

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

## **Rules for the Sydney Wide Under 15A Metro Competition**

### *Colin Manning Trophy*

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Authors	Warren Green Rowan Johnston Meg Smith (2017)
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# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

Sydney Under 15A Competition Rules

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## Revisions

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2.0	May 2017	Change to Section 9 to align Metro rules more closely with FIH rules
		Change to Section 11 to align Metro rules more closely with FIH rules

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

Sydney Under 15A Competition Rules

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## Table of Contents

<b>BACKGROUND .....</b>	<b>4</b>
<b>Section 1 – GENERAL.....</b>	<b>4</b>
<b>Section 2 - MATCH DURATION, POINTS AND SCORE SHEETS.....</b>	<b>5</b>
<b>Section 3 - REGISTRATION OF PLAYERS.....</b>	<b>5</b>
<b>Section 4 - UNIFORMS AND PLAYING NUMBERS.....</b>	<b>6</b>
<b>Section 5 - INJURIES AND TIME OUT .....</b>	<b>6</b>
<b>Section 6 - TEAM OFFICIALS .....</b>	<b>6</b>
<b>Section 7 - FORFEITS AND CANCELLATIONS .....</b>	<b>7</b>
<b>Section 8 – FINALS SERIES: SEMI-FINALS, FINALS AND GRANDFINALS .</b>	<b>8</b>
Semi-Finals Major (1 v 2) .....	8
Semi-Finals Minor (3 v 4) .....	8
Finals .....	9
Grand Final .....	9
<b>Section 9 - JUDICIARY AND MISCONDUCT .....</b>	<b>10</b>
<b>Section 10 – SPECIAL PROVISIONS.....</b>	<b>10</b>
<b>Section 11 – METRO COMMITTEE CHANGES TO THE RULES OF THE GAME OF HOCKEY.....</b>	<b>11</b>

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

## BACKGROUND

This document details the rules for the Sydney Wide Under 15A junior hockey competition.

Clubs from various Sydney-based Hockey Associations have agreed to nominate teams to participate in the competition.

The competition will be governed by these Rules and relevant guidelines, as well as the Member Protection policies of Hockey Australia and HNSW. These Rules have priority except where they would infringe those policies.

## Section 1 – GENERAL

1. The Sydney Wide Under 15A Competition is a competition for boys and girls up to under 15 age group and shall be referred to as the Sydney U15A Metro Competition.
2. The Sydney U15A Metro Competition shall be managed by a sub-committee to be called the **Metro Committee**.
3. Any club whose team withdraws from the competition, once commenced shall incur the full costs for all their matches (as per forfeit) for the remainder of the season.
4. Points for individual Association's Club Championships shall be as determined by each Association's Committee.
5. The Metro Committee shall provide trophies for the competition Grand Finals.
6. Umpires are to be provided by each Club and shall be done in consultation with the Metro Committee (where necessary).
7. The basic rules and interpretations for the Sydney U15A Metro competition shall be principally per the current "Rules of the Game of Hockey" except as specified by the Metro Committee from time to time – see Section 11..
8. Matches shall be played at designated venues on a "Home and Away" basis at times set down according to the official competition draw. Wherever possible there shall be no play during:
  - a) the middle weekend of the school holidays and Easter;
  - b) the weekends of the NSW Hockey Under 15 State Championships; and
  - c) the June Queen's Birthday long weekend.
9. Each team is permitted up to 5 substituting players per match with unlimited interchange.
10. Only players and umpires are permitted on the playing surface during a match unless in the case of injury or other unforeseen event.
11. Any Judiciary matters shall be heard by a convened judiciary. See Section 9 -Judiciary.
12. Clubs are required to ensure that their players wear mouthguards and shin pads unless the Metro Committee allows otherwise.
13. Clubs are recommended that players, umpires, officials and spectators use appropriate sun protection.

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

## Section 2 - MATCH DURATION, POINTS AND SCORE SHEETS

1. Matches are to be played as set down in the competition draw for the Sydney U15A Metro Competition.
2. Time allocated to teams is as follows:
  - 1 x 5min changeover/warm up
  - 2 x 30 minute halves
  - 1 x 5 minute half-time

Matches must finish as per the scheduled finish regardless of the starting time.

Where a Penalty Corner or Penalty Stroke has been awarded, it shall be permitted to be completed as per the Rules of Hockey.

3. The Metro Committee Convenor shall maintain a point score of results. The final points score table following the completion of all rounds is to be tallied, and the top four (4) teams (1, 2, 3, & 4) shall participate in the Finals series.
4. Points shall be awarded as follows:
  - Win 3, Draw 1, Loss 0, Forfeit 3 (with 5 – 0 score recorded) to the team who received the forfeit.
5. Each team is to complete a score sheet and record all goals scored and any cards issued.
6. On completion of the match, all teams/clubs shall be responsible for transmitting score sheets to the Metro Committee Convenor within 72 hours of the match.

## Section 3 - REGISTRATION OF PLAYERS

1. All players must be registered with one of the six Sydney-based hockey associations.
2. Teams are allowed a maximum of 3 players that have a Primary Association which is not one of the six Sydney-based associations. Of these 3 players, only one can be a State representative player in any age group in the year prior to the current competition.
3. No player may be registered with more than one team in any one competition. Player transfer is to be in line with the relevant Association's Rules.
4. A player must be at least 11 years of age on the 1<sup>st</sup> of January in the year of the current competition to be eligible.
5. Registration lists with the name, address, phone number, age and representative hockey experience of all junior players from each club are to be in the hands of the Metro Committee Convenor by the Monday following the third round of the Sydney U15A Metro competition, otherwise those teams shall not be eligible for competition points.
6. Each team may register a MAXIMUM of sixteen (16) players, fourteen (14) field players and two (2) goalkeepers and a MINIMUM of eleven (11) players which includes one (1) goalkeeper. Approval for more than 16 players must be obtained from the Metro Committee.
7. Requests for overage players must be submitted to the Metro Committee for approval and will require a majority approval of all competing clubs.

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

## **Section 4 - UNIFORMS AND PLAYING NUMBERS**

1. All teams must play in their Club playing uniform that is recognised by their Association.
2. In the event of a clash in uniform colours, the "Away" team listed on the draw must make appropriate arrangements to change their uniform prior to the match.
3. Captain Identification: The Captain of each team is to be clearly identified by either wearing an arm/leg band with the word 'Captain' or a brightly coloured ribbon fixed to the back of the players shirt.

## **Section 5 - INJURIES AND TIME OUT**

1. There shall be no time out for injuries, substitutions, etc.
2. Any player, who sustains an injury and bleeds, is required to immediately leave the playing area. The player is not permitted to resume playing until the bleeding has stopped or a suitable occlusive dressing has been applied.
3. In the event of blood spillage onto the playing surface or dug out, the spillage should be cleaned up.
4. No player should be treated for an injury on the playing surface unless in extenuating circumstances where it is deemed unsafe to move the injured player.
5. Reasonable time may be permitted for exchange of Goal Keepers at the discretion of the umpires and Ground Convenor.

## **Section 6 - TEAM OFFICIALS**

1. Each Participating club is responsible for the provision of a Ground Convenor for "Home" Games. The Ground Convenor is responsible to ensure that games start and finish as per published times.
2. Team Officials, players and spectators are under the jurisdiction of the SJHA Metro Committee whilst at the competition venues. The Judiciary as outlined in Section 9 shall deal with any misconduct or behaviour detrimental to the game of hockey and the Sydney U15A Metro competition

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

## Section 7 - FORFEITS AND CANCELLATIONS

1. Teams failing to take the field within 10 minutes of the advertised match time of play shall forfeit the match, unless extenuating circumstances are accepted by the opposing team and umpires, or an appeal is made and allowed by a subsequent Metro Committee meeting.
2. Goalkeepers (or their substitutes) must be fully kitted. The game shall not proceed unless each team fields a fully kitted goalkeeper. After ten minutes, if there is no fully kitted goalkeeper the game may be forfeited
3. If a team forfeits a game without advance notice i.e. at the time of the scheduled game the forfeiting team shall be charged the TOTAL cost for the timeslot.
4. If a team forfeits a game with advance notice the forfeiting team MUST :
  - notify the opposing Team's Club Secretary/Junior Convenor; and
  - notify the Metro Committee Convenor.Such notice must be given 10 days prior to the scheduled game by phone AND that phone notification must itself be confirmed within 48 hours in writing (email).
5. A team claiming a forfeit must do so on a match card, which is to be forwarded to the Metro Committee Convenor as per standard procedure.
6. If a game is cancelled e.g. due to weather or unplayable surface, and it is not due to a team forfeiting, the teams will make all attempts to re-schedule the game at a later date. If this is not possible, teams will play for double points and double goals the next time they meet. If they do not play again, the game will be declared a 0-0 draw.
7. The Metro Committee may declare that a team has forfeited a match if:
  - The match has been completed;
  - It was umpired in whole or part by an umpire offered by that team; and
  - The team's club or clubs had been instructed by the Metro Committee prior to the game that the person was not to be offered as an umpire for Metro games.

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

## Section 8 – FINALS SERIES: SEMI-FINALS, FINALS AND GRANDFINALS

### 1. Eligibility

To be eligible for the final series a player MUST have played a MINIMUM of 50% of the available matches for their Club in the Sydney U15A Competition during the current season and three (3) of the last five (5) games for their Club.

2. In extenuating circumstances the above conditions may be varied on application to the Metro Committee. Extenuating circumstances may include injury and absences due to school-based commitments and representative hockey commitments. Applications for consideration of extenuating circumstances should be made in writing to the Metro Committee Convenor 14 days prior to the scheduled semi-final, final and grand final. The Metro Committee Convenor shall call a special committee meeting to consider the application. Any Appeals shall be to the Metro Committee.

3. Semi-Finals, Finals and the Grand Final shall be held on dates determined by the Metro Committee

### 4. Semi-Finals Major (1 v 2)

If teams are equal on completion of normal playing time the following shall occur:

- After a 5 min break, teams shall change ends to commence a 10 minute SUDDEN DEATH (Golden goal) DROP-OFF game played as follows:
  - First 5 minutes only 9 players per team (2 drop-off - leave the field); and
  - Second 5 minutes only 7 players per team (2 more drop-off - leave the field).
- If teams are still equal on completion of the SUDDEN DEATH (Golden goal) DROP-OFF, the team highest on the competition table shall proceed directly to the Grand Final.
- If equal on points the team with greater goal difference shall proceed directly to the Grand Final.
- If equal on goal difference, then the team with the greater number of goals scored shall proceed directly to the Grand Final.
- If equal on number of goals scored, then the team with the most wins during the season shall proceed to the Grand Final.
- If equal on wins, then the team that has the most number of wins against the other team during the season shall proceed to the Grand Final.
- If the teams are still equal, then a coin shall be tossed by the Ground Convenor to determine which team goes directly into the Grand Final. The team in the left dugout (as seen from the umpire's area looking at the field) shall be "heads" and the team on the right dugout shall be "tails".

### 5. Semi-Finals Minor (3 v 4)

If teams are equal on completion of normal playing time the following shall occur:

- After a 5 min break, teams shall change ends to commence a 10 minute SUDDEN DEATH (Golden goal) DROP-OFF game played as follows:
  - First 5 minutes only 9 players per team (2 drop-off - leave the field); and
  - Second 5 minutes only 7 players per team (2 more drop-off - leave the field).
- If teams are still equal on completion of the SUDDEN DEATH (Golden goal) DROP-OFF, the team highest on the competition table shall proceed to the Final.
- If equal on points the team with greater goal difference shall proceed to Final.
- If equal on goal difference, then the team with the greater number of goals scored shall proceed to the Final.
- If equal on number of goals scored, then the team with the most wins during the season shall proceed to the Final.
- If equal on wins, then the team that has the most number of wins against the other team during the season shall proceed to the Final. If the teams are still equal, then a coin shall be tossed by the Ground Convenor to determine which team goes into the Final. The team in the left dugout (as seen from the umpire's area looking at the field) shall be "heads" and the team on the right dugout shall be "tails".



# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

## 6. **Finals**

If teams are equal on completion of normal playing time the following shall occur:

- After a 5 min break, teams shall change ends to commence a 10 minute SUDDEN DEATH (Golden goal) DROP-OFF game played as follows:
  - First 5 minutes only 9 players per team (2 drop-off - leave the field); and
  - Second 5 minutes only 7 players per team (2 more drop-off - leave the field).
- If teams are still equal on completion of the SUDDEN DEATH (Golden goal) DROP-OFF, the team highest on the competition table shall proceed to the Grand Final.
- If equal on points the team with greater goal difference shall proceed to Grand Final.
- If equal on goal difference, then the team with the greater number of goals scored shall proceed to the Grand Final.
- If equal on number of goals scored, then the team with the most wins during the season shall proceed to the Grand Final.
- If equal on wins, then the team that has the most number of wins against the other team during the season shall proceed to the Grand Final.
- If the teams are then still equal, then a coin shall be tossed by the Ground Convenor to determine which team goes into the Grand Final. The team in the left dugout (as seen from the umpire's area looking at the field) shall be "heads" and the team on the right dugout shall be "tails".

## 7. **Grand Final**

If teams are equal on completion of normal playing time the following shall occur:

- After a 5 min break, teams shall change ends to commence a 14 minute SUDDEN DEATH (Golden goal) DROP-OFF game played as follows:
  - First 7 minutes only 9 players per team (2 drop-off - leave the field)
  - Second 7 minutes only 7 players per team (2 more drop-off - leave the field)
- If still a draw after completion of drop-off the teams shall be declared joint premiers.

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

## Section 9 - JUDICIARY AND MISCONDUCT

1. Judiciary procedures and misconduct provisions are to be applied in accordance with the Rules of Hockey.
2. **UMPIRE CARDS**
  - 1) *An umpire TEMPORARILY suspending a player during a match, shall indicate to the player and (where applicable) the Ground Convenor the duration of the suspension. A temporary suspension shall be limited to a minimum of FIVE minutes for a YELLOW card and TWO minutes for a GREEN card.*
  - 2) *The name of the temporarily suspended player and the duration of the suspension shall be marked on the match card by a numeral alongside the player's name on the Team list.*
  - 3) *The accumulation of THREE (3) temporary YELLOW card suspensions within one playing season shall automatically incur a one match suspension. Each additional TWO (2) temporary suspensions shall incur a further one match suspension. Suspensions are to be effective upon notification to the relevant club by the Metro Committee Convenor. Such suspension shall disqualify that player from participating in any game to be played in the Round following notification. If the suspension is incurred during a Semi Final victory, (where the Prelim. Round is missed) then the suspension will apply to the Grand Final Round.*

An umpire issuing any card to a player (or spectator) during a match shall note the player's (or spectator's) details such as name, number, team and brief description of misconduct on the match card.

All Team Managers are required to keep a tally of all cards given to players (or spectators) within their team/club.

3. A player awarded a Red Card shall appear before the Metro Committee, acting as a Judiciary (or such other judiciary as the Metro Committee may appoint) in accordance with procedures to be determined by the Metro Committee (acting reasonably). Penalties for breaches of the rules of hockey may include suspensions for players and loss of points for clubs.

## Section 10 – SPECIAL PROVISIONS

1. Clubs are allowed to submit a request for the entry of a second team to the Metro Committee. This request will be assessed on merit and potential player strength.
2. A Club will not be allowed a second team if it prevents another club entering a single team or causes the inclusion of a Bye into the competition.
3. Clubs are allowed to submit a request for entry of a combined (joint) team to the Metro Committee. The submission is to be a 50:50 split (or as close to) of players from either club. An application must list the names of the players and the reasons for nominating a combined team.
4. The Metro Committee approval of a combined team will be subject to receiving the final player registration list. The registration list is to include the name, address, phone number, age and representative playing experience of the junior players from each club of a possible combined team. This list is to be in the hands of the Metro Committee Convenor two weeks prior to the start of the Sydney U15A Metro competition for that year.
5. More than two clubs will not be allowed to submit a combined team.
6. Points from a combined team for individual Association's Club Championships shall be as determined by each Association's Committee.

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

Sydney Under 15A Competition Rules

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## **Section 11 – METRO COMMITTEE CHANGES TO THE RULES OF THE GAME OF HOCKEY**

The following rules apply to U15 Metro games and an exception to the FIH Rules of Hockey.

1. Fully kitted goalkeeper Teams must field a fully kitted goalkeeper at the commencement and throughout the match.

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