



RULES OF THE COMPETITION 2023

GENERAL RULES OF THE COMPETITION

1. The competition shall be conducted in accordance with the Rules of Indoor Hockey in force on the first playing day of the competition.
2. The competition formats and ranking schemes (for both the Men's and Ladies Competitions) are set out separate documents.
3. The Technical Delegate (TD), in his/her absolute discretion, will compile and publish the Match Schedule for the competition. The TD reserves the right to amend this schedule as a result of any circumstances that may arise.
4. The TD will appoint an Umpire Manager (UM) for the tournament. The UM will assign the umpires for each tournament match.
5. The TD will appoint and assign the Technical Officers (TOs) to officiate each match.
6. The venue (The Hockey Farm) will provide a venue specific Code of Conduct document. All competition participants must adhere to the conditions and requests set out in that document.
7. By participating in the tournament, each participant is agreeing to abide by all the rules of the competition.
8. Participation in the competition and entry to the venue is done solely at the own risk of each participant.

TEAM MANAGERS

1. Team Managers are to familiarise themselves with all the Tournament Rules and Regulations as outlined in the following set of Documents:
 - Rules of the Competition 2023 (this document)
 - Competition Format – Ladies 2023, or Competition Format – Men 2023, as applicable.
 - Competition Format – Shoot-Outs 2023
 - The Hockey Farm – Code of Conduct
2. Team Managers are advised to attend the Pre-Tournament Briefing by the TD and raise any questions pertinent to the tournament rules in that forum. This may take the form of an online meeting.

TEAM COMPOSITION

3. A Team Entry Form containing ALL the names of players, team managers, coaches, medical staff, and any other recognised team officials must be submitted to the TD before 12 noon on **WEDNESDAY 20 SEPTEMBER 2023**. Individuals whose names do not appear on the Team Entry Form will not be allowed to participate (in any capacity) in the tournament on behalf of that team.
4. A maximum of 12 players may be used by a team in a match. If a player(s) has been suspended by the Technical Delegate for one or more matches then, for those matches, the number of players the team concerned may use will be reduced by the number of players suspended.
5. All players must be assigned a shirt number for the tournament and must retain that number for the entire tournament. The numbers allocated to each player must be specified on the Team Entry Form.
6. Thirty Minutes (30 min) before each match, each Team Manager participating in the match must deliver (to the Tech Table, or to the TD) the appropriate notification nominating:
 - a. the six players who will be on the field of play at the commencement of the match;
 - b. up to six players who will start on the team bench (unless one or more players has or have been suspended for that match in which case the relevant player(s) should be included on the form but marked with an S);

- c. the captain and goalkeeper(s) for the match;
 - d. the Team Manager for the match;
 - e. the Coach on the team bench for the match;
 - f. an appropriately qualified Physiotherapist (if any);
 - g. an appropriately qualified Medical Doctor (if any);
 - h. an additional person as required (if any).
7. Nominations can only be made from the players and team officials whose names appear on the Team Entry Form, excluding any person who has been suspended from participating in the match by the Technical Delegate.
 8. A player nominated to start the match who becomes incapacitated during warm-up or practice may be replaced by a player whose name appears on the Team Entry Form. The Team Manager must notify the Technical Officer on duty accordingly.

TEAM CLOTHING, EQUIPMENT AND COLOURS

1. While it is highly recommended that each team has two distinctly different sets of playing kit for the tournament, this will NOT be compulsory.
2. Each team must specify the colours of their playing shirts, playing shorts/skirts, playing socks, and Goalkeeper smocks on their Team Entry Form.
3. Teams which have two distinct playing kits are to inform the TD on their team entry form. The TD will then determine for each match what playing kit should be worn for that match.
4. The Technical Delegate, at her/his absolute discretion, shall determine if the colours of the two opposing teams, in a match, are too similar. In such a case, the team listed as the away team will be required to either change into their alternative playing kit, or to wear an acceptable bib for the match.
5. Any additional items of clothing worn by a player during a match must be the same colour as the adjoining piece of clothing. Head or wrist sweatbands may be any plain (but not fluorescent) colour other than the predominant colour(s) of the opposition shirts.
6. Players are NOT required to have their playing numbers on their playing kit. If, however, they do have numbers on their kit, it must match the number specified on the Team's Entry Form.
7. When warming up on the side of the court during a match, it is requested that substitutes wear bibs or some other form of clothing in a colour different to both teams, and the umpires.
8. All players must be uniformly and neatly dressed at all times during a match.
9. Captains must wear a distinctive single colour, not black or in the team's colour(s), armband or similar distinguishing article on an upper arm or shoulder or over the upper part of a sock
10. Players wearing blood-stained kit will not be allowed onto the court. They will need to replace any blood-stained kit with kit acceptable to the TO on duty.
11. Field players must not wear any additional protective equipment related to medical reasons or similar as specified in the Rules of Indoor Hockey unless pre-approved by the TD.
12. A player on the field of play must not use or be equipped with any device to receive communication.
13. Players must not have any substance on their shoes which will leave a residue on the playing surface. If a player is seen to be leaving such a residue, they will need to be removed from the field of play and will not be allowed to return until they have changed shoes, or the substance leaving a residue has been completely removed from their shoes to the satisfaction of the TO on duty.

DURATION AND FORMAT OF MATCHES

1. Matches will consist of 4 Quarters. Each quarter will be ten minutes in duration. There will be a two minute break between the 1st and 2nd quarters, and the 3rd and 4th quarters. There will be a five minute half-time between the 2nd and 3rd quarters
2. The Umpires start and re-start the match
3. Time keeping is controlled by the Technical Officials on duty; they are responsible for signalling the end of each half. If a match, however, is prolonged at each break or at full-time to allow for the completion of a penalty corner as specified in the Rules of Indoor Hockey, the Umpires will signal the end of that period.
4. Time will not be stopped for injuries, short corners, penalty flicks, or any other reason.
5. There will be no time-outs allowed.

SUBSTITUTION OF PLAYERS

1. Substitutions takes place as specified in the Rules of Indoor Hockey from the players named in the Team List on the Match Report Card as submitted to the TO before the start of the match.
2. Substitutions takes place under the supervision of a Technical Official on duty. And must be done in front of the Tech Table within the marked substitution area.
3. After leaving the field of play, a player who has been substituted must go to the team bench immediately.
4. Team Managers are responsible for the proper application of the procedures.
5. Team Managers are requested to assist the TO on duty by informing the TO the names and numbers of the player(s) going on, and the player(s) going off.

ADMISSION TO THE FIELD OF PLAY

1. The Coach on the team bench may not enter the Field of Play during playing time under any circumstances but may do so during a shoot-out competition.
2. The Team Manager and substitute players nominated for that match must remain seated on the team bench during playing time, including time stoppages, except when implementing the substitution procedures. The Coach nominated for the match must remain in an area designated by the Technical Officer on duty but need not be seated. Substitutes may leave their seats to warm up in an area designated by the Technical Officer on duty. The Team Medical Doctor and Physiotherapist may leave their seats to treat players; wherever possible treatment should take place at the end of the team bench furthest away from the Technical Table.
3. The nominated Team Manager for a match is responsible for the conduct of all persons occupying the team bench.
4. Vocal communication by team officials and / or players on the team bench must not be directed at the technical officials seated at the table, the Umpires and / or the players of the opposing team.
5. If misconduct occurs after a Team Manager has been warned about acts of misconduct on her / his team bench, the Technical Officer on duty is empowered to order the person or persons involved to leave the team bench and remain in the team changing room for the rest of the match. After the match, the Technical Officer will report the circumstances to the Technical Delegate who may take further disciplinary action.
6. No incapacity treatment is permitted on the Field of Play unless the Physiotherapist or Team Doctor reasonably believe that a player requires medical attention and for that reason they may enter the Field of Play without permission:
 - a. if a team does not have such registered officials, the on-duty Medical Officer or Team Manager in the case that the on-duty Medical Officer is not present, may enter the Field of Play if they reasonably believe that a player requires medical attention;
 - b. if necessary, the Umpire may authorise stretcher bearers to enter the Field of Play;
 - c. persons authorised to enter the Field of Play are required to assist and remove the player concerned from the Field of Play as soon as it is safe to do so.
7. If any person from the team bench and / or the on-duty Medical Officer enters the Field of Play and attends a player:
 - a. that player must leave the Field of Play and return to the team bench area for a minimum of one minute of playing time;
 - b. the one minute period will be managed by the Technical Officials on duty;
 - c. the player required to leave the Field of Play may be substituted in accordance with the Rules of Indoor Hockey.
8. If blood staining to the Field of Play occurs, cleaning must immediately take place using a Non-Acid Disinfectant Surface Cleaner which is effective against antibiotic-resistant bacteria or, if such a material is not available, an 80% alcohol solution.
9. No liquid or other refreshment may be consumed on the Field of Play. Any player or umpire wishing to take refreshment during a match, including during time stoppages must leave the Field of Play. A goalkeeper may leave and re-enter the Field of Play adjacent to the goal.
10. Refreshments may be consumed in the team bench area, but should any spills occur, it must be cleaned up immediately.

11. Team officials and players may leave the technical facility area surrounding the Field of Play during half time and breaks between quarters.
12. Coaching and audible vocal communication may only take place from designated area only, namely from the team bench.
13. Players warming up on the side of the court while a match is in progress must:
 - a. Stay clear of any umpires officiating the match in play and must take extreme care not to impede or obstruct them in their duties.
 - b. NOT warm up or practice with a ball. This is to avoid an extra ball ending up in the field of play.

INTERRUPTIONS OF A MATCH

1. If a match is interrupted by the umpires or by the Technical Delegate (eg because of Field of Play conditions), this match must be resumed as soon as possible (not necessarily on the same Field of Play or on the same day), under the following conditions:
 - a. the match must be completed up to the regulation full-time, the score on the resumption being that at the time the interruption took place;
 - b. on resumption, the Regulation relating to the substitution of players shall apply as though there had been no interruption to the match.

MATCH REPORT FORM/CARD

2. At the end of a match, a Match Report is produced at the technical table. This is a summary of the match showing the names of all players, team officials and technical officials nominated for the match and the key match statistics, including the result.
3. Within five minutes of the end of the match, the Team Manager of each participating team must sign the Match Report, even if a protest is contemplated.
4. The match officials must also sign the Match Report once both Team Managers have done so.

OFFENCE CARDS

1. GREEN CARD – ONE MINUTE SUSPENSION
 - a. For any offence, the offending player may be temporarily suspended for one minute of playing time (indicated by a green card);
 - b. For the duration of each temporary suspension, the offending team plays with one fewer player.
 - c. If a field player receives a green card, the Umpires stop the match (but not the time) to issue the card; the Umpires restart it immediately after issuing the card.
 - d. If a goalkeeper receives a green card, the Umpires stop the game and re-start it immediately after that player has left the field of play.
 - e. The offending player leaves the field immediately; if he / she interferes with play on their way to the designated suspension area the Umpire may further penalise the player in accordance with the Rules of Indoor Hockey.
 - f. The one minute temporary suspension starts when the player is seated in the designated area.
 - g. Timing of the suspension is controlled by a Technical Official on duty.
 - h. The offending player is permitted to resume play when the Technical Official on duty indicates that the period of suspension has been completed.
 - i. Time is not stopped for an offending goalkeeper to return to the field after their suspension. That goalkeeper returns to their position from the halfway line as is with other players.
2. YELLOW CARD – TEMPORARY SUSPENSION
 - a. For any offence, the offending player may be temporarily suspended for a minimum of 2 minutes of playing time (indicated by a yellow card).
 - b. The duration of temporary suspension is indicated to the Technical Official on duty by the Umpire who issues the yellow card.

- c. For the duration of each temporary suspension, the offending team plays with one fewer player.
- d. If a field player receives a yellow card, the Umpires stop the match (but not necessarily the time) to issue the card; the Umpires restart it immediately after issuing the card.
- e. If a goalkeeper receives a yellow card, the Umpires stop the game and re-start it immediately after that player has left the field of play.
- f. The offending player leaves the field immediately; if he / she interferes with play on their way to the designated suspension area the Umpire may further penalise the player in accordance with the Rules of Indoor Hockey.
- g. The temporary suspension commences when the player is seated in the designated area.
- h. Timing of the suspension is controlled by a Technical Official on duty.
- i. The offending player is permitted to resume play when the Technical Official on duty indicates that the period of suspension has been completed.
- j. Time is not stopped for an offending goalkeeper to return to the field after their suspension. That goalkeeper returns to their position from the halfway line as is with other players.
- k. Three yellow cards for the same offence can lead to a game suspension, this is at the TD's discretion.**
- l. Three consecutive yellow cards either in one game or in consecutive games can also lead to a game suspension, this is at the TD's discretion.**

DISQUALIFICATION OR FAILURE TO PLAY

1. During the pool matches:
 - a. A team either disqualified or refusing to play or failing to complete a match is deemed to have withdrawn from the competition.
 - b. If a team so withdraws from the competition:
 - i. any matches it has played until then, as well as all the matches it has still to play, will be recorded as a 5 - 0 loss;
 - ii. that team will be disqualified and will not be ranked in the competition;
 - iii. the pool points table and ranking table will be adjusted accordingly for all teams;
 - iv. statistics for the team (other than the result referred to above) and individual player statistics will be retained for all matches played up to and until the point of withdrawal.
2. During a classification match or finals:
 - a. A team either disqualified or refusing to play or to complete a match is deemed to have withdrawn from the competition at that stage.
 - b. If a team so withdraws from the competition at the classification stage:
 - i. the team is deemed to have lost the match in question;
 - ii. the team will be disqualified and will not be ranked in the competition;
 - iii. all teams ranked below the team at the time of the withdrawal will be advanced by one place in the final ranking.
 - iv. statistics for the team (other than the result referred to in Regulation above) and individual statistics will be retained for all matches played up to and until the point of withdrawal.
3. A team shall not be deemed to have withdrawn from a match if such withdrawal is caused or brought about by an Event of Force Majeure.

PROTESTS

1. If a team wishes to lodge a protest at the end of a match or at the end of a stand-alone shoot-out competition the Team Manager must:
 - a. declare the intention to do so immediately in writing directly below her / his signature when signing the Match Report or shoot-out competition form;
 - b. produce in addition in writing the grounds of the protest and must hand that document to the Technical Officer on duty within 30 (thirty) minutes of the completion of the match or Shoot-out Competition;
 - c. deposit in addition five hundred Rand (R500) with the written protest.

Elite Challenge – Rules of the Competition

2. If a protest is made, the Technical Officer on duty must immediately notify the Technical Delegate.
3. Notwithstanding the provisions of this Regulation, a protest from a decision of an umpire or a technical official during a match or shoot-out competition may not be made to or considered by the Technical Delegate.
4. A team may protest to the Technical Delegate about any other decision of the Technical Delegate under this Regulation or application of these Regulations.
5. The Technical Delegate must make a decision and publish it within two hours from the submission of a protest, save for protests relating to the nationality or age of a player where further time is required in order to properly investigate the protest (in which case the Technical Delegate must make a decision and publish it as soon as reasonably possible); if possible, the Technical Delegate should also orally notify the decision to the Team Manager concerned immediately after making the decision.
6. The Team Manager must make arrangements with the Technical Delegate so that (s)he is available to receive the decision from the Technical Delegate.
7. Failure to comply with any part of this Regulation will result in dismissal of the protest
8. The deposit may be refunded in whole or in part if the protest is allowed, at the discretion of the TD, who will consider the matter at an appropriate time after the match or the event.

UNFORESEEN EVENTS

1. If circumstances arise pertaining to the technical aspects of the conduct of the tournament, which are not provided for in these Regulations, the Technical Delegate will determine any actions necessary.
2. If any team affected by a decision of the Technical Delegate under this regulation wishes to protest, it may do so following the procedures set out above.

TD RIGHT TO AMEND RULES AND REGULATIONS

1. The Technical Delegate, at his/her sole discretion, may amend, cancel, or add any rules or regulations to those laid down in this and other official tournament documents.
2. Should this action be necessary, the TD will notify all Team Managers who will then communicate the changes to their teams.
3. Unless otherwise specified by the TD, any changes will be considered in effect once they have been communicated to the Team Managers.

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