eligibility:** An eligible player is one who turns 34 or older by 31 December in the year in which the finals of the current competition are played.
- 7.2. **Grading:** A player is graded to the division in which they first play five masters games. The player will be graded to that division for the remainder of the season.
 - 7.2.1. If a club has multiple teams in the same division, combining the number of games played with each team cannot be used for grading purposes in that division.
 - 7.2.2. If a player reaches five games in two divisions in the same week of competition, they will be graded to the higher graded team for the remainder of the season.
- 7.3 **Player Eligibility:** A player who has been graded to Premier League or First Grade in the previous winter season and is age eligible to play Masters, may only play in a Masters Division One competition.
- 7.4. **Goalkeepers:** The Technical Manager may give dispensation to a player to be graded as a goalkeeper in one division and as a field player in another division.
 - 7.4.1. A goalkeeper graded as a field player in a lower division may not play as a goalkeeper in the lower division and a field player graded as a goalkeeper in a lower division may not play as a field player in the lower division.
- 7.5. **Eligibility for Finals**
 - 7.5.1. A player must be a registered member of the Club and have played at least **four** roster games in the same division in the current season in the Masters competition. Games decided by forfeit or competition cancelled whilst a player is a registered member of the Club are included provided the player is named on the team sheet on the competition data base.
 - 7.5.2. If a **Club's lowest graded masters team** has insufficient players, the TSG may allow age eligible players who have not played four masters games but have played a combined total of **four** games in the Senior and/or

Masters competition to fill in for finals games to enable a full run-on team plus a bench of two players plus a second goalkeeper.

8 JUNIOR COMPETITIONS

- 8.1 **Age Eligibility:** An age eligible player is one who is under the age of that respective junior competition before 1st January in the current year of competition.
- 8.1.1. With the permission of the Technical Manager, players who are eighteen (18) years of age before 1 January of the year of competition, will be permitted to play in the Under 18 competition, but these players will not be permitted to play in the Premier League competition or in 1st Grade in the Senior Competition.
 - 8.1.2. With the permission of the Technical Manager, a junior player may be allowed to play in the age group immediately below the one for which they are age eligible. The player's age, physical size, ability, previous hockey experience and maturity would be factors to consider when making application. These players will not be permitted to play in the Premier League or Senior competitions, nor will they be permitted to play in any age group above that for which the permission has been granted.
 - 8.1.3. If dispensation is approved pursuant to Bylaw 8.1.2. the Technical Manager may apply discretion to allow the player to play in both the lower grade and their respective age group only.
- 8.2. **Multiple Teams:** Where a Club has multiple teams in the same junior grade or division, no player may play in another team in that grade or division after playing five games in one team.
- 8.3. **Two Age Groups:** With approval of the player's Club, a player may play in their own age group and a higher age group and/or where there are two divisions in an age group, their own division, and a higher division.
- 8.4. **Managing Player Workloads:** No junior player may play more than two underage games within the same week of competition.
- 8.5. **Eligibility for Finals:** A player must be a registered member of the Club and have played a total of four separate games in in four separate weeks in a 13-week competition OR played a total of five separate games in five separate weeks in a 14- or 15-week competition. Games decided by forfeit or cancelled whilst a player is a registered member of the Club are included provided the player is named on the team sheet on the competition data base.
- 8.5.1. If a team has insufficient players, the TSG may allow players from a younger age group or lower division to fill in for finals games to enable a full run-on team plus a bench of two players.
- 8.6 **Recording Scores:** Scores for all junior competitions, including club and school, must not show a score difference of more than 5 goals on the electronic score board. Actual number of goals must be recorded accurately on the team sheet for recording.
- 8.7 Penalty strokes may not be awarded in U12 roster games or finals. The umpire may instead award a penalty corner.
- 8.8. Tomahawks and drag flicks are not permitted in the Under 12 competition.

9 ROSTER MATCHES - POINTS

- 9.1 The SCC will conduct roster matches under these Bylaws to a schedule approved by the SCC. The results of roster matches will determine points. The points scored will decide Minor Premiers and eligibility for finals series.

Points will be awarded as follows:

- 9.2.1. For a **win** or a **forfeit** from an opposing team - **three** points.
- 9.2.2. For a **draw** - **one** point.
- 9.2.3. For a **loss** or **forfeit** to an opposing team - **no** points.

- 9.2. Where two Clubs have entered a combined team, the points awarded for the Annual Overall Best Club are to be shared equally between those two Clubs.
- 9.3. Where teams jointly forfeit to each other, both teams receive no (0) points, and the goals are to be deemed to be nil (0) each.
- 9.4. Where there is an uneven number of teams in a grade and a broken round, the points scored by a team are to be deemed to be as calculated by following formula
- $$\frac{A*B}{C}$$
- where A is the number of points gained by a team, B is the maximum number of games played by any team in the same grade and C is the actual number of games played.
- 9.5. Where a team withdraws from a grade before the completion of the first round, no points are to be awarded in respect of games played or forfeited by that team. Goals scored or awarded, for or against, will also be deleted. A round is a set of games during which every side is rostered to play each other.
- 9.6. Where a team withdraws from a grade during a second or subsequent round, results to the completion of full rounds before the team withdrew will be taken into account and after the withdrawal no points will be awarded.
- 9.7. Should two or more teams be level on points in a grade at the end of the roster, positions are to be determined by goal difference. Goal difference is the number of goals scored for, less the number of goals scored against, including credits and debits on forfeits. Where two teams have the same number of points and the same goal difference, the team with the higher goals for is to be deemed to be the higher team.
- 9.8. If teams cannot be separated by goal difference, or goals scored for, the results of the games played between the two teams will be used to determine the higher team (using points, goal difference and goals for). If the teams still cannot be separated, the higher team will be determined by a play off or, if a game time satisfactory to both teams cannot be agreed, a toss of a coin.

10 CAPTAINS

Every team must have a captain noted on the team sheet, who is identified in a distinctive manner such as the wearing of a ribbon or band on their playing top or sock.

11 TEAM SHEET

- 11.1. On Premier League games, one of the appointed judges will ensure that players' full names from each team have been entered into the team sheet provided on the technical bench before the appointed starting time of each game.
- 11.2. In senior, masters and junior competitions, players' names may be added to the team sheet after the start of play (upon the completion of the game the team sheet must be fully completed as per 19.3). Note: the preferred option is to always have the team sheet completed prior to the start of play, however the above allows for some flexibility if a player is inadvertently not listed or arrives late to a game.
- 11.3. Before the start of play it is the Captain's, Coach's, or Team Manager's responsibility to ensure that the team sheet is completed. No person will knowingly enter the name of any person who is not playing or ascribe a false name to any player who is playing or omit entering the name of a person who is playing.
- 11.4. The Captain, Coach or Team Manager must sign the team sheet upon the completion of the game to verify the full completion of the game information.

12 DURATION OF GAMES

- 12.1. **Premier League & First Grade Competitions:** The duration of games is to be four periods of 15 minutes each, quarter-time interval of 2 minutes and half-time interval of 5 minutes, with up to 40 seconds time off for Penalty Corners.
- 12.2. **Other Senior Competitions:** The duration of games is to be four periods of 17 minutes each, quarter-time interval of 2 minutes and half-time interval of 5 minutes.

- 12.3 **Masters Competitions:** The duration of master games is to be set by the SHL Masters Group prior to commencement of each master season.
- 12.4 **Juniors Competitions:** The duration of junior games is to be set by the SHL Juniors Group (JSC) prior to the commencement of each junior season.

12.4.1. Time out will be allowed in junior roster games.

13 COMMENCEMENT OF GAMES

- 13.1. At or before the appointed time the teams will take their places on the field and the game will be started as soon as the umpires are satisfied that both teams have no less than seven players ready to play. (Six players for a nine a side competition)

- 13.2. The appointed starting time will mean the time set down in the roster.

13.2.1 At least one week's notice of any approved changes to the roster is to be provided by the HT Admin Officer to club secretaries, Officiating Coordinator, AUM, and the affected teams.

- 13.3. Any team that has less than seven players ten minutes after the scheduled start of play will forfeit the game, provided that if there is good reason, the umpires may allow additional time as is reasonable under the circumstances.

13.3.1 If a team is unable to field at least seven of its regular graded* team members in a scheduled match due to unavailability of players affected by Covid (either as a confirmed Covid case or close contact per definition on [Tasmanian Government Coronavirus website](#)), then the HT Admin Officer and Rosters Coordinator will endeavour to arrange to reschedule the match within four weeks. If there is no turf time available to reschedule at a time agreed to by both teams, then a 0-0 draw will be recorded. Team lists must be submitted to the HT Admin Officer, to be recorded for grading purposes.

13.3.1.1. Clubs must arrange for communication**, where possible, to be made with the Technical Manager with **no less than** 12 hours of scheduled match starting time to ensure that both clubs and match officials can be adequately informed and HT Admin Officer and Rosters Coordinator can commence planning for a reschedule.

* Where this may occur in the first five rounds of competition before players become graded to a specific team, team lists from the previous round will be recorded for grading purposes; then if/when the game is played the team stats will be updated from the match sheet. If a team had a Bye in the first round of the season, they must submit a list of players who would have played if they had all been available but for Covid.

13.3.1.2. **A written statement must be provided by the Club Secretary to the Technical Manager to verify the list of team members who are unavailable due to Covid.

14. FORFEITS

- 14.1. A game will be considered forfeited when a team does not have seven eligible players present and ready to commence play within ten minutes after the scheduled start of play.
- 14.2. A game is a forfeit if any team fields a player who is not eligible to play for that team.
- 14.3. Where a team has commenced a game but subsequently the number of players falls below seven the game will be forfeited.
- 14.4. Where a forfeit occurs, the team shall lose the match and a score five (5) goals to nil (0) shall be recorded for the game unless recording the actual score of a game is deemed beneficial to the winning team.
- 14.5. Where a team forfeits, the Technical Manager may recommend to the SCC a penalty based upon the circumstances of the forfeit. Penalties may include a fine, loss of points or suspension of players.

- 14.6. When a team forfeits its game through failure to have seven (7) players present, and no game is played or insufficient notice, being less than 24 hours, is given to the HT Admin Officer such that another game may be rostered in its place, the team which has forfeited will be responsible for the full costs of ground hire.
- 14.7. Where a forfeit occurs in the Premier League competition, the team shall lose the match and a score of five (5) goals to nil (0) shall be recorded for the game, be fined the sum of \$200 and deducted 3 premierships points.
- 14.8. A Club may advise the SCC of the possibility of a forfeit and make a submission as to the penalty to be applied. Any submission must be made at least 28 days prior to the game.
- 14.9. Where a nine (9) a side competition is played in lieu of 11 a side six (6) players shall be the required minimum number of players to participate in a game.

15. POSTPONED OR CANCELLED GAMES

- 15.1. When unsatisfactory weather conditions are evident or develop during scheduled matches the on-duty grounds person will consult with the captains of the teams and the umpires appointed to the game regarding the fitness of the ground for play. If agreement is not reached, the on-duty grounds person shall decide on fitness to play. Games may be postponed or cancelled if necessary.
- 15.2. If the commencement of a game is delayed, or if play is interrupted, with the agreement of both teams the periods of play may be adjusted to allow the game to be played out, subject to it concluding no later than 10 minutes prior to the next scheduled game.
- 15.3. If more than half the scheduled game time has been played in any roster game and the umpires and teams agree to abandon further play, the result shall be recorded at the time of cessation.
- 15.4. Where a game is being played under lights and the lights fail so as to prevent either the commencement or completion of a game, the provision of these regulations will apply.
- 15.5. If some games are played in a grade in the same round and others are not played under these provisions, then the HT Admin Officer will endeavour to arrange to reschedule the games to be played within two weeks. If there is no turf time available to reschedule at a time agreed to by both teams, and both teams agree the game need not be played, then a 0-0 draw will be recorded. Team lists are to be submitted to the HT Admin Officer, to be recorded for grading purposes.
- 15.6. In the event of all games being cancelled in a grade, no points or goals will be awarded including where a team has already forfeited the game.

16. TEAM BENCH

A team can only consist of a starting line-up of 11 players, up to 5 interchange players (this can include injured players as long as no more than 5 players are on the bench) + 1 fully kitted goalkeeper and up to 4 team officials.

17. FINAL SERIES

A finals series will be played in all competitions and grades (except Stick2Hockey) to determine the grade premierships. Finals will be played under normal rules unless amended by the following additional regulations and conditions.

17.1. Final Series - Premier League, Senior & Masters

The premierships will be decided by semi-finals, a preliminary final, and a grand final between the top four (4) teams in the following sequence:

- First semi-final - third team against fourth team.
- Second semi-final - first team against second team.
- Preliminary final - winner of first semi-final against loser of second semi-final.
- Grand final - winner of preliminary final against winner of second semi-final.

- 17.2. **Finals** will consist of four quarters of 15 minutes each in length for Premier League & 1st Grade; 17 minutes each in length for Seniors; 15 minutes each in length for Masters. The winner will be the team with the most goals at the end of this time.
- 17.3. **If the game is a draw at full-time**, there will be five-minute break before teams compete in a **Penalty Shootout** to be conducted in accordance with HA Tournament Regulations ([Attachment E](#)).
- 17.4. **Final Series – Juniors:** Premierships will be decided by semi-finals, preliminary final and a grand final between the top four (4) teams in the following sequence:
- First semi-final - third team against fourth team.
 - Second semi-final - first team against second team.
 - Preliminary final – winner of first semi-final against loser of second semi-final.
 - Grand final - winner of preliminary final against winner of second semi-final.
- 17.4.1. Full time-outs will be allowed.
- 17.4.2. Where the score is level at the end of ordinary time in a junior final (ie semi-final, preliminary final or grand final) for **U18, U16, U14** the game will proceed to a penalty shootout to be conducted in accordance with HA Tournament Regulations Appendix 4, except that all shootouts will be between an attacker and a fully kitted goalkeeper.
- 17.4.3. Where the score is level at the end of ordinary time in a junior semi-final or preliminary final for **U12** the game will be awarded to the team with the superior position on the ladder at the end of the rostered rounds.
- 17.4.4. Where the score is level at the end of ordinary time in a grand final for **U12**, the premiership will be awarded to the team with the superior position on the ladder at the end of the rostered rounds.

18. OFFICIATING – UMPIRE APPOINTMENTS

- 18.1 The A Pool Umpire Manager (AUM) shall be responsible for managing the appointment of umpires for all Premier League and 1st Grade games.
- 18.2 Each club rostered in the Premier League shall nominate 6 - 8 umpires for appointment to umpire Premier League (PL) and/or 1st Grade matches.
- 18.2.1. If a Club fails to nominate their quota of umpires, that Club will be responsible to arrange for suitably qualified umpires approved by the AUM, to fulfil their Club's quota of umpiring appointments as and when required by the AUM. When this occurs, the AUM will name the Club to provide an umpire on a match in a specific grade - failure to provide an umpire on that match will result in the Club's team in that specific grade losing one (1) competition point.
- 18.3. Umpires for Finals in all competitions will be appointed by the AUM, with B Pool appointments arranged in collaboration with the B Pool Umpire Manager.
- 18.4. For all games other than Premier League and 1st Grade, each team will be responsible to appoint one umpire to each of their rostered games.
- 18.5. **Failure to Umpire: Premier League and 1st Grade:** Umpires for Premier League or 1st Grade, having been notified of an assignment, may only be replaced with another umpire from the appropriate Umpire Panel. Any other replacement must be authorised by the AUM.
- 18.5.1. For a first breach of failure to complete an assignment, the AUM and/or TM will issue a warning letter and may apply a penalty to the individual of \$50.
 - 18.5.2. For a second breach, unless there are extenuating circumstances, failure to complete an assignment will result in a penalty to the individual of \$50 and (if a player) will be stood down from playing in the next scheduled roster game in all grades. The umpire may also be suspended from umpiring Premier League or 1st grade games for a period of time and conditions as the AUM may set.

- 18.5.3. For additional breaches, the umpire shall be fined \$80 and will be stood down from playing in the next two scheduled roster games in all grades. The umpire may also be suspended from umpiring Premier League or 1st grade games for a period of time and conditions as the UM may set.

18.6. Failure to Umpire: All other grades

- 18.6.1 If in the event that one or both of the appointed umpires fail(s) to turn up to officiate, one player from the team that failed to provide an umpire must umpire, (ie if necessary one or both teams will play one short) unless a suitable substitute(s) can be found.
- 18.6.1.1. **The match may not proceed** until the offending team provides an umpire. If they are unwilling to provide an umpire the match may be recorded as a forfeit by the offending team.
- 18.6.2. If a team fails to provide an umpire within ten (10) minutes of the scheduled starting time, unless there are extenuating circumstances, that Club will be fined \$50.
- 18.6.3. For a second breach, the Club will be fined \$80, and the team penalised one (1) competition point.
- 18.6.4 Any further breaches will be dealt with on a case-by-case basis.
- 18.6.5 If an individual had agreed to officiate at a game and failed to complete an assignment, unless there are extenuating circumstances, the Club will be penalised.
- 18.6.6. In these circumstances, unless there are extenuating circumstances, failure to complete an assignment will result in a penalty to the individual of \$50 and (if a player) stood down for the next scheduled roster game in all grades. This applies to more than one grade if that player can play in more than one grade.
- 18.6.7. For a second breach, the person shall be fined \$80 and stood down for the next two scheduled roster games in all grades. Any further breaches will be dealt with on a case-by-case basis.
- 18.7. **Extenuating Circumstances:** If extenuating circumstances are to be considered, the Club Secretary (or individual if not Club affiliated) must provide the AUM in writing the details of the circumstances. This must be done at least 24 hours before an individual or team's next scheduled game.
- 18.8. **Clubs to be notified:** The SHL Officiating Coordinator will notify the Club Secretary of the defaulting umpire of the game or games from which they are debarred giving at least 48 hours' notice before the start of the next rostered games.
- 18.8.1. Accounts for monetary penalties for individuals as well as Clubs will be forwarded to the appropriate Club which will be responsible for their payment to HT.

19. OFFICIATING – JUDGE / MATCH MANAGER APPOINTMENTS

- 19.1 For **Premier League** and **1st Grade** games, **each team will appoint a judge** who may not be the coach, team manager or a player in that team.
- 19.2. For all other senior, masters and junior games, **the coach or team manager or volunteer (who is not a player) of the first named team is responsible for fulfilling the role of a match manager** (refer to [Attachment A](#) – Judge and Match Manager Role and Responsibilities)
- 19.3. **Failure to Attend: Premier League and 1st Grade** - If a judge fails to attend, it is the responsibility of the respective team to provide a suitable replacement prior to the commencement of the game.
- 19.4. **Failure to Attend: All Other Senior Grades & Masters Competitions** - If the person designated as match manager fails to fulfil the role of match manager, the Club may be issued with a warning.
- 19.4.1. For a second breach, unless there are extenuating circumstances, the team may be penalised one (1) competition point. Any further breaches will be dealt with on a case-by-case basis.
- 19.5. **Extenuating circumstances:** If extenuating circumstances are to be considered for failures to attend, the Club Secretary (or individual if not Club affiliated) must provide to the Technical Manager in writing the details of the

circumstances, for consideration by the TSG. This must be done at least 48 hours before an individual or team's next scheduled game.

20. OFFICIATING - TECHNICAL OFFICER APPOINTMENTS

- 20.1. A Technical Officer (TO) for each Premier League and First Grade game will be appointed by the Officiating Coordinator (OC) from the PL Technical Panel.
- 20.2. The TO has authority to direct any manager or coach on the team bench to leave the bench area if undesirable or improper practice or behaviour continues. A full report must then be submitted to the OC within 48 hours of the completion of the game, for consideration by the TSG. The TSG may take such further action as they consider appropriate in accordance with these regulations.

ATTACHMENT A – OFFICIATING RESPONSIBILITIES

UMPIRES RESPONSIBILITIES

- The umpires must control the game in accordance with the rules set out in the FIH Rules of Hockey.
- The primary concern of umpires is the safety of players. They must ensure the game is played in a safe manner and take action to suspend individual players or team officials, or completely suspend the game should circumstances arise which may threaten the safety of any players or spectators.
- It is the responsibility of the umpires to keep time if there are no match managers present.
- The umpire must signal clearly to the match manager/s when a time out is blown.
- The umpire must signal clearly to the technical officials (TO, judge/match manager) when a card has been given. In the case of a yellow card the amount of time of the suspension must also be clearly signalled.
- Umpires must ensure that all players, team officials and spectators (where possible) adhere to the. HA Code of Conduct

At the conclusion of a game:

- The umpires must ensure that the team sheet has been completed correctly with the score, goal-scorers and any cards recorded clearly.
- They will record the best players for each team.
- When satisfied that the team sheet is accurate, umpires will print their name and sign the team sheet.
- The umpires will ensure that any suspensions are noted clearly on the team sheet. A Report must occur in the case of any red card awarded but may also occur if the umpire considers any other action or breach should be reviewed. The Umpire must lodge the report with the Technical Manager no later than 48 hours of the completion of the game.
- The umpire will ensure that if a team intends to lodge a protest at the conclusion of a game, that this is recorded on the team sheet and the team manager (or captain) be advised that the protest must be lodged in writing no later than 30 minutes after the conclusion of the game.

TECHNICAL OFFICER ROLE and RESPONSIBILITIES

PRE-MATCH	
Document	<ul style="list-style-type: none"> Check Team sheets are filled in before the commencement of each game. Ensure the captain and bench personnel have been recorded
Time	<ul style="list-style-type: none"> Ensure that Premier League games commence at the expiration of the 10-minute warm up period. Sound a whistle with 3 minutes remaining, at which time the team captains will be called in by the umpires to do the 'toss' if this has not already been done. Teams must be on the field and ready to play when warm-up time expires. Premier League games will start at the direction of the Technical Officer in consultation with the umpires. Give teams a 30 second warning at $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ time breaks. Teams are to be on the field and ready to play when time expires. The game clock will be started regardless. Manage the 40sec clock when required for penalty corners.
DURING THE MATCH	
Interchange	<ul style="list-style-type: none"> All interchanges (whether entering play or leaving play) must be done within 3 meters of the centre line (roughly adjacent to the Tech Bench) and on the first entry to play the Team Manager or Player should report to the bench. Players who are substituting will use a bib to pass to the player they are replacing and should not enter the field of play until after the player has left the pitch (but apply common sense, e.g., has it impacted play / have they gained an advantage).
Communication	<ul style="list-style-type: none"> Work with the Umpires – important to be on the same page Be observant of players or coaches approaching umpires as they leave the field. Should you feel there is an issue you should be able to quickly approach and de-escalate
Bench	<ul style="list-style-type: none"> Ensure the team only consists of 11 players, up to 5 interchange players + a fully kitted goalkeeper (this can include injured players as long as no more than 5 field players are on the bench) and 4 other team officials. With prior written approval from the TM, a team may have one additional person from their development program sit on the team bench. The Coach and Team Manager are only permitted to move about within one meter of their bench (except when the Team Manager is facilitating an interchange or PC instruction). Closely monitor the behaviour of Team Managers, Coaches and Players on the team benches, bringing to the notice of the Team Manager any undesirable or improper practice or behaviour.
Penalties	<ul style="list-style-type: none"> Administer any player suspensions (time) Players who are temporarily suspended (green/yellow card) are required to sit outside the technical bench and the only person to approach that player is the Team Manager to take tracksuit/drink, if required.
Injuries	<ul style="list-style-type: none"> Watch for players who may be bleeding and notify the umpire on the bench side of ground. Ensure that any contaminated area on the field is washed down with the solution provided in the stainless-steel bucket in the tech bench area. The medical person (or Team Manager) may only go onto the field of play when called by the umpire and that player (goalkeepers excepted*) must leave the field for a minimum of two minutes of playing time irrespective of whether they are injured or not. *Goalkeepers are not required to leave the field unless an injury requires treatment off field.
POST MATCH	
Document	<ul style="list-style-type: none"> Ensure team sheet is checked and signed by Team Managers (or Captains if no manager is present), umpires and Judges / Match Managers at the conclusion of the game. TO is to sign once all other personnel have signed. Ensure the Match Report is completed, with B&F votes, PTW scores and details of any cards.
Issues	<ul style="list-style-type: none"> Report on the Match Report provided, any misconduct or breaches of the Code of Conduct which you witness. This may include (but is not limited to) failure to observe your instructions; dissent; abuse (verbal or physical) towards any official or player; or any other behaviour which you consider warrants investigation by the TM.

JUDGE & MATCH MANAGER ROLE and RESPONSIBILITIES

PRE-MATCH	
Roles	For Premier League & 1 st Grade matches, decide the key responsibilities (a) who will manage the clock and (b) who will manage the team book entries.
Time	Except for Premier League games, all games are to start at the advertised starting time. The clock should be started irrespective of whether teams are ready or not.
Document	Team sheets are to be filled in before the commencement of each game.
DURING THE MATCH	
Time Judge	<ul style="list-style-type: none"> Responsible for time (the official scoreboard and clock plus a manual “count-down” clock). Make sure there is a back-up clock (ie a “count-down” clock). Your role might not be exacting at times, but it is critical that clock stopping and starting is accurate and prompt.
Book Judge	<p>Responsible for:</p> <ul style="list-style-type: none"> the team book entries (including a “count –up” manual clock) recording goals, cards, and interchanges as they occur administration of any player suspensions and record on Play the Whistle sheet any other matters which may require leaving the bench to give advice to umpires or team managers. <p>Premier League & 1st Grade: Assist the TO to manage the 40sec clock when required for penalty corners.</p>
Time	<p>Premier League & 1st Grade games will start at the direction of the Technical Officer in consultation with the umpires.</p> <p>All other grades: All games are to start at the advertised starting time. The clock should be started irrespective of whether teams are ready or not. All games are to finish no later than 10 minutes (for senior games) or 5 minutes (for junior games) before the next advertised starting time even if this necessitates shortening the match. Please keep team bench and umpires informed if this becomes necessary.</p>
MM: Bench and interchange	<ul style="list-style-type: none"> Ensure the team only consists of 11 players, up to five interchange players (this can include injured players as long as no more than 5 field players are on the bench) + one kitted goalkeeper and four team officials. All interchanges (whether entering play or leaving play) must be done within three metres of the centre line (roughly adjacent to the Tech Bench) and on the first entry to play the team manager or player should report to the bench. The coach and manager are only permitted to move about within one metre of their bench (except when the manager is facilitating an interchange).
MM: Penalties	<ul style="list-style-type: none"> Players who are temporarily suspended (green/yellow card) are required to sit outside the technical bench and the only person to approach that player is the team manager to take tracksuit/drink, if required. The judge / match manager (not keeping time) will advise the players when they can return to play, except on PL games where the TO will manage suspensions.
Injuries	<ul style="list-style-type: none"> Judges / match managers should watch for players who may be bleeding and notify the TO or umpire on the bench side of ground. Judges / match managers are to ensure that any contaminated area on the field is washed down with the solution provided in the stainless-steel bucket in the tech bench area. The medical person (or manager) may only go onto the field of play, when called by the umpire and that player (goalkeepers excepted*) must leave the field for a minimum of two minutes of playing time irrespective of whether they are injured or not. *Goalkeepers are not required to leave the field unless an injury requires treatment off field.

POST MATCH	
MM (recording)	Ensure that any breaches of officiating are recorded clearly on the team sheet and report any misconduct or breaches of the Code of Conduct to which they are a witness on the Match Report provided on the Tech Bench. This may include (but is not limited to) failure to observe your instructions; dissent; abuse (verbal or physical) towards any official or player; or any other behaviour which you consider warrants investigation by the Technical Support Group. A written report should be submitted to the Technical Manager within 48 hours.
Document	Team sheet should be checked and signed by Team Managers (or Captains if no manager is present), umpires and judges/match managers.

THE TECH BENCH	
Roles	<ul style="list-style-type: none"> Check that everyone on the team is comfortable in their role – TO, judge, match manager, umpire
Professionalism	<ul style="list-style-type: none"> Our competition isn't a tournament like a National Championship; however, we should endeavour to run our competition in a similar, professional way.
Communication	<ul style="list-style-type: none"> The TO is the leader of off-field communication BUT we still ensure we are communicating as a team. Our priority is to try to avoid issues and de-escalate any issues that may arise. Of course, the best way to do this is to remain calm and try to diffuse the issue in the first instance. Often a quiet word of warning to the player (as an umpire) or to a Team Manager (if you are a bench official) can prevent things escalating. Bench Officials should PRIMARILY talk to the Team Manager – not directly to players or coaches – who may be "heated". Support and assist the TO – if you think the TO has not seen something, quietly draw their attention to it (they might already be aware of it and dealing with it in their own way). Remember that many umpires don't mind being approached about clarification, but it is your judgment whether it looks to be aggressive or not –always be prepared to de-escalate or ask the umpire if any interaction was unacceptable. Umpires should not have to deal with irate Coaches or players. It IS acceptable for a Captain or Manager to respectfully query an Umpire during a break in play, however issues about umpiring matters should ALWAYS be addressed to the Umpire Manager. Keep calm and, if in doubt, ask. Trust your colleagues.
Timing issues	<ul style="list-style-type: none"> If something goes wrong with the timing, keep calm, and let the TO know (they will let the teams know) – using the back-up timer it should be able to be recovered.
Recording	<ul style="list-style-type: none"> Remember to have a pen and notepad. Keep hand-written records, no matter how small – don't rely on your memory. Card (yellow and red) reasons to be noted, and any comments by you regarding Play the Whistle score or any other issue, positive or negative, should be noted if you feel there are things worth mentioning.
Concentration	<ul style="list-style-type: none"> Don't get distracted.... after a goal is scored, watch the post-goal player engagement – the book and scoreboard can wait. Be visible and be mobile and don't be distracted by paperwork, or by speaking to your Judges when the game is 'on'. If the TO is engaged with the team bench, ensure someone is always watching the game. Politely communicate, even if you know someone else on the team saw it too.

Rapport	<ul style="list-style-type: none"> ▪ Communication with the teams (especially bench) is imperative - this starts the moment the teams arrive. ▪ Greet the teams and introduce yourself. ▪ Ensure you know the names of the managers and coaches. ▪ A friendly chat can be a very important precursor if something untoward happens during the game.
Game management	<ul style="list-style-type: none"> ▪ Do not over-officiate – try to step in only when required and identify when something ‘matters’ and when not-so-much. ▪ Be proactive by anticipating what’s to come. ▪ Approach all your issues calmly and with respect – be relaxed and confident as this will filter through to the teams. ▪ Be alert, observant, and proactive in dealing with situations as much as possible. ▪ Remember what’s most important and hardest/impossible to fix/undo: <ul style="list-style-type: none"> ▪ the clock ▪ too many players on the pitch ▪ suspension timings ▪ escalating bad behaviour
Rule and regulations	<p>Remember that the focus of all rules and regulations is aimed at four areas: -</p> <ul style="list-style-type: none"> ▪ Safety: of players, officials, and spectators (includes physical and mental) ▪ Fairness: to ensure the game is played without any undue advantage to one side or the other ▪ Consistency: to ensure that all participants feel that everyone is being treated the same ▪ Professionalism: to ensure the game is developed and displayed in a professional manner to all stakeholders
Penalties	<ul style="list-style-type: none"> ▪ Penalties are there as a last resort to prevent players or teams acting inappropriately or getting some advantage. ▪ Our desire is to not have to ever impose penalties – but of course when we are dealing with people– there are times that this is necessary. ▪ It is not our role and shouldn’t be our intent to wield a big stick or impose penalties unless it is compromising Safety, Fairness, Consistency and Professionalism.

Field Players

Wearing a mouth guard by ALL **underage players**, no matter the level at which they participate, **for all trainings and games**, is a long-established practice which all Clubs are requested to assist in enforcing.

This policy applies to those players participating in HT junior competitions, Intra-State competition, selections, trainings, and Development Squad or Development Program sessions. Coaches who conduct any other introductory program or clinic on behalf of Hockey Tasmania are required to recommend and encourage the use of a mouth guard from the initial session. It is recommended that schools adopt a similar policy within their own organisations. It is also recommended that senior hockey players pursue this practice.

With advanced techniques, skills and strength of junior players, the wearing of a mouth guard to assist in minimising facial trauma, is essential. For boys, physical protection should extend to the wearing of a groin protector. All players should also be encouraged to wear shin pads.

Ball boys and girls must wear a mouth guard and shin pads

It is expected that parents, coaches, managers, when accepting roles within the Hockey Tasmania framework, will actively involve themselves in the implementation of this policy. *“No mouth guard, no participation”.*

Please ensure these safety regulations are actively monitored and reinforced and inform all junior players of their personal responsibility to comply with these regulations during competition and at all training sessions. **Eligibility for insurance benefits may be compromised where any hockey-related injury is incurred which may require medical and/or dental treatment, and the injured player is not wearing essential safety equipment.**

In rare circumstances, medical conditions may contra-indicate the wearing of a mouth guard. In these cases, a current medical certificate clearly stating the reasons for non-compliance should be provided to the player's School and/or Club.

Goal Keepers

Goal keepers must wear FIH approved goalkeeping equipment, including pads, kickers, gloves, chest protector, and shoulder & arm protector.

Penalty Corner Defenders

Players with the role of standing inside the post in penalty corner defence during competition and training sessions should wear facemask and gloves. If this protective equipment is not available at training sessions, coaches must ensure that attackers are directed to not intentionally raise the ball into goal. It is recommended that players in a specialist PC defensive role purchase their own facemask and gloves.

ATTACHMENT C - COVID-19 PROTOCOLS - INFORMATION FOR CLUBS AND MATCH OFFICIALS

Refer to HT website for latest news and information re COVID protocols.

ATTACHMENT D - REFERENCE DOCUMENTS

FIH Rules of Hockey updated 1Jan2022

FIH Official Documents – Umpires & Umpire Managers

FIH Umpire Managers Briefing 2020

Hockey Tasmania Regional Competition Committees Terms of Reference

Members Protection Policy

No Objection Certificate

HT Competition Regulations

Concussion Protocols

Concussion Toolkit

ATTACHMENT E - SHOOT-OUT COMPETITION

In a shoot-out competition, five players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this Regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.

The following sets out both the Playing Rules and the Procedures to be followed.

1. The first shoot-out should take place within five (5) minutes of the end of regulation playing time.
2. The respective Team Managers provide five players to take and one player to defend the shoot-outs from those on the Match Report except as excluded below. A player nominated to defend the shootouts can also be nominated to take a shoot-out. No substitutions/replacements are permitted during the shoot-out competition other than as specified below.
3. A player who is still serving a disciplinary suspension by the TO at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, cannot take part in that shoot-out competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shout-out competition even if the period of their suspension has not been completed at the end of the match.
4. The TO will specify the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
5. The TO will specify the goal to be used.
6. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
7. All persons listed on the Match Report other than any player who has been excluded permanently (red card) during the match which leads to the shoot-out competition are permitted to enter the field of play outside the 23m area used for the shoot-out but must be at least 10 metres from the spot where the ball is placed at the start of the shoot-out.
8. The goalkeeper/ defending player of the team taking a shoot-out shall wait on the backline outside the circle.
9. A player taking or defending a shoot-out may enter the 23m area for that purpose.
10. Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment.
11. 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.
12. 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 start time;
 - e. an official at the technical table starts the clock;
 - f. the attacker and the goalkeeper/ defending player may then move in any direction;

- g. the shoot-out is completed when:
 - i. 8 seconds has elapsed since the starting signal;
 - ii. a goal is scored;
 - iii. the attacker commits an offence;
 - iv. the goalkeeper/ defending player commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper/defending player;
 - v. the goalkeeper/ defending player commits an intentional offence inside or outside;
 - vi. the circle, in which case a penalty stroke is awarded and taken;
 - vii. the ball goes out of play over the backline or sideline; this includes the goalkeeper/ defending player intentionally playing the ball over the backline
13. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the Match Report subject to the provisions of Articles 17, 18 and 19 of this attachment
14. The team scoring the most goals (or ahead by more goals than the other team has untaken shoot- outs available} is the winner.
15. A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
16. If during a shoot-out competition (including during any penalty stroke which is awarded) a player is suspended by a yellow or red card:
 - a. that player takes no further part in that shoot-out competition and, unless a goalkeeper/defending player, cannot be replaced;
 - b. the replacement for a suspended goalkeeper/ defending player can only come from the five players of that team nominated to take part in the shoot -out competition:
 - i. the replacement goalkeeper/ defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player they are replacing was wearing;
 - ii. for taking their own shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again
 - c. any shoot-out due to be taken by a suspended player is forfeited; any goals scored by this player 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 Report for that particular match, except as excluded in this Appendix or unless suspended by an Umpire during the shoot-out competition;
 - b. the replacement goalkeeper:
 - i. is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper/ defending player was wearing;
 - ii. if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
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 Report for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.

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 this Appendix;
 - b. the sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - c. the team whose player took the first shoot-out in a series defends the first shoot-out of the
 - d. next series;
 - e. 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 after a second series of five shoot-outs, additional series of shoot-outs are taken with the same player's subject to the conditions specified in this Appendix:
 - a. the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - b. the team which starts each shoot-out series alternates for each series.
21. Unless varied by this Appendix or Appendix 1, the Rules of Hockey apply during a shoot-out.