

SOUTH AFRICAN SCHOOLS HOCKEY

NATIONAL TOURNAMENT RULES

1. RULES OF THE GAME

The tournament will be carried out in accordance with the Rules of the Game of Hockey and the regulations of the FIH.

2. PARTICIPANTS AND ADVERTISING

- a. There are two sections in this Inter-Provincial Tournament (IPT). Teams have been placed in the A section or the B section based on their finishing positions in the corresponding tournaments last year.
- b. Team managers and coaches are to attend the Managers' meeting. Copies of ID documents, consent forms and signed copies of the various codes of conduct must be handed in on arrival at the tournament.
- c. The players age as on 1 January of this year determines whether or not he/she is eligible to participate in this tournament. In the case of an u18 IPT, players must have been 17 or younger on 1 January; players participating in the u16 IPT must have been 15 or younger on 1 January of this year, etc. Players who are overage will not be permitted to play in the tournament.
- d. Notification of any amendments to team entries must be entered by the Team manager during registration of teams. After the managers' meeting no further amendments will be accepted. Any non-traveling reserves must be registered before this meeting.
- e. The names of qualified team physiotherapist / team medical doctor, if present, wishing to be authorized to sit on the bench, must be forwarded at the managers' meeting, after which no further additions will be accepted.
- f. An assistant coach or assistant manager must be registered at the managers' meeting, and may not sit on the bench during a game.

3. CODES OF CONDUCT

There are Codes of Conduct for:

- a. All players
- b. Umpires
- c. Parents and supporters

These Codes of Conduct are to be adhered to by all concerned. Suspension, or expulsion from the tournament of individuals or teams in breach of these Codes of Conduct or rules will be determined by the TD, or the Disciplinary Committee. Parents and supporters in breach of the Codes of Conduct may be suspended from the grounds by the TD.

4. CLOTHING AND COLOURS

- a. Each team is to register their playing uniform and alternate uniform colours when registering.
- b. Goalkeepers must wear a shirt colour different from their own team and that of their opponents. Goalkeepers are required to wear their shirt, or other garments, over any body protectors.
- c. Goalkeepers must wear their number on the front and on the back of their shirts. Field players must display a number on the back on their shirt (in full distinctive figure, not outlined, and not less than 20cm in height).
- d. Goalkeepers may not wear white pads or kickers. Field players may not wear light/white shoes.

- e. Goalkeepers, or any player acting as a goalkeeper, must wear protective headgear at all times during a match, including when defending a penalty stroke. When required to take a penalty stroke, the protective headgear may then be removed.
- f. A player must be properly dressed at all times during a match with shirt tucked in and socks up. Shin guards are compulsory and mouth guards are highly recommended.
- g. Each player's number must remain the same throughout the tournament.
- h. Each team must have an appointed captain, who shall wear a distinctive armor leg band or ribbon, and who is responsible for the behaviour of his team players. The captain can be on the field, or, at particular times in the game, can be a substitute. Upon suspension, the vice-captain replaces the captain.
- i. Substitutes warming up along the field must wear a different colour top to the team on the field.
- j. If in the opinion of the TD, the colours of two opposing teams are too similar, one of the teams must change colours or wear bibs. This team will be chosen by the toss of a coin if an amicable settlement is not possible. Playing colours as set out on the Appointment Sheet must be strictly adhered to and may only be changed in consultation with the TD 24 hours before the scheduled game.
- k. If a player sustains an injury which causes bleeding, then that player must leave the pitch immediately and shall not re-enter until the bleeding has ceased and the wound is adequately covered.
- l. Any player injured and taken off the field MUST remain off for 2 minutes. This does not apply to goalkeepers.
- m. Bloodstained clothing must be replaced before re-entering the pitch.
- n. If blood staining to the pitch should occur, then immediate cleaning must take place. During this operation there will be a stoppage of play.
- o. All injuries are to be treated off the field of play, unless a serious injury. Managers may only enter the field if called on by the umpire.
- p. The TD reserves the right to immediately pull off any player who does not conform to any of the above clothing requirements.
- q. Girls may not wear shorts, but may wear skorts.
- r. Skins and cycling shorts
 - i. Players are allowed to wear long-sleeved 'skins' under their shirts.
 - ii. These must be the same colour as the main colour of the shirt.
 - iii. Skins must be worn by all the players in the team.
 - iv. No branding is allowed on the skins.
 - v. Cycling shorts must be the same colour as the playing shorts/skirts, and must not be visible when the player is stationary.

5. COMPOSITION OF A TEAM

- a. A maximum of 16 players may be entered by a team, of which 1 or 2 may be goalkeepers. Thus, there may be 14 or 15 field players.
- b. All teams, in order to be official entrants in the tournament, must have a minimum of 4 players of colour. (see regulation 6).
- c. Each team must nominate, before every match, the eleven players who will be on the pitch at the commencement of the match, and the manager must hand the starting line-up to the tech. table before the scheduled game starts.
- d. These eleven players can be selected from those players whose names appear on the entry form and who have not been suspended by the TD from playing in the match. Up to 5 more players may sit on the team bench. The suspended player(s), if any, must stay outside the technical area surrounding the field of play during play and rest times.

- e. In the event of a player who is injured, and who is unable to play any further part in the IPT, a replacement may be made from the list of reserves which was registered at the Managers' Meeting.
- f. An injury report must be completed by the manager for all injuries, and handed to the TD on completion.

6. TRANSFORMATION POLICY

- a. All teams must have a minimum of four players of other colour.
- b. In all National Tournaments, one of the coach or manager must be a person of colour.

If a team does not meet transformation requirements, wrt players or management:

At the conclusion of **Pool matches**, the team will be placed last in the Pool, and will then play in the cross-pool matches and playoffs for final positions. However, at the conclusion of the tournament, the team will be placed last, and relegated from that section.

If a B team, in the B section of a National tournament, does not satisfy transformation requirements, the team will not be allowed to participate the following year, irrespective of where the region's A team finishes.

If both A and B teams from a region are in the B section of a National tournament and one (or both) of them do not satisfy transformation requirements, the region may enter only one team in that National tournament the following year.

7. MONITORING OF PLAYERS

- a. All players must play a minimum of 40% the total time played by the team.
- b. Monitoring of time played by each player must be done by the TO on duty. Managers are expected to keep a check as well and the policy will be enforced by the TD. Managers will be made aware of the shortfall playing time by the TD.

If any members of a team do not meet the playing time requirements (40% of possible game time), the team will be placed last at the conclusion of the tournament.

If a team does not meet the transformation criteria AND does not meet playing time requirements, there may be further punitive measures imposed on the management of the team and/or the Region.

8. ARRIVAL AND DEPARTURE

- a. All teams must arrive the day preceding the start of the IPT.
- b. The managers meeting will be held at 1600 on the day preceding the IPT. It is compulsory for all managers to attend this meeting.
- c. All teams may depart only after the final match and presentation. Teams not adhering to this policy may have up to a two year ban imposed on the region from participating in the particular age group of the specific tournament.

9. FORMAT OF THE TOURNAMENTS

- a. Teams will be placed into the A section or the B section, depending on their positions in the corresponding tournaments last year.
- b. The A and B sections will consist of 12 teams, divided into two equal pools. The teams which finished 1st, 4th, 5th, 8th, 9th and 12th the previous year will be in Pool A, and the others in Pool B.
- c. The B section may be contested on a round-robin (or some other) basis if the number of teams entered do not lend themselves to the format described in 9b.
- d. In each pool all teams will play against one another and the following points will be awarded:
 -  3 points for a win
 -  1 point for a draw
- e. In each pool teams will be ranked according to the number of points each has accumulated in the competition.
- f. If, at the end of the pool matches, two teams have the same number of points for any place in the section, these teams will be ranked according to the following criteria, taken sequentially:
 -  number of games won
 -  goal difference
 -  goals scored
 -  the result of the match between the two teams (if only two teams are tied)
 -  penalty shootout
- g. Should there still remain equality between two teams, then the matter will be settled by a penalty shootout competition between those teams.
- h. In the A and B sections, after the completion of the pool matches, there will be cross-pool matches as follows:
A6 vs B5, B6 vs A5, A4 vs B3, B4 vs A3, A2 vs B1, B2 vs A1
There will then be playoffs to determine the final positions.
- i. Defaulting teams will be placed last in the section and then relegated to the section below in the following year.
- j. The team which finishes last in the A section will be automatically relegated, and the team which finishes 1st in the B section will be automatically promoted (to be ratified at AGM in Nov).

10. DURATION OF MATCHES

A match shall consist of a regulation time of 2 periods of 30 minutes each, separated by an interval of 5 minutes.

In the semi-finals and final only, in the event of a draw

 extra time of $7\frac{1}{2}$ minutes each way, golden goal applies

 if there is no score after extra time, teams will go into a penalty shootout competition

11. PENALTY SHOOTOUT COMPETITION

- a. 5 players from each team take a one-on-one penalty shoot-out alternately against the goalkeeper of the other team making a total of 10 penalty shoot-outs. The players take the penalty shoot-out in the sequence nominated and communicated by the team managers to the Technical Officer on duty before the start of the penalty shoot-out competition. Players are chosen by their respective team manager from those listed on the team entry form for that particular match except as excluded hereunder.
- b. After consultation with the Technical Officer on duty, the umpires choose the goal to be used.

- c A coin is tossed. The team which wins the toss has the choice to take or defend the first penalty shoot-out.
- d The team scoring or awarded the most goals is the winner and the competition ceases once an outright winner is determined.
- e During a penalty shoot-out competition, all persons who appear on the team entry form and who are entitled to sit on the team bench for that match are permitted to enter the field of play but only in the area outside the 23m area used for the shoot-out. The goalkeeper of the team taking a penalty shoot-out may be on the goal-line outside the circle if so directed by the umpire. A player who is authorised by an umpire or technical official to take or defend a penalty shoot-out may enter the 23m area for that purpose.
- f A player who has been suspended by the Tournament Director or has been excluded permanently (red card) from the field of play during that same match, cannot take part in a penalty shoot-out competition.
- g The penalty shoot-out is taken under the following conditions:
 - i the defending goalkeeper starts behind their own goal line between the goal posts;
 - ii the ball is placed on the nearest 23m line opposite the centre of the goal;
 - iii an attacker starts behind the 23m line near the ball;
 - iv the umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper may then move in any direction;
 - v the shoot-out is completed when one of the following occurs:
 - 8 seconds has elapsed;
 - the attacker scores a goal;
 - the attacker commits an offence;
 - the goalkeeper commits an offence in which case the shoot-out is re-taken;
 - the goalkeeper commits an intentional offence, in which case a goal is awarded;
 - the ball goes out of play over the back-line or side-line; this includes the goalkeeper intentionally playing the ball over the back-line.
- h If during a penalty shoot-out competition a player (either an attacker or a goalkeeper) is suspended, that player takes no further part in that penalty shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If the defending goalkeeper is suspended, the replacement can only come from the 5 players nominated to take part in the penalty shoot-out competition. The replacement goalkeeper is allowed reasonable time to put on protective equipment. If an attacker is suspended, any penalty shoot-out the player was entitled to take counts as no goal.
- i If during a penalty shoot-out competition, a defending goalkeeper is incapacitated, that goalkeeper may be replaced by another player from within the players listed on the team entry form for that particular match, except as excluded above in sub-clause (d) or sub-clause (f). If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.

- j In the event of an equal number of goals scored or awarded after each team has taken 5 shoot-outs, a second series of penalty shoot-outs is taken with the same players, subject to an incapacitated defending goalkeeper(s) being replaced. When one team has scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team, that team shall be the winner.
- k The same players take part in a second (unlimited) series of penalty shoot-outs except that an incapacitated goalkeeper can be replaced. The sequence in which the attackers take the penalty shoot-outs does not need to be the same as in the first series; before each penalty shoot-out series, the team manager chooses the order in which the nominated players take the particular penalty shoot-out. In this second series, all five nominated players shall take a penalty shoot-out before any of them are eligible to take a further penalty shoot-out.
- l The team whose player has taken the first penalty shoot-out of the first series must defend the first penalty shot-out of the second (unlimited) series

12. TIMEKEEPING

- a. Timekeeping will be controlled by the technical table officials whose responsibility it will be to signal the end of the periods of regulation time, at half time and full time. However, in the case of an extension of any period of any regulation time to permit the completion of a penalty corner, the umpire will signal the end of the period.
- b. The umpire shall blow a whistle to re-start the game. The umpires will also signal to the technical table officials every stoppage they may order and the subsequent re-start.

13. INTERRUPTIONS OF A MATCH

If the umpires decide to interrupt a match (e.g. because of weather or field of play conditions) that match must be resumed as soon as possible (not necessarily on that pitch nor on the same day) under the following conditions:

- a. The match must be completed up to the agreed regulation full time, the score on the resumption being that at the time the interruption took place.
- b. On resumption, rules relating to the substitution of players shall apply as though there had been no interruption to the match.
- c. If the game is abandoned in the first half, it shall be wholly replayed.
- d. If the match is abandoned after 15 minutes in the second half, the score at that time shall be taken as the result. (This only applies if the match cannot be continued because of weather conditions.)
- e. This regulation will be controlled at the discretion of the TD – particularly, according to time constraints.

14. FAILURE TO PLAY

- a. A team which refuses to play, or to complete a match, shall be considered to have withdrawn from the tournament.
- b. If a team thus withdraws from the tournament, all the matches it has played until then will be considered as not having been played, not only by the withdrawing team, but also by all the teams it played against. The points table shall be corrected accordingly.

15.ADMISSION TO THE FIELD OF PLAY

- a. No-one, except the field players and the umpire properly engaged in a match, may enter the pitch during that match, unless permitted to do so by one of the umpires. The rule is obligatory, even in the event of a player or any umpire becoming incapacitated.
- b. The team officials, and other players registered on the entry form, up to a maximum of seven persons, plus the team medical doctor, if registered, (assistant coach or manager may not sit at the bench), must remain at the team bench during regulation time, including time stoppage, unless the technical officer on duty or umpires, direct otherwise, or when following substitution procedures or providing medical assistance. The team manager, who is responsible for the conduct of all persons occupying the bench, must sit nearest to the technical table and must be present at all times at the match.
- c. **An assistant coach must be registered at the managers meeting before the tournament and they may not be in the vicinity of the technical area or behind the goal area during the game but they may join the team talk at half-time. The assistant coach may**
- d. Vocal communication by team officials and players on the team bench, must not in any way be directed at the umpires and players of the opposing team.
- e. The TD on duty, after warning a team manager of acts of misconduct by a person or persons on that team bench, is empowered, should misconduct continue, to order that person or persons involved, to leave the pitch, and remain in the team changing room for the remainder of the match.
- f. Further disciplinary action may be taken by the TD after the match, depending on the circumstances.
- g. In the event of a player becoming incapacitated and not leaving the field of play, then one of the umpires may stop the match and authorize the registered medical doctor and/or registered physio, or the team manager, to enter the field to assist and/or remove the player concerned, by the shortest way. An umpire may call for the stretcher bearers to enter the field of play if a player cannot, or will not, leave the field. If a stretcher appears on the field, the player must be taken off on it.
- h. If a team does not have such registered officials, then they may utilize the services of the on-duty medical assistance, who, together with the team manager, will be permitted, when authorized by one of the umpires, to enter the pitch without material for treatment.
- i. No incapacity treatment is allowed on the field of play.
- j. The team coach may not enter the pitch at any time, under any circumstances.
- k. No liquid, or other refreshment may be consumed on the field.
- l. Any player wishing to take refreshments during a match, including time stoppage, must leave the field and is permitted to re-enter, but, not between the 22m lines and back lines. A goalkeeper may re-enter the field adjacent to the goal.
- m. Team officials and players may leave the field during half time, (may only go to change rooms), only with prior permission of the TO on duty, but, in doing so, players must leave their sticks, and goalkeepers their hand protectors and headgear, at the team bench and must return not less than two minutes before the match is due to be restarted. Teams not adhering to the return time frame will not be allowed, in future games, to leave the field.

16. SUBSTITUTION OF PLAYERS

- a. Each team is permitted to substitute any player during a match at any time. However, no substitution may be made following the award of a penalty corner and during the play time of this penalty unless the defending goalkeeper is incapacitated and has to leave the field, in which case the replacement may enter the field of play immediately. A player who is bleeding may be substituted from the bench, and must leave the field of play, during a penalty corner.
- b. The substituted players will be chosen from amongst the players whose names appear on the entry form.
- c. A substituted player may participate in a penalty stroke competition.
- d. Any field player nominated by the team manager to enter as a substitute, having been given a board bearing the number of the player coming off, will go to the vicinity of the centre line of the field of play, not in front, but not more than 3 metres, from the TO's table, and attract the attention of the player to be substituted.
- e. In the case of a field player, the substitution will be carried out under the supervision of the TO on duty, without stoppage of time. In the case of a goalkeeper, the substitution will be supervised by the umpires and the time will be stopped.
- f. The substituted player may not enter the field of play until the player in the same team being substituted, has left it. The board is to be handed to, not thrown down on the ground, the player coming off the field.
- g. When substituted, a player shall go immediately to the team bench.
- h. The team manager of the players concerned is responsible for the proper application of the procedure.
- i. A player, upon being suspended, may not be substituted and may not be used as a substitute during the period of suspension.
- j. Time will not be stopped for substitution, except for the replacement of a goalkeeper or an incapacitated player.
- k. The technical table can delay a player from taking the field, if a player's appearance is not neat and tidy (see #3).

17. CARDS

- a. The TD, umpires of a game and TO, have the authority to issue cards of warning of suspension, temporarily or permanently, to players, team officials, supporters and parents who are guilty of misconduct during or after a match.
- b. Misconduct off the field by a coach, manager or player on the bench, may result in a yellow card being issued to the bench, and the captain will be asked to nominate a player to be suspended.
- c. Any player receiving two yellow cards in consecutive matches, or three yellow cards, may be suspended at the TD's discretion.
- d. A red card may result in suspension from a number of games, or expulsion for the remainder of the tournament, subject to the discretion of the TD.

18. PROTESTS

- a. A team may protest only on a technical matter, and not on the interpretation of a rule by the umpire.
- b. If a team manager wishes to lodge a protest at the end of a match or at the end of a penalty stroke competition, then such a protest must be handed in writing to the TO on duty within 10 minutes of the match or of the penalty stroke competition ending, declaring the intention to do so when signing the relevant report by noting the intention immediately under the signature. If the text of the protest is not received in writing prior to the expiry of the 10 minutes, then it will be deemed that no protest has been registered.

- c. The protest having been properly declared, the team manager will then have a further 15 minutes to remit to the same TO a deposit of R500. Upon failure to do so, the protest will be considered void.
- d. The deposit will be refunded unless the protest is deemed a futile one by the TD.
- e. The TD must make a decision, in writing, not more than two hours after the end of the match or of the penalty stroke competition in question.
- f. In the case of there being no Appeal Jury, this decision is final.

19. TOURNAMENT OFFICIALS

- a. The TD, appointed by SASHOC, shall have, in particular, authority to suspend, for one or more matches, players, team officials and other officials, who, in the opinion of the TD, are guilty of misconduct before, during or after a match, whenever the misconduct occurred. Such suspended person may not enter the field of play or the technical areas surrounding the match(es) of suspension, including during half time, and, in the case of a player, may not be replaced by another player.
- b. In such an event, and when the tournament is over, the TD, team manager of the person concerned, and, in the case of permanent exclusion (red card) of a player from the field of play, the umpire involved must send a detailed report on the facts, to SASHOC.
- c. The TD/Umpire Manager shall also appoint the umpires and judges for each match from amongst those previously selected and approved by SASHOC Rules and Technical, to officiate in the tournament.
- d. A team official of a participating team is not permitted to be a TO of the tournament.

20. UNFORSEEN EVENTS

If circumstances arise which are not provided for in these regulations, they will be determined by the TD.