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ATTACHMENT D: TOURNAMENT REGULATIONS (Indoor Competitions)

CHAMPIONSHIP FORMS

E-Form 1   Team Nomination – State Championships
Form 1       Team Entry
E-Form 2   Notice of Ineligibility for State Selection
E-Form 3   Player Exemption
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Form 7       Pre-Tournament Team List
E-Form 9   Requests for Change to Registered Uniform

APPENDICES

Appendix 1   Schedule of Variation to Rules of Hockey Applicable to Hockey Queensland Sanctioned Events
Appendix 2   Hockey Queensland Tournament Schedule – Key Dates for Participating Teams
Appendix 3   Schedule of Fees & Financial Penalties
Appendix 4   Team Manager – Responsibilities & Guidelines
Purpose

Attachment D to the Hockey Queensland Operations Manual is designed to provide procedures and guidance to officials and participating associations to enable better understanding of competition regulations for Hockey Queensland tournaments. Supplementary to this Attachment are the Tournament Forms and Appendices.

Hockey Queensland (“HQ”) continually reviews and improves regulations, and this Attachment (and the supplementary documents) is revised annually and from time to time as new regulations are officially adopted.

1. Rules of Competition

1.1. All tournaments shall be conducted in accordance with these regulations, the current FIH Rules of Indoor Hockey and any FIH Variations to the Rules approved for use at State Competitions and in force on the first playing day of competition.

Refer to Appendix 1 of these Regulations for variations to FIH Rules applicable to HQ competitions.

1.2. In all situations the first reference point is the HQ Operations Manual (including attachments) with the second point of reference being these HQ Tournament Regulations and Appendices.

Note: Items relating to competition specific items where specified within the HQ Tournament Regulations manual, take precedence over items of the same context within the HQ Operations Manual and Attachments. If neither the HQ Operations Manual nor the HQ Tournament Regulations manual specifically addresses the competition situation, then guidance is by default deferred to the Hockey Australia rules and tournament regulations and lastly the FIH rules and tournament regulations.

1.3. The indoor season is defined as the beginning of October in one year to the end of February in the next year.

1.4. Super 6’s Championships team nomination

Any team participating in a Super 6 Championship must not include:

- More than three (3) Open Queensland players from the previous two years. (The Open players referred to are only those who actually participated in Hockey Australia National Championships in the relevant years – not those selected and withdrew or those selected as shadow players).

- More than two (2) players under the age of eighteen as at 1 January in year of the competition.
2. **Tournament Equipment**

2.1. **Match Balls**
HQ will provide sufficient indoor match balls for the tournament. Warm up balls will be provided by the host centre.

2.2. **Training Bibs**
HQ will provide one set of numbered fluorescent training bibs per tournament for use in the event of uniform clashes. The Tournament Director has sole discretion as to which team will wear the alternate strip.

2.3. **Host Centre Responsibilities**
Tournament equipment to be supplied by the Host Centre is set out in *Attachment B – Host Centre Responsibilities & Venue Requirements* of the HQ Tournament Operations Manual.

3. **Tournament Officials**

3.1. HQ will appoint the following Tournament Officials for all Tournaments:

- Tournament Director (TD)
- Technical Manager (TM)
- Umpire Manager (UM)
- Umpire Coaches (UC)

3.2. Additional Tournament Officials such as Assistant Tournament Directors and Assistant Technical Managers shall be appointed by HQ to large tournaments where required.

3.3. The Tournament Director has the full power and authority of HQ in relation to all matters concerning the conduct of the tournament in accordance with these regulations. The Tournament Director shall be the final arbiter in all matters of contention arising during all HQ tournaments.

3.4. The Tournament Director will ensure that all participants abide by the relevant Code of Conduct and shall have authority to take action in accordance with the Code when required.

For further information refer to *Attachment E – Roles of Officiating Personnel* of the Tournament Operations Manual.

4. **Tournament Medals, Trophies and Awards**

4.1. **Medals and Player Awards**
For all HQ State Indoor Championships (except Super 6’s), HQ will provide the following:

- 12 medallions per Division (10 x Players + Coach and Manager)
- A Player of the Tournament Award
- A Goalkeeper of the Tournament Award - chosen by the HQ Selection Panel
- For Super 6’s prize money will be paid as determined by the HQ Indoor Committee.

4.2. Officiating Medals & Awards

The following Officiating Awards will also be presented:

- Umpires of the Division 1 Final
- Umpires of the Division 2 Final
- Technical Officer of the Division 1 Final
- Technical Officer of the Division 2 Final

5. Player Registration and Eligibility

5.1. Age Eligibility

HQ is committed to ensuring all Associations have representative teams at all State Championships and securing the long term development and growth of participation within each Association.

In order to achieve both participation growth and development, HQ provides the following guidelines for underage players’ participation in State Championships.

5.1.1 If the competition is an Under 21 junior competition, a junior player shall be defined as a player who is 21 years of age and under on December 31 in the year the indoor season commences.

5.1.2 If the competition is an Under 18 junior competition, a junior player shall be defined as a player who is 18 years of age and under on December 31 in the year the indoor season commences.

5.1.3 If the competition is an Under 15 junior competition, a junior player shall be defined as a player who is 15 years of age and under on December 31 in the year the indoor season commences.

5.1.4 If the competition is an Under 13 junior competition, a junior player shall be defined as a player who is 13 years of age and under on December 31 in the year the indoor season commences.
5.1.5 If the competition is an Over 40 Masters competition, then the player shall be defined as a player who is 39 years of age and over on December 31 in the year the indoor season commences.

5.1.6 If the competition is an Over 50 Masters competition, then the player shall be defined as a player who is 49 years of age and over on December 31 in the year the indoor season commences.

5.1.7 If the competition is an Over 60 Masters competition, then the player shall be defined as a player who is 59 years of age and over on December 31 in the year the indoor season commences.

5.2. Player Eligibility

For a player to be eligible to participate in a HQ tournament they must:

5.2.1. Be registered online with HQ via their playing Association for the relevant indoor season (must have completed an online registration form and have paid the relevant Hockey Australia and HQ registration fees);

5.2.2. Be financial with their Club, Association and HQ;

5.2.3. A member of a financial HQ Association;

5.2.4. A person who is not under suspension or disqualification by any Club, Association or any state association affiliated with Hockey Australia; and

5.2.5. Meet the age eligibility requirements detailed in section 5.1 above

5.2.6. The HQ Eligibility Committee shall rule on the eligibility of players to represent Associations at HQ tournaments. Should a situation related to player eligibility arise that is not covered by these rules, HQ, after consideration of the particular circumstances, will determine the outcome according to the spirit of the game.

5.2.7 A player can be registered with one team only at a tournament via the Team Entry Form. If an Association has more than one team entered, no player from one team may play any part of a match with any other team.

5.2.8. If, in a tournament, an ineligible player plays in a match, the player’s team shall be deemed to have forfeited every match in which the ineligible player has taken part.

5.3. Player Clearances (to represent an Association other than the Primary Association)

5.3.1. Each player belongs to a Primary Association (Playing Association) which is the Association which the club in which the player is registered online to play with is affiliated to the Primary Associations and has paid the relevant year’s HQ registration fee (Junior, Sub-Senior or Senior).
5.3.2. A player is only eligible to represent their Primary Association in the first instance at a State Championships, unless the Primary Association provides a clearance for a player to play for another Association, through online submission of Form 4 - Player Clearance by the deadline specified by Hockey Queensland.

The Primary Association will require the unique PIN Code provided by HQ in order to submit Form 4 - Player Clearance.

5.3.3. A player may be granted a clearance by their Primary Association for any of the following reasons:

1. The player wishes to represent their Association of origin (formerly known as an Alternate Registration). Proof of origin must be provided if so required by the Primary Association.

2. The player who is dual registered (more than one (1) Association) and wishes to represent their Secondary Association (Primary Association has the right of first refusal).

3. The player has stood for selection for their Association but has not been selected/required.

4. The Primary Association of the player is NOT participating at a relevant State Championships and the player wishes to participate with another Association.

5.3.4. Local Association rules which apply to representative trials/selections must be taken into consideration when applying any of the abovementioned reasons for granting player clearances.

5.3.5. Should a player wish to play for an Association other than their Primary Playing Association, they must apply for player clearance from their Primary Association.

5.3.6. Should an Association refuse to grant a player clearance, the Association is required to inform HQ in writing and provide justification for the refusal. HQ reserves the right to review and overturn any refusal to grant a clearance.

5.3.7. HQ will publish a list of Player Clearances on the HQ website.

6. Team Nomination and Entry

6.1. All processes pertaining to Team Nomination for HQ State Championships will be completed online. Only eligible team nominations at the time of the deadline specified by HQ will be accepted for the relevant competition.
6.2. Team Nomination

6.2.1. Each participating team must be nominated online through the link provided on HQ’s website by the deadline specified in Appendix 2.

6.2.2. The submission of a team nomination advises HQ of the intent to enter an Association team/s into the relevant State Championships.

6.2.3. The following information is compulsory and must be submitted when nominating an Association Team for a State Championship:

- **Non-Playing Team Manager** – each team must name a non-playing team manager who holds no other role with the team

- **Team Coach** – each team can name a maximum of four (4) team officials who may participate in the tournament (including the team manager)

- **Umpire** – each team should supply a non-playing umpire who holds no other role with the team

- **Technical Official** – each team should supply a non-playing technical official.

- **Team Travel Information** – each team must provide all travel arrangements

6.2.4. Participating centres must complete the nomination and provide all required information for each team the centre enters into the State Championship for the nomination to be accepted by HQ. Incomplete team nominations may incur financial penalties.

6.2.5. The Championship Draw is based on the number of Association teams nominated. As such, late nominations of Association Teams may not be accepted by HQ. Any late team nominations which are accepted by HQ may incur a $200 Late Team Nomination Fee.

6.2.6. Withdrawals of any nominated team at any time following deadline for submission of Team Nomination may incur a $500.00 Late Withdrawal Fee.

For further details refer to Appendix 3.

6.3 Provision of Umpires to State Championship

6.3.1. Each team participating in a HQ State Championship should supply a non-playing umpire from within their own Association who is available for the entire duration of the tournament. Preferably, the umpire cannot perform other roles eg. coach, manager.
6.3.2. The umpire should be of a suitable standard for the tournament as set out in the Accreditation/Experience table below.

Accreditation/Experience Table

<table>
<thead>
<tr>
<th>State Championship Level</th>
<th>Hockey ed – must be current</th>
<th>If no Hockey ed Accreditation held or Hockey ed required level not held. Minimum grade/division being umpired within Association</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under 13</td>
<td>Community</td>
<td>Under 13 age group or equivalent division. Umpire must be competent and active at this level for a minimum of 6 months.</td>
</tr>
<tr>
<td>Under 15</td>
<td>Community</td>
<td>Under 15 age group or equivalent division. Umpire must be competent and active at this level for a minimum of 9-12 months.</td>
</tr>
<tr>
<td>Under 18</td>
<td>Level 1</td>
<td>Under 18 age group or equivalent division. Umpire must be competent and active at this level for a minimum of 9 – 12 months.</td>
</tr>
<tr>
<td>Super 6’s</td>
<td>Level 2</td>
<td>Competent and active in Division 1 competition in local Association for a minimum of 1 year.</td>
</tr>
</tbody>
</table>

6.4. Team Entry (Form 1)

There is a $350 Team Entry Fee applicable to competing teams in all the U13, U15 and U18 State Championships (refer to Appendix 3).

There is a $480 Team Entry Fee applicable to competing teams in Super 6’s, s (refer to Appendix 3).

To constitute an eligible team entry, all of the following requirements must be met by participating teams.
6.4.1. Participating teams must complete Form 1 – Team Entry (excel form) via email to the HQ as per the instructions provided to Associations by HQ. Form 1s must be typed and submitted in Microsoft Excel format (PDFs/photo files will not be accepted).

6.4.2. Form 1 – Team Entry must be completed prior to the deadline specified by HQ in Appendix 2. Late submissions may incur a $200 Late Team Entry Fee.

6.4.3. Form 1 – Team Entry must be completed for each team that was nominated for the Championship (see Section 5.2. above).

6.4.4. A minimum of 6 players must be assigned to a team by the Team Entry deadline (this includes those players who have received a player clearance from their Primary Playing Association to participate for another Association).

6.4.5. A team entry can include up to a maximum of 12 players eligible to take part in the tournament.

6.4.6. All players included in a Team Entry must meet the Player Eligibility requirements outlined in Section 6.

6.4.7. Participating teams must follow any further regulations regarding ‘team entry’ as outlined by HQ prior to the tournament including the process for submitting ‘Clearances’ as outlined below.

Team Entries which do not meet the above requirements may be deemed ineligible by HQ and may not be accepted to participate without financial penalty.

6.5. Submission of Final Team List (Form 7)

6.5.1. Form 7 – Pre-Tournament Team List is the final team list for a HQ tournament and must be submitted in full via email (typed and in Microsoft Excel format) to the HQ Competitions Manager no later than the deadline specified in Appendix 2. Financial penalties apply to any late or incomplete Form 7.

6.5.2. The following information MUST be provided on Form 7:
   a) the names and dates of birth of up to 12 eligible players wishing to take part in the tournament, identified by their respective playing shirt numbers
   b) goalkeepers must be identified by placing ‘GK’ next to the shirt number. E.g. 15/GK
   c) name and contact details of team manager (must be non-playing and cannot hold any other position with the team) plus up to additional team personnel (Coach, Assistant Coach, Physiotherapist)
   d) In addition to the above, a medically qualified Team Doctor may be included if such doctor has provided his/her qualifications to HQ or the Tournament Director prior to the commencement of the Tournament
6.5.3. No alterations or additions to the named players and team officials on the Form 7 may be made following the deadline for submission unless due to extenuating circumstances e.g. injury withdrawal. The Form 7 cannot be submitted at the Managers’ Meeting.

6.6. Additional Team Entry Requirements

6.6.1. Participating teams are responsible for arranging their own team travel, ground transport and accommodation

6.6.2. Any players who are granted a clearance by their Primary Association to represent another Association at a tournament will be added to the relevant Association team entry by HQ office staff.

6.6.3 Each participating Association must ensure that all registered adult team personnel possess a current Queensland Blue Card if there are minors (persons under eighteen years of age) in their team/s

7. Player Eligibility for State Team/Squad Selection

7.1. Nomination Process - U13, U15 and U18 Queensland Team/Squad Selection - read in conjunction with State Selection Policy

7.1.1. Players do not nominate for selection for the Queensland U13, U15, U18, U21 and/or Open Indoor squads/teams.

7.1.2. Unless otherwise specified by the completion of Form 2 – Notice of Ineligibility for State Selection, all players participating at an U13, U15, U18 and/or Super 6’s (U21/Open) State Championships are automatically eligible for State Team/Squad selection for the U13, U15, U18, U21 and/or Open Queensland team/squad (provided that the player meets the age requirements for that team – refer to the HQ Selection Policy).

7.1.3. Players wishing to be eligible for selection in the U13, U15, U18, U21 and/or Open Queensland team/squad must participate at the corresponding under-age state championships (unless the player meets the requirements for ‘Player Exemption’ as specified in Section 7.2 below).

7.1.4. Players who do not wish to be considered for selection must complete Form 2 via HQ’s website by the deadline specified by HQ.

7.1.5. In the U13 and U15 age groups, players may only play in one National Indoor Championship per year (excluding School Sport Australia Championships).

7.2. Player Exemption
7.2.1. Any player who is unable to participate at a tournament due to exceptional circumstances but wishes to be considered for state selection must complete Form 3 – Player Exemption no later than 24 hours prior to the Managers’ Meeting of the relevant tournament or first match of the tournament whichever is scheduled first.

7.2.2. Late requests for exemption will not be accepted, except under extenuating circumstances. These requests will be reviewed by the relevant selection panel prior to the tournament. Acceptance of late requests for exemption are at the sole discretion of HQ.

7.2.3. Players will be advised of the outcome of any exemption request. The submission of an exemption request does NOT guarantee selection in a state squad/team.

8. Pre-Tournament Briefings

8.1. The Tournament Director will schedule a Managers’ Meeting for each tournament. The details of the meeting will be provided on the draw.

8.2. It is compulsory for all Team Managers to attend the Managers’ Meeting. Should a Team Manager not be able to attend, the team must nominate another person to attend and advise the Tournament Director of this prior to the Meeting. Failure to attend may incur a financial penalty as per Appendix 2.

For further detail on Team Manager Responsibilities, refer to Appendix 5.

8.3. Team Managers must bring the following to the meeting:
   a) samples of the team playing uniform, including goalkeeper smocks and alternate socks (the Tournament Director may authorise this to be checked at another time)
   b) any protective equipment such as face masks, knee pads and hand protectors worn by field players (the Tournament Director may authorise this to be checked at another time)
   c) goalkeeper equipment and player sticks (the Tournament Director may authorise this to be checked at another time)
   d) Completed and signed Team Manager Summary Form

8.4. The Umpire Manager will schedule Umpires’ Briefing prior to the commencement of the first match of the tournament. The details for this meeting will be provided on the draw. It is compulsory for all umpires to attend the Umpires’ Briefing.

9. Composition of a Team for a Match

9.1. A maximum of 6 players may be used by a team in a match.
If a player(s) has been suspended by the Tournament Director 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.

Teams are able to use their reserve goalkeeper as a video operator providing that they are immediately able to take the field of play if required.

9.2. At a time and place advised by the Tournament Director at the Managers’ Meeting, each Team Manager must submit prior to each match a Form 10/Altius – Pre-Game Team List nominating the following:

- The six (6) players who will be on the field of play at the commencement of the match;
- Subject to regulation 9.1, up to six (6) reserve 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 Form 10 but marked as “Suspended”;
- The Captain and goalkeeper(s) for the match;
- The Team Manager for the match;
- Maximum of three (3) other team personnel (plus team doctor if applicable) which were nominated on Form 7 only two of whom may be coaching staff (e.g. coach and assistant coach).

9.3. Nominations on Form 10 can only be made from the players and team personnel whose names were registered on Form 7, excluding any person who has been suspended from participating in the match by the Tournament Director.

9.4. A player nominated to start a match who becomes incapacitated during warm-up or practice may be replaced by a player whose name appears on Form 7 prior to the scheduled starting time of the match. The Team Manager must notify the Technical Officer on duty accordingly, who will inform the Team Manager of the opposing team.

9.5. A team may not begin its game with fewer than four (4) players. Extra time will not be allowed to complete a team.

9.6. Replacements

9.6.1. In the case of serious injury or illness, where Centres have two or more Teams participating, they may replace the seriously injured or ill player by promoting a player from their lower team/s to make eight (8) Players. Players promoted may not be reinstated to their original team after having played three games with the team to which they were promoted. Players replaced in this manner may take no further part in the tournament.

Special Provision for Goalkeepers

In the case of illness or injury to a Goalkeeper, a replacement Goalkeeper may be promoted from the same or a lower Division to a higher Division,
and still play with their own team. (i.e. play in two Divisions for the duration of the tournament) The Goalkeeper replaced in this manner may return to the field upon recovery.

9.6.2. Where a Centre does not have another team in a lower Division to supply players in case of illness or injury, and cannot reasonably call up a player from their Association, the Host Centre may, upon request, supply eligible players to make eight (8) in a team for the duration of the tournament.

9.6.3. A Centre with two (2) teams in the one Division cannot exchange players between these two teams in any circumstances except for Goalkeepers as outlined above.

9.6.4. Prior approval from the Tournament Director must be sought in all instances for any replacement or promotion of players.

10. Team Uniform, Colours and Equipment

10.1. Member Association team colours and uniform designs must be registered and approved by HQ. A Uniform Register (Attachment F) complete with images of the approved uniforms for each centre is available on the HQ website.

10.2. The registered uniform includes the following items:

- Playing shirt
- Playing shorts/skirt
- Primary Playing socks
- Alternate Playing socks
- Goalkeeper smock

10.3. No change to the registered team colours, uniform design or sock colour is permitted without written approval from HQ. To request a change in the registered uniform, centres must complete Form 9 – Request for Change to Registered Uniform by no later than 28 February in the year of the tournament.

10.4. No change in the registered primary and alternate sock colours will be approved unless the primary colour is dark and the alternate colour light or vice-versa.

10.5. Each team participating in a HQ tournament must play all matches in the approved uniform for their Association, as per Attachment F1. In addition, teams must bring their approved alternate socks to the tournament. Should a team arrive at a tournament in an unapproved uniform, or without the approved alternate socks, the team may not be allowed to take the field and the Association will incur financial penalties (Refer to Appendix 3 for financial penalties)

10.6. All participating teams must conform to Attachment F2 – Sock Roster at all tournaments
10.7. Any additional items of clothing worn by a player during a match, e.g. compression garments, headbands, etc. must be beige/black or of the same colour as the adjoining piece of clothing. It is mandatory that teams coordinate the colour of their additional under/compression garments. The right to enforce this requirement is at the discretion of the Tournament Director.

10.8. The Tournament Director and/or the Technical Manager shall assume responsibility for ensuring no uniform colour clashes occur. Teams must comply with any request from the Tournament Director or Technical Manager to change sock colour for a match should there be a colour clash between teams. Fluorescent coloured, numbered bibs provided by HQ may be required to be worn where a more comprehensive change to uniform is required. If an amicable settlement is not possible regarding which team will be required to change uniform/wear the coloured bibs, the team required to wear the bibs will be determined by the Tournament Director. A penalty, as determined by the Tournament Director, will be incurred if teams fail to comply with this regulation.

10.9. When warming up on the sidelines during a match, substitute players must wear a coloured bib or other form of clothing in a different colour to both teams and umpires.

10.10. Goalkeepers must wear a shirt of a colour different of that of their own team and that of their opponents. The shirts may not be white. Leg guards, kickers and hand protectors may not be white.

10.11. Each field player’s number and goalkeeper’s number must remain the same throughout the competition.

10.12. Field players must wear a number on the back of their shirt. This number must be clearly visible from all parts of the field. This number must appear in filled (not outlined) distinctive figure(s) and be:

- Not less than 16cm and not more than 20cm in height, on the back of the players shirt; and
- Not less than 7cm and not more than 9cm in height, if worn on the front of the players shorts/skirts at left thigh level.

10.13. Goalkeepers must wear a number on the front and back of the shirt. This number must appear in filled (not outlined) distinctive figure(s) and be:

- Not less than 16cm and not more than 20cm in height, on the back of the goal keeper’s shirt;
- Not less than 7cm and not more than 9cm in height, on the front of the goalkeeper’s shirt.
10.14. Two (2) spare sets of players clothing must be with each team involved in a match, including a shirt, skirt/shorts without number, plus suitable material for numbering in an emergency.

10.15. In relation to playing equipment worn by field players they must:

- Wear shin guards worn inside the socks and below the knee, at all times during a match;
- Wear any body protection (including leg protection) underneath/inside normal playing clothing;
- Any requirements in the FIH Rules of Hockey related to single ‘medical reasons’ or similar is subject to justification from an appropriately qualified medical professional being submitted in writing to for approval to the Tournament Director no later than the end of the Managers’ meeting
- The Tournament Director will ensure that teams submit all playing equipment prior to the commencement of an event; the requirements set out above and the general requirements of the FIH Rules of Hockey will be checked at this time. This includes sticks, goalkeepers head gear, hand protectors, leg guards and kickers together with any protective equipment such as face masks, knee pads and hand protectors worn by field players.
- No player (or in the case of a Shoot-out Competition, no player or Team Official) on the field of play may use or be equipped with any device to receive communication.
- Players must not wear anything which is dangerous to any player. Any item which, in the opinion of the Tournament Director or Technical Manager may cause danger must either be removed or taped over if so directed. A penalty may be incurred if players fail to comply with this rule.
- Players must observe the Host Association Venue rules in relation to playing equipment, apparel and accessories.

10.16. It is recommended that players wear a mouth guard at all times whilst on the field.

11. Timing

11.1. For Super 6’s a match will consist of four quarters of 10 minutes, an interval of 1 minute between quarter 1 and 2 and between quarter 3 and 4 and a half time interval of 3 minutes. Quarters may be reduced if deemed necessary by the Committee in compiling the draw.

For U18, U15 and U13 a match will consist of two periods of 20 minutes each separated by an interval of not less than five (5) minutes, unless matches must be
shortened by HQ because of time constraints. The actual duration of the halves and half time must be determined by the Tournament Director in consultation with HQ Technical Committee prior to the tournament.

11.2. Timing of Matches

11.2.1. Unless otherwise directed by the Tournament Director, each quarter or half of each game will be commenced and concluded by a central timekeeper.

11.2.2. For duration of play refer to the tournament draw.

11.2.3. No time out shall be allowed for injuries unless agreed by HQ prior to the commencement of the Tournament. (The Tournament Director may exercise discretion for time out in semi-finals, relegation matches and finals).

12. Admission to the field of play

12.1. No persons other than the players starting the match and substitute players may be admitted to the field of play without the prior consent of the match Umpires, excepting that the match Technical Officer shall supervise the return of players receiving suspensions by Green and Yellow cards to the field of play.

12.2. The nominated coach of the team for a match and any other coaching staff on the team bench may not enter the field of play during playing time under any circumstances.

12.3. The nominated coach for the match shall coach from within the perimeter of the team bench. The Tournament Director may also give permission for the nominated coach to approach the sideline in front of the team bench to give instructions during penalty corners. Coaches in breach of this regulation may be directed to remain inside the perimeter of the team bench for the duration of the game by the Technical Officer on duty.

12.4. Substitute players may leave their seats to warm up in an area designated by the Tournament Director, usually along the sideline between their own team beach and the backline.

12.5. Team personnel who are not named on the team bench for a match, suspended players and officials, and other persons associated with a team may not approach the perimeter of the team bench during a match and converse with the players and officials nominated for the match on Form 10.

12.6. No incapacity treatment is permitted on the field of play except for brief treatment of goalkeepers, however the Umpires may authorise the Team Physiotherapist (or Team Medical Doctor if present), and the Team Manager or tournament first aid staff to treat and assist seriously injured players from the field.
12.6.1. Where an injured player (other than a goalkeeper) has been attended to on the field of play by a sports trainer, team Physiotherapist or other bench personnel at the direction of the umpire, that player shall leave the field of play forthwith and may not return for a minimum period of one (1) minutes. The player may be substituted in accordance with the FIH Rules of Hockey. Goalkeepers may receive only brief treatment on the field of play. Seriously injured goalkeepers must be removed from the field of play as soon as it is safe to do so.

12.7. When required the Umpires may authorise stretcher bearers to enter the field of play.

12.8. Should there be blood staining on the field, the Umpires shall immediately allow grounds staff or other authorised persons onto the field to disinfect and clean the affected area. Play shall not continue until cleaning has been completed.

12.9. Bleeding players and/or players with blood on any part their clothing must leave the field of play immediately. Team Managers must respond immediately to a request by technical officials to substitute such players. Players may not return to the field of play unless wounds have been covered and blood stained clothing has been washed or replaced. No player who has left the field of play because of blood on their person or clothing may retake the field until inspected and given permission by the Technical Officer on duty for the match.

13. Points and Equality of Points

13.1. Points

For all HQ Tournaments, the following points will be awarded for qualifying matches: three (3) points for a win, one (1) point for a draw and nil (0) points for a loss.

13.2. Equality of Points

If teams are equal on points at the completion of the qualifying matches, the method for deciding upon positions of teams shall be as follows:

a) The number of matches won

\[\text{If a tie still exists;}\]

b) Goal difference - goals "for" less goals "against"

\[\text{If a tie still exists;}\]

c) Highest number of goals scored in the qualifying matches

\[\text{If a tie still exists;}\]
d) Count-back (result of match in qualifying round)

If a tie still exists;

e) A shoot-out competition shall be played as outlined in 13.3 below

13.3. Shoot-Out Competition

In a shoot-out competition, three 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 If the shoot-out competition takes place after the end of a match, the first shoot-out should take place within two (2) minutes of the end of playing time.

2 The respective Team Managers provide three 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 shoot-outs 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 Tournament Director 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 temporarily suspended (green or yellow card) may take part in the shoot-out competition even if the period of their suspension has not been completed at the end of the match.

4 The method of timing shoot-outs shall be as per Clause 12 below unless the field has a six (6) second shot clock which can be operated from the technical table, and seen by spectators. In this case, the Tournament Director will specify the method of timing shoot-outs taking into account the facilities available and the need to control time accurately.

5 The Tournament Director will specify in advance 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 half being 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 back-line outside the circle.

9 A player taking or defending a shoot-out may enter the half 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 Three players from each team take a shoot-out alternately against the goalkeeper defending player of the other team making a total of 6 shoot-outs.

12 Taking a shoot-out:

   a) the goalkeeper starts on or behind the goal-line between the goal posts;
   b) the ball is placed 3m outside the circle opposite the centre of the goal;
   c) an attacker stands behind but near the ball;
   d) the Umpire signals to an official to prepare for the time to start and blows a whistle to signal the start of the shoot-out
   e) an official with their back to the action starts a stopwatch
   f) the attacker and the goalkeeper may then move in any direction;
   g) the shoot-out is completed when:
      I. 6 seconds has elapsed since the starting signal;
      II. a goal is scored;
      III. the attacker commits an offence;
      IV. the goalkeeper 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 player;
      V. the goalkeeper player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
      VI. 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.

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 Clauses 16, 17 and 18 below.

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, cannot be replaced;
   b) the replacement for a suspended goalkeeper can only come from the three players of that team nominated to take part in the shoot-out competition:

      I. the replacement goalkeeper 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 is incapacitated:

   a) that goalkeeper may be replaced by another player from among the players listed on the Match Report for that particular match, except as excluded in Clause 4 of this section (Clause 13.3) above 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 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 or 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 three shoot-outs:

   a) second series of three shoot-outs is taken with the same players, subject to the conditions specified in this section (Clause 13.3);
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 next series;

d) 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 three 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 players subject to the conditions specified in this section (Clause 13.3):

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.

Unless varied by this section (Clause 13.3), the FIH Rules of Hockey apply during a shoot-out.

14. Forfeits

14.1. If a forfeit occurs during a qualifying match, the Team receiving the forfeit will be allocated three (3) points and have the game recorded as a 3.0 win (3 goals for).

14.2. Forfeits during a qualifying match

14.2.1. Forced Forfeit as a result of insufficient players, sickness, injury etc, will result in no penalty being incurred

14.2.2. Unforced Forfeit refers to a team forfeiting a match without an acceptable reason e.g. the team will not play on a 'grass' field; will not accept the match time etc. Should an unforced forfeit occur, that team shall be disqualified from the tournament and any goals scored by its players during the tournament shall not be recorded.

14.2.3. Mutual Forfeit - If two teams scheduled to play a round robin match mutually agree to forfeit for any reason, those teams shall be excluded from the tournament, relegated to the next lower division and subject to a minimum fine of $500.

14.3. Forfeits during a classification match
14.3.1. Forced Forfeit as a result of insufficient players (sickness, injury etc), will result in the opposing team being awarded with a win, and the higher position of the classification match taken (e.g. - if playing for 5th or 6th position, the forfeiting team will take the 6th position).

14.3.2. Unforced Forfeit will result in that team being disqualified from the tournament, moved to the bottom position in the division, and so be relegated to the lower Division. If the forfeit is in the lowest Division, then the forfeiting team shall be subject to a minimum fine of $500. Any goals scored by its players during the tournament shall not be recorded, and players shall receive no player awards or medals.

14.3.3. Mutual Forfeit - If two teams scheduled to play a classification game which is a final or a relegation match mutually agree to forfeit for an unacceptable reason, those teams shall be relegated to last place in the tournament and fined a minimum of $500.00. Any goals scored by their players during the tournament shall not be recorded, and their players shall receive no player awards or medals.

If two teams scheduled to play a classification game which is not final or a relegation match mutually agree to forfeit for a valid reason e.g. bad field conditions, and both the Managers together and in person advise the Tournament Director well in advance of the time of the scheduled match, the teams shall be placed in equal position in their Division and incur no penalty.

14.3.4. Details of any forfeits should be included in the Tournament Director’s report to HQ.

15. Player/Official Conduct

15.1. As an affiliated State Association of Hockey Australia, HQ has adopted the following Hockey Australia Codes of Conduct which are applicable to all HQ sanctioned tournaments:

- Players Code of Conduct
- Team Officials Code of Conduct
- Officials Code of Conduct

15.1.1. All players participating in any HQ sanctioned tournament must adhere to Hockey Australia’s Players Code of Conduct. This code of conduct was accepted by all players when registering to their Association prior to the start of the season.

For further detail refer to Attachment H1 of the HQ Tournament Operations Manual.
15.1.2. Team Officials of participating Associations must adhere to the Hockey Australia’s *Team Officials Code of Conduct*.  
For further detail refer to *Attachment H2* of the HQ Tournament Operations Manual.

15.1.3. All Tournament Officials appointed to a tournament must adhere to Hockey Australia’s *Officials Code of Conduct*.  
For further detail refer to *Attachment H3* of the HQ Tournament Operations Manual.

15.2. **HQ Behaviour Policy**

15.2.1. The anti-doping policy of HQ and the penalties and sanctions specified in that policy, will apply to all State Championship matches and to all participating players and officials behaviour during any HQ tournament.

15.2.2. No participating player, official or associated person shall comment (whether or not directly) in a derogatory manner in relation to a person's racial background or culture.

15.2.3. No player, official or associated person shall interfere with an umpire in any way during a match including interrupting, refusing to accept decisions, physical attack (including pushing and prodding) and verbal abuse. No coach or other team personnel shall approach the match umpires directly during quarter time, half time or after full time. All queries on decisions, rules and interpretations shall be made to the Umpire Manager after the match.

15.2.4. No player, official or associated person shall interfere with the technical bench in any way during a match including interrupting, refusing to accept decisions, physical attack (including pushing and prodding) and verbal abuse. No coach or team personnel other than the Team Manager shall approach the match technical officials directly during the match including during quarter time, half time and after full time. All queries on decisions, rules, regulations and interpretations shall be made to the Technical Manager after the match.

15.2.5. No participating player, official or associated person shall discriminate against any other player, coach or associated person on the basis of race, colour, age, sex, language or any other point of differentiation of a person from the general group attending a HQ tournament.

15.2.6. Vocal communication by team officials and/or players on the team bench must not be directed at the match technical officials, the umpires, and/or the players on the opposing team.

15.2.7. All players and team personnel must observe the Host Association’s venue rules.
15.3. The Member Protection Policy of HQ and the penalties and sanctions specified in that policy will apply to all HQ Tournament matches and to all players, officials and associated persons behaviour during any HQ tournament.

15.4. No player, official or associated person will act in an inappropriate manner (as determined by HQ at their sole discretion) or act in any manner that may affect the bringing of the game of hockey and/or a HQ tournament into disrepute.

15.5. Breaches of the Player, Team Official and/or Officials Code of Conduct shall be dealt with by the Tournament Director who shall have the power to disqualify players and officials for one or more matches.

15.6. Personal Penalty Cards issued to Players

15.6.1. The temporary suspension starts when the player is seated in the designated area.

15.6.2 Timing of the suspension is controlled by a Technical Officer on duty.

15.6.3 The offending player is permitted to resume play when the Technical Officer on duty indicates that the period of suspension has been completed unless this occurs during the taking of a penalty corner in which case the player cannot return until the penalty corner has been completed or another penalty corner is awarded.

15.7. Suspended persons may not enter the field of play or the technical facility areas (including team benches) until completion of the match or matches comprising the suspension.

15.7.1 Personal Penalty Cards will be recorded as:
  Green = 2 points; Yellow = 4 points; Red = 12 points.

15.7.2. Points are cumulative for the duration of a tournament including semi-finals and finals, but shall lapse at the end of the tournament.

15.7.3. Once a player has received a total of twelve (12) points, that player shall be automatically suspended for the next match due to be played by his/her team in the tournament, except that if the player has been awarded a red card, the Tournament Director may impose a harsher penalty. Following the serving of a suspension, a player's penalty points total shall revert to zero points.

15.7.4. The Player shall have the right of appeal against the awarding of a red card suspension. This appeal must be in writing and handed to the Technical Manager or match Technical Officer within ten (10) minutes of the completion of the game. Any such appeal shall be heard by the Tournament Jury.

For further information refer to Attachment H Codes of Conduct, Offences and Penalties, Hearings
16. Penalties

16.1. The penalty for non-compliance with the player eligibility rules is the automatic loss of the points and goals from any game in which an ineligible player participated.

16.2. The penalties and sanctions specified in the anti-doping policy and harassment policy of HQ will apply to all HQ tournament matches and to all players, officials and associated persons behaviour during any HQ tournament.

16.3. In any other circumstance, the Tournament Director (at any time during a tournament) may impose any one or more of the following penalties where a breach of the above rules has occurred:

16.3.1. Issue a warning to the relevant person to cease their offending behaviour;

16.3.2. Suspend the transgressing player or official from a match if the offending behaviour occurs during a game;

16.3.3. Disqualify the team from the game in which a transgression has occurred whether the transgression has been affected by one or more than one player, coach, manager or associated person;

16.3.4. Disqualify the player, official or team from the tournament

16.4. In all circumstances the transgression, details of the penalty and the name of person and/or team penalised, should be forwarded to both the HQ Competitions Coordinator and the Association with which the player or team are registered or to which the associated person belongs for the imposition of such further penalties and/or sanctions as that club or association may wish to impose (if any).

16.5. Repeated transgressions will result in the imposition of harsher penalties.

For further information refer to Attachment H Codes of Conduct, Offences and Penalties, Hearings

17. Protests & Appeals

17.1. Before, during or after each match, the Tournament Director or Technical Manager may be faced with a protest, complaint or inquiry from the competing teams or any of the officials involved. Only matters brought forward by a Team Manager, appointed Umpire or other appointed official shall be dealt with. The Tournament Director or Technical Manager should not entertain any subject brought before them by any team member/coach, supporter, spectator or other unappointed persons in relation to the match.

17.2. Where a team wishes to lodge a protest over matters relating to a match the Team Manager must indicate intention to do so under their signature or via the appropriate manner in the Altius system on the Match Report or Shoot-out Form.
17.3. Protests must be lodged in writing to the Tournament Director within ten (10) minutes of the completion of the match. Failure to do so will indicate no protest is registered. The Tournament Director will advise the outcome of a protest within two (2) hours of the match concluding. However, any inquiry, complaint or matter of dispute that requires an urgent decision to be made can be lodged with the Tournament Director directly who shall adjudicate on the matter accordingly.

17.4. The Tournament Director may elect to resolve any matter immediately or may, if circumstances dictate, call together the Tournament Jury to conduct a hearing.

17.5. Complaints in relation to behaviour or other dispute not involving a protest on a particular match shall be dealt with by the Tournament Director in accordance with the provisions of the HQ Operations Manual and/or the relevant Code of Conduct and Policies.

17.6. There is no appeal on a decision by the Tournament Director.

17.7. 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 Tournament Director.

18. Interruptions to Matches

18.1. Interruptions due to Weather

Where tournament playing conditions are affected by weather, including but not restricted to rain, hail, storms, lightning, floods, fog, dust storms, fire and excessive heat, sleet, frost, ice and snow, any stoppages or cancellations of a match, matches, or the tournament, shall be at the sole discretion of the Tournament Director. No protest or appeal shall apply to decisions made by the Tournament Director.

The Tournament Director shall seek advice from local Ground Staff and local officials with knowledge of weather patterns, field drainage and drying out times etc., and may also consult the Umpires’ Manager, Senior Umpires, and Technical Manager. The Tournament Director shall primarily exercise a Duty of Care to players, umpires and officials and shall also give due consideration to the care and preservation of playing fields.

Where there is lightning, the Tournament Director shall continually monitor the conditions and exercise necessary precautions. Local knowledge of storm patterns should be relied upon as well as Bureau of Meteorology warnings and observations if available. Where there is uncertainty a thirty (30) second rule should be applied in determining whether a match is to be suspended or abandoned. (The 30 second rule is where there is less time than 30 seconds between a strike of lightning and thunder). A five minute window is to be observed following the last occurrence of a
strike outside the 30 second rule to ensure a safe environment for the resumption of play.

In the case of excessive hot weather conducive to heat exhaustion, the Tournament Director shall take a responsible attitude to the safety of players and participants, and should venue specific details not be available shall consult the Bureau of Meteorology website and apply the following;

(i) Where the ambient temperature is between 31 – 35 degrees Celsius, with humidity exceeding 50% - consult with the team managers to instigate a drinks break at each quarter of the match.

(ii) Where the ambient temperature is in excess of 36 degrees Celsius, with humidity exceeding 30% - consult with the team managers to postpone and reschedule matches to cooler periods of the day where time, fields and the restrictions of the draw allow.

The Tournament Director may consider the following options:

(a) Wait and see if conditions clear and the fields become playable, and resume play.

(b) Where a tournament is so disrupted by weather, as described herein, that the tournament cannot continue in accordance with the published draw and schedule, the Tournament Director may;

   i. Adjust the match times for the balance of the tournament. It is recommended that matches not be shortened to less than twenty (20) minutes per half, but where prevailing conditions are such that this is not possible then matches may be shortened to a time and formulae that will allow the Championship to proceed to an outcome.

   AND/OR

   ii. Adjust the Tournament Draw (where possible and convenient) to allow for earlier and later match playing times. No match shall be scheduled to commence earlier than 7.00 am and no match shall commence later than 9:00 pm for juniors and 10.00 pm for seniors.

   AND/OR

   iii. For divisions with pools where the positions in the pools have been determined, cancel the crossover matches and semi-finals and play classification matches and the final directly across the pools as follows:

   1st Pool A v 1st Pool B (Final - Positions 1 & 2);  
   2nd Pool A v 2nd Pool B (Positions 3 & 4);  
   3rd Pool A v 3rd Pool B (Positions 5 & 6);  
   4th Pool A v 4th Pool B (Positions 7 & 8) and so on.
Should it not be possible to play all these matches, the Tournament Director shall give priority to the final and the relegation match in that order. If these matches cannot be played in their entirety, then a result may be determined by a shoot-out provided that a playable half field is available for this purpose.

AND/OR

iv. For divisions without pools, cancel the crossover matches and semi-finals and the classification matches and finals and determine the tournament on the results of the Round Robin matches alone.

AND/OR

(c) Where the crossover matches and semi-finals have already been completed, the Tournament Director shall make every effort to conduct at least the final and the relegation match in that order. If these matches cannot be played in their entirety, then a result may be determined by a shoot-out provided that a playable half field is available for this purpose. Should teams have to play more than two (2) matches per day to complete a tournament, the number of matches per day shall be at the discretion of the Tournament Director having due care for the wellbeing of the players and that the actual playing time per team per day does not exceed 150 minutes. The number of matches each team is required to play per day shall be allocated in as equitable a manner as possible across the division.

(d) Where it is clear, on reports and projections that the tournament cannot be continued to a final and satisfactory conclusion, then the tournament shall be cancelled to allow teams and officials to disperse in a timely fashion. Where stoppages and cancellations render the tournament results inconclusive, there shall be no positions awarded and the current year seeding of teams shall be carried forward to the following year.

18.2. Interruptions due to Loss of Lights, Riot or Commotion

In the case of other stoppages or cancellation of matches from loss of lights, riot or commotion the rules used for weather interruptions shall apply.

18.3. Interruptions due to Player Injury

Due and responsible care must be exercised when removing injured players from the field of play. An injured player must be removed from the field of play as soon as possible and having due regard to the type of injury.

Should a seriously injured player not be able to be removed from the field of play in a reasonable time, the match shall resume immediately on another field where available. On resumption, the score, interchange of players and penalty infringements, etc., shall be the same as those in place at the time of the stoppage.
Should the match not be able to be resumed immediately on a reallocated field, it may be rescheduled and resumed at a later time at the sole discretion of the Tournament Director taking into consideration time restraints and other tournament schedules and considerations. Should the match not be able to be resumed, the result of the match will be determined in accordance with Clause 18.5 below.

18.4. Resumption of Play and/or Rescheduling of Matches after Interruptions due to Weather

(a) On resumption of play in interrupted matches, the score, interchange of players and penalty infringements, etc., shall be the same as those in place at the time of the stoppage.

(b) In order to keep the program running closely to schedule, no match interrupted by a weather event (except in the case of a final) shall be resumed in the same time slot if the balance of playing time left in the match upon resumption exceeds fifteen (15) minutes after the normal end of playing time for that match. Such matches shall be temporarily abandoned and resumed at a re-scheduled time and/or on a reallocated field, where possible, taking into consideration time restraints and other tournament schedules and considerations.

(c) Matches unable to commence within fifteen (15) minutes of their scheduled start time due to a weather event shall be temporarily abandoned. Such matches shall be played at a re-scheduled time and/or on a reallocated field, where possible, taking into consideration time restraints and other tournament schedules and considerations.

(d) Scheduled matches not reached on a particular day because of earlier interruptions and stoppages shall be played at re-scheduled times and/or on reallocated fields on a subsequent day, where possible, taking into consideration time restraints and other tournament schedules and considerations. Should it not be possible for all the matches not reached on a particular day to be rescheduled and played on a subsequent day in any division, then all such matches shall be declared a draw and the results and any points or goals awarded shall be as outlined in Clause 17.5 below.

18.5. Results of Matches which cannot be resumed or rescheduled

(a) Where a pool or round robin match interrupted in the first half is unable to be resumed or rescheduled under these rules, then the match will be declared a draw irrespective of the score at the time of the stoppage. Each team will receive one (1) match point and the score will be recorded as three (3) goals to each team. No protest or appeal shall apply to this rule.

(b) Where a pool or round robin match is interrupted in the second half and is unable to be resumed or rescheduled, the match will be declared complete at the time of the stoppage. Scores, interchange of players, penalty infringements etc., shall be confirmed as those in place at the time of the
stoppage, and match points awarded accordingly. No protest or appeal shall apply to this rule.

(c) Crossover matches and Semi-Finals stopped in the first half and unable to be resumed or rescheduled shall be declared a draw irrespective of the score at the time of the stoppage. The team placed highest in their respective pool or the team highest on the round robin ladder as determined by Rule 12.2 in these regulations shall be declared the winner.

(d) Crossover Matches and Semi-Finals stopped in the second half and unable to be resumed or rescheduled will be declared complete at the time of the stoppage and the team with the highest score shall be the winner. In the case of a draw at the stoppage the result will be determined by a shoot-out provided that a playable half field is available for this purpose. If a shoot-out is not possible, the team placed highest in their respective pool or the team highest on the round robin ladder as determined by Rule 12.2 in these regulations shall be declared the winner.

(e) Classification matches not requiring a result for promotion and relegation purposes which are stopped in the second half and unable to be continued will be declared complete as at the time of the stoppage. In the case of a draw, teams shall share equal place.

(f) Finals and classification matches which require a result for promotion and relegation purposes, which are stopped in either the first or the second half and unable to be continued on the current field, shall be immediately resumed on another field where possible. If another field is not immediately available, these matches shall be resumed at the sole discretion of the Tournament Director at a rescheduled time and on a reallocated field, where possible, taking into consideration time restraints, team travel schedules and any other considerations applicable. On resumption, the score, substitutions and penalty cards, etc., shall be the same as those in place at the time of the stoppage.

(g) Where a relegation classification match is unable to be resumed or rescheduled under this rule, and a match is stopped in the first half, the match shall be declared a draw irrespective of the score at the time of the stoppage, and teams shall share equal last place.

(h) Where a Final is unable to be resumed or rescheduled under this rule, and a match is stopped in the first half, the teams shall be declared joint winners irrespective of the score at the time of the stoppage.

(i) Where a Final or relegation classification match is unable to be resumed or rescheduled under this rule and a match is stopped in the second half, the match will be declared complete as at the time of the stoppage. In the case of a draw at the stoppage the result will be determined by a shoot-out provided that a playable half field is available for this purpose. If a shoot-out is not possible, the teams in the Final shall be declared joint winners and the teams in the relegation match declared equal last. Any promotion or relegation of teams in the following year shall be made or not made at the discretion of HQ on the recommendation of the Technical Operating Committee.
(j) No protest or appeal shall apply to these rules.

18.6. Notification of Alterations to the Tournament Program and Rescheduled Matches

Communication and lines of communication are of paramount importance at a tournament. Managers or appropriate team representatives must attend all Managers’ meetings held prior to and during the tournament so that alternatives can be discussed and future meetings scheduled.

In circumstances where there is a likelihood of stoppages and cancellations, each team shall maintain a representative at the venue to attend urgent unscheduled meetings and to obtain relevant information.

Teams shall provide accurate telephone numbers and locations of accommodation, so that they may be reached with urgent and pertinent information.

Managers of teams leaving the venue must telephone the Tournament Director at arranged times to receive current and relevant information as to the status of the program.

All tournament officials (including but not limited to the Umpire Manager, Technical Manager, Convenor of Selectors, Tournament Convenor and Stadium Manager) shall check with the Tournament Director to ensure they are aware of any rescheduling, and shall inform their relevant officials, volunteers and workers of the changes.

Where teams do not contact the Tournament Director, or are not contactable by the Tournament Director as per the arrangement, and the program is further disrupted, then forfeits and points penalties may apply to the defaulting team or teams at the discretion of the Tournament Director.
APPENDIX 1

SCHEDULE OF VARIATIONS TO THE RULES OF HOCKEY APPLICABLE TO HOCKEY QUEENSLAND SANCTIONED TOURNAMENTS

Below is a list of Regulations which supersede the Rules of Indoor Hockey and apply to all matches at HQ Championships.

1 GREEN CARD – ONE MINUTE SUSPENSION

Rule 14.1.b: For any offence, the offending player may be temporarily suspended for one minute of playing time (indicated by a green card).

Regulation: For any offence, the offending player may be temporarily suspended (indicated by a green card).

a The offending player is temporarily suspended for one (1) minute of playing time.

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 necessarily the time) to issue the card; if time has been stopped, the Umpires restart it immediately after issuing the card.

d If a goalkeeper receives a green card, the Umpires stop the time 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 unless this occurs during the period from the award of a penalty corner until after it has been completed, in which case the player cannot return until the penalty corner has either been completed, is re-taken or another penalty corner is awarded.

2 YELLOW CARD – TEMPORARY SUSPENSION
Rule 14.1.c: For any offence, the offending player may be temporarily suspended for a minimum of 2 minutes of playing time (indicated by a yellow card).

Regulation: For any offence, the offending player may be temporarily suspended for a minimum of 2 minutes of playing time (indicated by a yellow card).

a) The duration of temporary suspension is indicated to the Technical Official on duty by the Umpire who issues the yellow card.

b) For the duration of each temporary suspension, the offending team plays with one fewer player.

c) If a field player receives a yellow card, the Umpires stop the match (but not necessarily the time) to issue the card; if time has been stopped, the Umpires restart it immediately after issuing the card.

d) If a goalkeeper receives a yellow card, the Umpires stop the time and restart 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 temporary suspension commences 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 unless this occurs during the period from the award of a penalty corner until after it has been completed, in which case the player cannot return until the penalty corner has either been completed, is re-taken or another penalty corner is awarded.

3 GOALKEEPERS

Rule 2.2: Each team has either a goalkeeper on the pitch or plays only with field players.

Regulation: The above rule will apply to HQ Super 6’s and U18 State Indoor Championships. For U15 and U13 State Championships teams must play with a goalkeeper at all times.

4 PENALTY CORNERs
Rule 13.3 a: Time and play is stopped after a penalty corner is awarded and re-started when the teams are ready. Teams must take the minimum time to take their positions and put on protective equipment (as a guide 20 seconds) and play is re-started when the teams are ready.

Regulation: There will be no stoppage of time for Penalty Corners at HQ State Championships, however, umpires should continue to manage the time taken by teams to take their positions which should be no more than 20 seconds.
## 2019 INDOOR HOCKEY TOURNAMENT SCHEDULE - KEY DATES

<table>
<thead>
<tr>
<th>Day</th>
<th>Date</th>
<th>Time</th>
<th>Form Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Friday</td>
<td>27 September</td>
<td>10.00am</td>
<td>Team Nominations (U18 Men &amp; Women)</td>
</tr>
<tr>
<td>Friday</td>
<td>4 October</td>
<td>10.00am</td>
<td>Team Nominations (Super 6s Men &amp; Women)</td>
</tr>
<tr>
<td>Tuesday</td>
<td>8 October</td>
<td>10.00am</td>
<td>Form 1 – Team Entry (U18 Men &amp; Women)</td>
</tr>
<tr>
<td>Friday</td>
<td>11 October</td>
<td>10.00am</td>
<td>Team Nominations (U13 Girls &amp; U15 Boys)</td>
</tr>
<tr>
<td>Tuesday</td>
<td>15 October</td>
<td>10.00am</td>
<td>Form 1 – Team Entry (Super 6s Men &amp; Women)</td>
</tr>
<tr>
<td>Tuesday</td>
<td>15 October</td>
<td>10.00am</td>
<td>Form 7 – Pre-Tournament Team List (U18 Men &amp; Women)</td>
</tr>
<tr>
<td>Friday</td>
<td>18 October</td>
<td>10.00am</td>
<td>Team Nominations (U13 Boys)</td>
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<tr>
<td>Friday</td>
<td>18 October – Sunday 20 October</td>
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<td>U18 Men’s State Indoor Championships (Sunshine Coast) U18 Women’s State Indoor Championships (South Brisbane)</td>
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<tr>
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<td>Form 1 – Team Entry (U13 Girls &amp; U15 Boys)</td>
</tr>
<tr>
<td>Tuesday</td>
<td>22 October</td>
<td>10.00am</td>
<td>Form 7 – Pre-Tournament Team List (Super 6s Men &amp; Women)</td>
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<tr>
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<td>Team Nominations (U15 Girls)</td>
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<td>Friday</td>
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<td>Super 6s Men’s State Indoor Championship (Kedron) Super 6s Women’s State Indoor Championship (Maryborough)</td>
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<td>Form 1 – Team Entry (U13 Boys)</td>
</tr>
<tr>
<td>Tuesday</td>
<td>29 October</td>
<td>10.00am</td>
<td>Form 7 – Pre-Tournament Team List (U13 Girls and U15 Boys)</td>
</tr>
<tr>
<td>Friday</td>
<td>1 November</td>
<td>10.00am</td>
<td>Team Nominations</td>
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<tr>
<td>Friday</td>
<td>1 November – Sunday 3 November</td>
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<td>U13 Girls’s State Indoor Championships (Mackay) U15 Boy’s State Indoor Championships (Maryborough)</td>
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<td>Form 1 – Team Entry (U15 Girls)</td>
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<tr>
<td>Tuesday</td>
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<td>10.00am</td>
<td>Form 7 – Pre-Tournament Team List (U13 Boys)</td>
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<td>10.00am</td>
<td>Team Nominations</td>
</tr>
<tr>
<td>Friday</td>
<td>8 November – Sunday 10 November</td>
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<td>U13 Boy’s State Indoor Championships (Maryborough)</td>
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<tr>
<td>Tuesday</td>
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<td>10.00am</td>
<td>Form 7 – Pre-Tournament Team List (U15 Girls)</td>
</tr>
<tr>
<td>Friday</td>
<td>15 November</td>
<td>10.00am</td>
<td>Team Nominations</td>
</tr>
<tr>
<td>Friday</td>
<td>15 November – Sunday 17 November</td>
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<td>U15 Girl’s State Indoor Championships (Maryborough)</td>
</tr>
</tbody>
</table>
## APPENDIX 3

### SCHEDULE OF FEES & FINANCIAL PENALTIES

The following list of Tournament Fees and Financial Penalties are applicable to all HQ tournaments:

<table>
<thead>
<tr>
<th>Category</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Tournament Fees</strong></td>
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</tr>
<tr>
<td>Team Entry Fee (U13, U15 &amp; U18 State Championships)</td>
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<tr>
<td>Team Entry Fee (Super 6’s)</td>
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<tr>
<td><strong>Financial Penalties</strong></td>
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<td>Late Team Nomination Fee</td>
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<tr>
<td>Late Form 1 – Team Entry</td>
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<tr>
<td>Late Team Withdrawal Fee</td>
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<tr>
<td>Late/Incomplete Form 7</td>
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<tr>
<td>Unforced Forfeit</td>
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</tr>
<tr>
<td>Mutual Forfeit</td>
<td>$500</td>
</tr>
<tr>
<td>Unapproved Team Uniform</td>
<td>$500</td>
</tr>
<tr>
<td>Unapproved/No Alternate Socks Provided</td>
<td>$200</td>
</tr>
<tr>
<td>Non-attendance at Managers’ Meeting</td>
<td>$200</td>
</tr>
</tbody>
</table>
APPENDIX 4

TEAM MANAGER RESPONSIBILITIES & GUIDELINES

1.0 General Responsibilities

Team Managers have certain responsibilities to the Association which has appointed them, and other responsibilities and duties within the team environment.

As well as those responsibilities and duties, Team Managers have responsibilities and duties to the body which conducts the tournament in which their team is competing. In this case that body is Hockey Queensland Limited. This document outlines the duties and responsibilities that Team Managers have to HQ at State Championships and other tournaments conducted by HQ.

Team Managers must be non-players who carry out the duties of a Manager and these duties alone and hold no other position with the team. Team Managers must attend the Managers’ Meeting and all other tournament meetings as and when required by the Tournament Director.

2.0 Pre-Tournament

2.1 Team Managers must ensure that all players participating in the Championships have registered online for the current season with their Primary Association (Playing Association).

2.2 If the Association is not the primary Playing Association of a player, Team Managers must ensure that any players in this situation have received a player clearance from their Primary Association.

2.3 Before departing for the tournament the Team Manager should ascertain if any players in their team suffer from any medical conditions and ensure that they have all relevant information relating to the condition, treatment plan and medication readily available in the event that a medical incident occurs during the tournament. Tournament officials/first aid personnel will refer to the Team Manager for information on any medical conditions for a player should they require treatment.

2.4 If there are any minors (players under eighteen years of age) in the team they manage, the Team Manager must hold or obtain a Queensland Blue Card, and should check with their Association that all other adult team personnel travelling with the team to the tournament have done likewise.

2.5 Prior to departure for the tournament Team Managers must obtain and familiarise themselves with a copy of the relevant Attachment containing the Format for the particular championship or tournament they are attending (See Attachment A [1-6] of Tournament Regulations), all sections of the HQ Tournament Regulations document and Attachment E of the Tournament Regulations. Team Managers must ensure that all players are provided with a registered Team Uniform including socks and approved alternative socks for the tournament.
2.6 Team Managers must ensure that the goalkeepers are provided with two different coloured goalkeeper shirts/smocks to bring with them to the tournament, both of which must be different colour from the team uniform colours.

2.7 Team Managers must bring two (2) spare sets of players clothing to the tournament, including a shirt, skirt/shorts without number, spare socks in both Primary and Alternative colours, plus suitable material for numbering shirts in an emergency.

3.0 During the Tournament

3.1 Team Managers are responsible for the conduct of all players and team personnel during the tournament and must ensure they observe the Code of Conduct and for the duration of the tournament must ensure they conduct themselves in a manner which does not bring the sport into disrepute both at the competition venue and off site.

3.2 Team Managers must collect a pre-printed Pre-Game Team List Form 10 or Altius, from the tournament office before each match, and indicate the six players starting the match by placing a tick next to their name. Managers must cross a line through the names of any players not eligible to sit on the team bench for the match. The person nominated as the Coach for the match, a Captain (C) and Goalkeeper/s (GK) must be indicated on this form. Managers must sign the completed form and hand it in to the match technical officials approximately 30 minutes prior to the commencement of the match along with a clearly marked match ball.

3.3 Team Managers must ensure that all players sticks and equipment are presented for inspection as directed by the Tournament Director and/or the Technical Manager.

3.4 It is the Manager’s duty to ensure that the coaches, players and any other team personnel taking part in an on-field pre-match warm up leave the field of play and return to the team bench immediately the siren is sounded to end the warm up period, and that no training balls or other equipment are left on the field.

3.5 At the completion of the tournament Team Managers shall ensure that team personnel attend the compulsory Closing Ceremony in neat and tidy attire. (Should there be an Opening Ceremony, the Team Manager shall ensure that the team attends in uniform).
4.0 During Matches

4.1 Team Managers are responsible for the good conduct of the team officials and players on the team benches and in the team dressing rooms and must respond to all requests and carry out any instructions given to them by the match Technical Officer on duty, the Technical Manager and/or the Tournament Director in a prompt manner.

4.2 Managers are responsible for ensuring that team members meet the dress code and uniform and equipment requirements as outlined in Section 10 of the HQ Tournament Regulations, noting particularly that shin guards must be worn inside the socks and below the knee at all times during a match.

4.3 Managers must ensure that their players are wearing the approved, registered uniform with the correct socks for the match as indicated on the Sock Roster, that the Captain is wearing a distinctive arm-band or similar distinguishing article on an upper arm or shoulder or over the upper part of a sock and that Goalkeepers are wearing a smock of a colour different from that of their own team and from that of their opponents.

4.4 Managers have a duty to ensure that players wear no items including jewellery and watches that may be dangerous to any player on the field and must respond immediately to a direction by technical officials to remove an item the match Technical Officer considers may constitute a danger. Items not removable e.g. medical alert bracelets must be taped over or otherwise covered.

4.5 Team Managers must ensure that only eligible team personnel are on the team bench (i.e., up to six (6) reserve players, plus the Team Manager (compulsory) and a maximum of three other team officials who are registered on the Form 7 for that team (e.g. Coach, Assistant Coach, Physiotherapist, Sports Trainer).

4.6 Team Managers are responsible for ensuring that all team personnel remain inside the enclosure of the designated team bench area at all times except during player substitutions.

4.7 Team Managers must obtain prior permission from the match Technical Officer before any player or member of the team support personnel can leave the team bench during a match for any purpose, and must advise the Technical Officer when that team member returns to the team bench.

4.8 Team Managers must remain on their team bench at all times during matches and be stationed at the end nearest the technical bench. Prior permission to leave the team bench must be sought from the match Technical Officer if a Team Manager wishes to leave the team bench for any reason while a match is in progress. A substitute manager must be appointed to carry out the Manager’s duties during any absence, and must carry out those duties and no others until the Manager returns.
4.9 Team Managers are responsible for ensuring that team player substitutions are made in the correct manner, that the substitute players do not impede the pathway of the umpires, or obscure the vision of the technical officials on the Technical Bench.

4.10 Team Managers must control the team personnel on their team bench and ensure that no person except substitute players eligible under the rules enters the field of play without the prior permission of an umpire, noting in particular that coaches and assistant coaches are not allowed on the field of play under any circumstance during a match in regulation time or in extra time.

4.11 Team Managers must immediately arrange a substitute for any of their on-field players who are bleeding or have blood on any part of their uniform. Before such a player returns to the field of play the Manager must ensure that all wounds are covered, that all clothing is free of blood and that the player is inspected by the Technical Officer on duty before retaking the field. If spare clothing is used the Team Manager must ensure that the player’s number is on the uniform (this must be the same number as on the Pre-game Team List, Form 10, and may not be changed).

4.12 Team Managers must have their players taking part in a match back on the team bench two (2) minutes prior to the commencement of the second half.

4.13 At the completion of the match the Team Manager must check and sign the Match Report (either on paper or electronically through Altiusrt) confirming the results recorded as true and correct. Once the Match Report is signed by the Manager no alterations are permitted to their team’s match statistics on the Match Report. If a protest is to be lodged, the Team Manager must indicate this on the Match Report under where they sign their name.

4.14 Shoot-out Competition

Should a team be involved in a Shoot-out Competition, the Team Manager must nominate three players to take and one player to defend the shoot-outs from those eligible to play in the match as listed on the Pre-Game Team List (Form 10). Players suspended by the Tournament Director at the time the shoot-out competition takes place or excluded permanently (red card) during the match which leads to the shoot-out competition, cannot be nominated.