



# **IPSWICH HOCKEY ASSOCIATION Inc.**

## **BY – LAWS**

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## 1 INTRODUCTION

- 1.1 Each Club desirous of becoming affiliated with the Ipswich Hockey Association Inc (IHA) shall make written application to the Secretary of IHA and such application will be signed by the President or Secretary of the applicant Club and all clubs and their members shall pay all fees from time to time in force.
- 1.2 The following are the registered Clubs and Sub Committees affiliated with the Ipswich Hockey Association Inc.:-
- Bellbowrie Hockey Club Inc.
  - Collegians Hockey Club Inc.
  - Eastern Suburbs Hockey Club Ipswich Inc.
  - Hancock Brothers Hockey Club Inc.
  - Northern Suburbs Hockey Club Ipswich Inc.
  - Swifts Hockey Club
  - Thistles Ladies Hockey Club Inc.
  - Veterans Ladies Hockey Club
  - Western Suburbs Hockey Club Inc.
  - Ipswich Hockey Umpires Committee
  - Ipswich Indoor Hockey Committee
  - RAP Team
- 1.3 The IHA has the power to accept associate teams on a yearly basis at an annual affiliation fee of \$1,000 per team.

## 2 REGISTRATION OF PLAYERS

- 2.1(i) Any person wishing to play in IHA fixtures or for an IHA Representative team must register with a Club by completing On-Line Registration via the relevant Hockey Queensland database and supply a clearance if applicable.
- 2.2 Each club shall by 6.00pm Friday prior to their fourth fixture weekend of each season give to the Record Secretary/Assistant Record Secretary a list of players, on the prescribed form, to be registered in each team such club has nominated, **providing each player has completed one match within the first three matches played by said player that season, in the Grade to which such Club desires that person to be registered.**
- These team lists shall be signed by the Secretary of such Club and contain the Surname and Christian name of each player in ALPHABETICAL ORDER by surname.
- The Record Secretary shall give to the Hon Secretary a summary of such registrations as received at that time and additional registrations during the remainder of the season.**
- 2.3(i) Each A Grade team shall be permitted to register **no less than nine (9) players**, at least **13 players in Reserve Grade, at least 11 in R2 (where applicable)** and the **remainder who qualify (refer 2.2) in A2 Grade**, with the exception of clubs who do not field an A Grade team. Then, their Reserve Grade would nominate 9 players, at least **13 in R2 (where applicable)** with the remainder who qualify (refer 2.2) in A2.
- A club with only A and R2/A2 Grades **must register 13** players in A Grade and the remainder who qualify (refer 2.2) in R2/A2.
- Masters and Juniors (C, D & E Grades) shall register no less than 8 players or such numbers from time to time as are determined by the Management Committee.
- The above clause will be subject to Clauses 2.2 and 3.1 to 3.7**

- 2.3(ii) If the playing records indicate that a player is playing a significant portion/number of games on a regular basis **in a grade other than their registered grade**, the Club will be asked to give reasons to the Technical Committee why the said player should not be regraded.
- 2.4 The Honorary Record Secretary shall keep a Register of Players in which he/she shall cause to be entered the names of all eligible persons contained in each such application, together with the particulars shown in such application, and the name of the Club in respect of which such person is to be registered, and each such person whose name is so entered shall thereupon be deemed to be registered, and the Register of Members shall be prima-facie evidence of the contents thereof, and that the persons mentioned therein, and they only are registered players.
- 2.5 Any Club with reason to declare a player unfinancial shall notify the Hon Secretary immediately in writing who in turn shall take the appropriate action and at all times keeping the confidentiality of the player and the Club.
- 2.6 **Additional Registrations**  
Applications to the Association for Registration after initial registrations are received must be made in writing on the prescribed form and a representative of the Club in which the applicant is registered, must advise, in writing, the team into which said player is to be registered. All forms must be handed into the Tri-Dan Shed prior to that player's first match.  
Applications received after this time will **not** be dealt with in respect of that match and the player will be considered unregistered for the match resulting in loss of points. The decision of the Technical Committee shall forthwith be communicated to the Club making the application.
- 2.7 The Management Committee may, for causes shown, strike the name of any person off the Register and such person shall therefore be deemed unregistered.

### **3 CONDITIONS OF PLAY**

#### **Seniors**

- 3.1(i) A Senior is clarified as any player registered in A Grade, Reserve, R2 and A2 Grade.
- 3.1(ii) A Masters player is a player who attains the age of 35 years during the current year and who plays in a designated Masters Competition.
- 3.2 A registered **A Grade player** can **only play** either **A Grade or Reserve Grade** each weekend. (No player can play in both Grades nor in R2 or A2)
- 3.3 A registered **Reserve player** can **play both A Grade and Reserve Grade** each weekend or, if does not play Reserve Grade, may play R2 or A2 Grade (subject to 3.5).
- 3.4 (i) A registered **R2 player** can play **R2 plus one other Senior Grade (Reserve or A Grade)** each weekend subject to By-Law 3.5. If does not play any of these grades, an R2 player may play A2.
- 3.4 (ii) A registered **A2 player** can play **A2 plus one other Senior Grade (R2, Reserve or A Grade)** each weekend subject to By-Law 3.5.

- 3.5 (i) Once a **Reserve Grade, R2 or A2** registered player has been **selected and plays A Grade** that player is **ineligible to play R2 or A2** from the **NEXT** weekend of fixtures, for the rest of the season, without permission from The Technical Committee.
- 3.5 (ii) All Clubs are entitled to nominate development players from their registered R2 Grade team/s to participate in A Grade and then still be eligible to return to R2 Grade.
- 3.6 A registered **Masters** player is permitted to play only **Masters and one other Senior Grade** in any fixture weekend.
- 3.7(i) In the event of a Bye in A Grade, Reserve Grade or R2, no player included in the first eleven players recorded on the card (or the first eleven as indicated by the Tech Bench) on the match prior to the Bye can play in the lower grade on the day that the A Grade, Reserve Grade or R2 team has the Bye without first applying to the Technical Committee for permission due to replacement for illness, injury, State/National representation or personal circumstances.
- 3.7(ii) Any senior team not scheduled to play on a fixture weekend for a specific reason will be considered as having a bye and 3.7(i) will apply.

### **Juniors**

- 3.8 A Junior is any player who is registered in C Grade (Under 15), D Grade (Under 13) or E Grade (Under 11). A player **must be under the nominated age as of 1 January of the current year.**
- 3.9 Any player who plays **two consecutive matches** in a higher grade it is recommended that such player should have a weekend where they do not participate in any higher grade games.
- 3.10 All junior players can only participate in two fixture games per week-end, that is their registered grade plus one other.
- 3.11 Clubs are required to indicate on the Nominated Team list for each junior team those players that are identified as not being capable of participating in the higher grade.

Players participating in the higher grade will be monitored and where identified by the Tech Committee that a player is participating regularly in the higher grade the Club maybe required to provide a reason to the Tech Committee for consideration of re-grading.

- 3.12 Any registered junior player is ineligible to participate in A Grade fixtures without first seeking permission from the Tech Committee.
- 3.13 **Assistance by Coaches to E Grade**

During the First Round of Fixtures or for a period agreed upon by the Management Committee, one Coach per Team will be allowed on the field of play during matches to assist with coaching of E Grade players.

**These coaches shall not enter the circle, obstruct the field of play and must not wear a shirt in the same colour/s as their team or the opposition team.**

- 3.14 The penalty for breaches of these rules is forfeiture of points gained and goals scored by the offending team on that fixture day. Goals against the opposing team will also be cancelled.

#### **4 PLAYING RECORDS**

- 4.1 Before the commencement of any fixture match, the Captains of each team shall hand to the Umpires a list of their players on the duly prescribed form (Umpires Result Card). The first eleven players on the list (or the first eleven as indicated by the Tech Bench) shall be deemed the starting team for that match.

Any player who appears on the Umpires Card shall be deemed as playing a full match in that Grade regardless of when such player is replaced.

Any player who takes the field as a replacement shall also be deemed as playing a full match.

**Any player who does not take the field as a replacement must ensure that his/her name is removed from the Umpires Result Card prior to the card being signed.**

Any person who officiates on the Tech Bench or the umpires who control the game have the authority to remove the name of any player who did not take the field. Also, if the recordings on the Match Card made by those officiating in the Tech Bench and received by The Technical Committee indicate that a particular player did not take the field, then said player shall not be recorded as having played that game. (This By-Law to apply on & from 14<sup>th</sup> July 2003)

- 4.2 The list of teams contained on the Umpires Results/Match Card of any matches shall for all persons be prima-facie evidence that the persons named therein played in such match.

#### **5 TWO TEAMS IN SAME GRADE**

Any Club playing two or more teams in the same Grade shall register all players separately in each team and cannot interchange between these teams **with the exception of goalkeepers who may do so due to exceptional circumstances upon request to The Technical Committee.**

Either teams' players can play up in a higher grade but must return to their original team. Players registered in a higher grade (i.e. Reserve) can play down in either team subject to By-Laws 3.3 & 3.5.

Clubs must notify the colours of each individual team, and each team shall have an alternate set of colours.

#### **6 ONE TEAM IN SENIOR GRADE**

Notwithstanding anything contained in these By-Laws, no Club will be permitted to have more than one team registered in the A Grade Division of the Association.

## **7 CLUBS FORFEITING MATCHES**

### **7.1 Notification of Forfeits**

Any Club wishing to forfeit a team's match on any given weekend shall notify Record Secretary/Assistant Record Secretary (who shall inform opposing Club/team) no later than 4.00pm on Wednesday prior to that weekend fixture.

Any team forfeiting a fixture match and not complying with the above condition, the Club concerned shall be liable for the Ground Fees of their team's opponents plus their own fees subject to referral to the Technical Committee.

**To avoid a Forfeit a team must field eight players including a Goalkeeper or a player with goalkeeping privileges (unless a junior game which requires a fully kitted goalkeeper).**

For a Club to claim a Forfeit on day of the Match such team must take the field with their available players and if opposing team has not supplied good and sufficient reason within 15 minutes, the team prepared to play can claim the match subject to above clause.

### **7.2 Result of Forfeit**

Any Club receiving a Forfeit shall be credited with three (3) points and be treated as having scored three (3) goals to Nil.

Any team giving a Forfeit shall be treated as having lost the game three (3) goals to Nil.

In the event that two opposing teams both declare Forfeits, the points scored by each Club shall be Nil and Goals scored shall be Nil.

If a team forfeits three (3) times in a row without reason or notification the matter should be raised with the Management Committee.

## **8 TECHNICAL COMMITTEE**

8.1 The Technical Committee shall consist of five members of the Association (Record Secretary, 2 Assistant Record Secretaries and 2 others) and shall attend to and decide all applications regarding registrations, transfers, gradings and fixtures etc. for the year.

8.2 **All** communication with The Technical Committee **must** be in writing, on Club letterhead or via e-mail. Only correspondence from the Club Secretary/President will be considered.

8.3 Clubs may seek clarification **in writing** to the Records Secretary on any issues or concerns re decisions made by the Tech Committee.

## **9 GRADING**

9.1 The Technical Committee shall determine the number and classification of Grades to which all teams competing in any year shall be divided and each Grade shall consist of such number of teams as The Technical Committee shall determine.

9.2 All teams in each Grade shall compete among themselves for the Premiership in that Grade.

9.3 Notwithstanding the foregoing the maximum number of teams competing in A Grade shall be six.

## **10 TRANSFERS**

- 10.1 No Player will change from one Club to another without permission from The Technical Committee.
- 10.2(i) No member of a Club from a previous registration shall be eligible to play with another Club until they have first secured a Clearance in writing from that original Club.
- 10.2(ii) The Technical Committee in certain circumstances will be prepared to accept a verbal or phone clearance from the releasing Club's Officials (President, Secretary or Treasurer), which must be followed up in writing within ten (10) days or will be subject to forfeiture penalty and possible loss of points.
- 10.2(iii) There is no time limit on a player's financial liability (fees/uniforms/equipment) to a club.

### **These conditions will apply from the first week of fixtures.**

- 10.3 Players transferring from one Club to another must be registered on-line to the players "New" Club via the relevant Hockey Queensland database.
- 10.4 If a player who has taken part in an Association fixture for a Club wishes to transfer to another Club, but the Club they have played with refuses to give that player a clearance, that player may, by producing to the Management Committee their receipts for their membership fee for the seasons during which they, in any Association fixture played for that Club, ask the Management Committee for permission to play with another Club.
- The Management Committee may, after notifying such Club, grant permission to such player to play with another Club, if the Management Committee is satisfied that they were financial with such Club.
- 10.5 No Player shall be permitted to transfer or regrade once there are less than 6 fixture games remaining for the team into which they wish to move.

## **11 CLUBS PLAYING UNREGISTERED, SUSPENDED OR DISQUALIFIED PLAYERS**

Any Club playing an unregistered player or one who has been disqualified or suspended, or declared unfinancial shall lose the match in which such player takes part and liable to actions by the Management Committee.

## **12 MATCHES & TIMING**

- 12.1 All Matches, excepting E Grade as provided hereunder, will be played in halves of thirty-five (35) minutes each, and an interval of five (5) minutes shall be allowed between such halves.
- 12.2 In E Grade competition two halves of thirty (30) minutes will be played with a five minute interval between halves.
- 12.3 All fixture matches shall be started and controlled by central timing on such day and at such time as the Management Committee may determine with the exception of E Grade who after commencement may have their time controlled by the Umpires.
- In all Semi-finals and Finals, Timekeepers may be appointed. There will be time-out for serious injury and games must complete the full 70 minutes (or 60 minutes for E Grade).

- 12.4 When the Tech Bench is manned, those manning the Tech Bench will time **all** temporary suspensions (cards issued by umpires) and will be responsible for sending players back onto the field.

### **13 POSTPONEMENT OF MATCHES**

- 13.1 In the event of the grounds being unfit for play once a match has commenced, the Umpires will initially be responsible for cessation of play (safety of players).

In the event of further delay past the scheduled completion time, the Grounds Committee OR an "On Duty Official" will decide on any further action.

If play is totally abandoned that day then each competing team on such day will receive one point each.

Further to the report from the Grounds Committee, the Management Committee will decide on any future actions which may be required.

- 13.2 In regular fixture matches, if, when play is abandoned, **the completed playing time has reached 55 minutes**, the match shall be declared completed and the **team ahead on goals** will be **declared the winner** and **awarded the points for the match**. However, if the completed playing time is **less than 55 minutes**, then the **match** shall be **abandoned** and declared a **draw** and each team receive one point.
- 13.3 In finals (excluding mid-season finals), 70 minutes (or 60 minutes for E Grade) must be played for the match to be deemed completed and a winner declared.

13.4 **Alternate arrangements for Wet Weather during Finals**

As a general rule:

For all finals in all grades, if water field becomes unplayable and the hybrid is vacant and playable, games will be moved to the hybrid field.

For semi & preliminary finals, games not completed will be moved to the following Monday night (as a first preference) and then other nights as may be required.

For grand finals, games not completed will be played the next day (Sunday) as a first preference and then Monday night.

### **14 COMPLETION OF TEAMS**

- 14.1 Teams may be completed to their full strength (provided that no team shall take the field with less than eight players) of eleven players at any time during the match, providing that the names of players are added to The Umpires Result Card handed to the Umpires prior to the commencement of the match.
- 14.2 If the name of the player scoring a goal is not on the Umpires Result Card at the time the goal is scored, the goal will be disallowed and the player's name is then to be added to the card.



## **15 PLAYERS ELIGIBLE FOR CHAMPIONSHIP ROUND**

- 15.1 **All registered players must play six matches PLUS 2 matches during the last 4 scheduled matches (a total of 8 matches) during the season to be eligible for that grade's finals.**

To play in higher grade finals, previous matches in that grade are not necessary, providing such player has qualified within their own grade.

Junior players who have played A or Reserve Grade in the regular season, are not eligible to play A2 in the finals.

- 15.2(i) **All Clubs** shall resubmit in writing to the Record Secretary fourteen (14) days prior to the end of the final round, their senior team lists including all players eligible to play in the finals in the team in which they are to be registered for the finals.

15.2(ii) All team lists for finals will contain a minimum of 11 players.

- 15.3(i) These team lists shall then become the newly registered teams (replacing those originally submitted at the start of the season) to compete in those Grades for the Semi-Finals, Preliminary Finals and Finals subject to:

**By-Law 3.2** (A Grade player can play either A or Reserve, not both)

**By-Law 3.3** (Reserve player can play Reserve and A Grade and can play R2 or A2 if does not play Reserve Grade)

**By-Law 3.5** (Once played A Grade, a player cannot play R2 or A2)

**By-Law 3.7(i)** (A, Reserve or R2 team playing in match prior to Bye)

- 15.3(ii) In reference to By-Law 3.7, any team eliminated from the Semi-Finals or Preliminary Finals shall be deemed as having **the Bye** and players listed in the first eleven on the card (or the first eleven as indicated by the Tech Bench) on that fixture will not be allowed to play in a lower grade for the remainder of the Championship Round. Teams who move directly to the final shall be deemed as having **the Bye** the weekend of the preliminary finals and players listed in the first eleven on the card (or the first eleven as indicated by the Tech Bench) for the semi-final will not be allowed to play in the lower grade for the Preliminary Final.

- 15.3(iii) If a player named in the starting eleven does not play a significant portion of the game (more than half) while a player/s named outside the Eleven on that fixture does play a significant portion of the game (more than half), the Club will be asked to give reasons to The Technical Committee why the substitute player/s should not replace the starting player in the list of eleven players ineligible to play in a lower grade as in 15.3(ii).

- 15.4 A Club may make application to the Technical Committee for permission to play a player who does not meet the above criteria through illness, injury, State/National representation or personal circumstances.

## **16 POINTS**

During the fixtures competitions, three (3) points shall be awarded for a Win and one (1) point for a Draw.

## **17 TEAMS BEING LEVEL ON POINTS**

In the event of two or more teams being level on points at the end of the Premiership Rounds or Rounds (competition) the winner shall be decided by **Goal Differences** - Total Goals For minus Total Goals Against.

If the teams be still equal after Goal Differences, the higher team shall be decided in the following order:-

- (1) Most number of Wins
- (2) Most number of Goals For
- (3) Results of Matches when teams played during Rounds
- (4) Goal Average - Goals for divided by Goals Against

## **18 MINOR PREMIERS**

The team leading on the completion of the Premiership Rounds shall be declared Minor Premiers.

## **19 TEAMS TO COMPETE IN CHAMPIONSHIP ROUNDS**

The four leading teams of the Premiership Rounds will contest the Championship Round as follows:-

### **Semi-Finals**

First team v. Second team

Third team v. Fourth team

### **Preliminary Final**

Loser of Teams 1 v. 2

plays

Winner of Teams 3 v. 4

### **Final**

Winner of Semi-Final 1 v. 2

plays

Winner of Preliminary Final

## **20 DRAW IN CHAMPIONSHIP ROUNDS**

20.1 In the event of a Draw at the completion of full time in the Semi-Finals, Preliminary Final or Finals, there will be 5 minutes each way golden goal extra time. THEN shoot-outs if still drawn will be used to separate the Teams.

At the end of the match the scores are equal, a two (2) minute break is taken and then 5 minutes each way golden goal extra time will be played.

- "Golden Goal Extra Time" means the match will conclude once the first goal is scored.
- In the "Golden Goal Extra Time" each team will play with eleven players and there will be no "drop off" of players.
- If no score then teams will play one on one shoot-outs.

### 20.2 **Mid-Season Finals**

Mid-Season Finals shall be contested by each Grade at the completion of their second Round of Fixtures or a date determined by the Management Committee subject to the number of rounds played in that grade.

The two leading teams at the end of this period will contest the final.

If in the event of a “Draw” at the end of full time, the trophy for each grade will be shared and there will be no drop-offs or extra time.

- 20.3 During the course of these “Extra Time” periods in the Championship Finals, the normal interchange rules will apply and with suspensions applied prior to full time carrying over into the “Extra Time” periods.

## **21 UMPIRES**

### **21.1 Absence of Umpires**

In the event of the Umpire or Umpires not being available at the starting time of the match, the matter shall be reported to a member of the Umpires Appointment Committee who shall arrange for the appointment of an Umpire or Umpires.

If this cannot be arranged in a reasonable time the captains shall appoint and/or agree on the appointment of an Umpire or Umpires.

### **21.2 Umpires Reports**

At the end of the Match the Umpires delegated to control the match shall obtain the signatures of the Captain (or Manager and/or Coach in Junior matches) of both teams and Co Umpire on match card after satisfying themselves and the Captains/Managers that all relevant suspensions and reports and removals are recorded prior to obtaining such signatures and return card to Record Secretary.

**The Captain/Manager’s signature signifies acceptance of the score as recorded, acknowledges that the recorded cards were issued and that the recorded players’ participation is correct.**

### **21.3 Approaching Umpires**

At no time, before, during or at the conclusion of the match, shall any player, coach, manager or other person involved with the competing teams approach to confront the umpires of the match.

If either team has concerns with regard to the umpiring of the match, the captain or team manager can request, through the **official** on duty **in the TriDan Shed**, a meeting with the umpires concerned. This meeting shall be:

- at a time agreeable to all parties involved – preferably 15 minutes (approx.) after the conclusion of the game.
- chaired by an Official of either IHA or Umpires Association who has the power to suspend the meeting at any point should any of the parties present become aggressive or unreasonable.

Any breach of this By-Law shall be referred to a member of the IHA or Umpires Executive by the umpires involved or the personnel controlling the Tech Bench, and could result in the person cited being required to appear before the IHA Judiciary.

**PENALTY if found guilty of breaching 21.3 – Minimum 1 week suspension plus any additional penalty as deemed appropriate by the IHA Judicial Committee.**

## **22 GENERAL**

### **22.1 Approach to Media**

**No Player, Coach, Club Official, Club Member or Member of the Ipswich Hockey Association Inc** shall make any comment to the Media (whether Print, Radio or Television) or on Social Networks regarding Umpiring of Association matches.

Furthermore, no adverse comments may be made to the Media or on Social Networks in any form whatsoever regarding the personality, proficiency or conduct of any Association Officials.

Should an alleged breach of this By-Law occur, the matter shall be referred by IHA to the Judicial Committee for investigation and, in the event of the allegation being proven, such penalty as is deemed appropriate will be applied.

By the way of guidance, such penalty may include banning of the person concerned from all or any specified Association activities, including fixtures and/or attendance at the Association Grounds.

### **22.2 Under Age Championships**

Any Ipswich Association players selected to play in Representative teams cannot play in local competition matches on the weekend, prior to travel to such Championship.

### **22.3 Infringements in Buildings**

No player and/or official of a Club shall infringe or allow others to infringe on the following conditions as laid down for use of the Buildings and Surrounds:

- No hitting of balls in Clubhouse or Dressing Rooms.
- No alcohol is to be consumed outside of the Clubhouse confines (Upper Level) or such other area as marked by the Management Committee.

### **22.4 (i) Turf (Artificial Surfaces Water/Hybrid) Rules**

#### **Footwear**

- Most players prefer the multistop style of shoe although ordinary Gym boots, Sneakers and tennis shoes will be permitted.
- Players are not allowed to wear footwear with leather or metal sprigs, screw in plastic sprigs or moulded rubber/plastic sprigs of less than fifteen per boot.
- Baseball cleats **are not** to be worn.
- No high heels or stiletto type shoes.
- Goalkeepers may wear boots with moulded rubber/plastic sprigs provided the latter are trimmed down to protrude no more than 10mm from the sole and are ground to a smooth dome end.
- **Goalkeepers must ensure that all buckles and straps on pads are completely covered at all times while on the surface.**
- **All shoes must be cleaned of all mud, grass, etc before players enter on to surface, and on the wet surface must be thoroughly scrubbed prior to entry onto the surface via the Water Trough.**

### Surface Entry

- No jumping of surrounding fences - this is strictly prohibited.
- Entry and exit will be **only** through the designated gates.
- Balls hit over the perimeter fences should preferably be retrieved by someone outside of the field of play.
- Should it be necessary to leave the field, exit and reentry should be by the centre sideline gate.
- Deliberate hitting of balls against Advertising signs and surrounding walls will not be permitted.
- No sitting, standing or climbing on walls surrounding surface.

**PENALTY for breaches of above - \$30 fine**

### Guards

Players are permitted to wear guards to protect knees and elbows.  
No protective **Gel** is allowed to be used on the surface.

## 22.4 (ii) **All Playing Surfaces**

### Sticks

Metal sticks or sticks with split or jagged ends are strictly prohibited.

### Prohibited Items

- No alcohol, food, chewing gum, glass or beverages - other than water in plastic water bottles - may be taken onto fields.
- No smoking or spitting is permitted on the fields or in the dugouts.
- It is highly recommended that no protruding jewellery such as rings, ear rings, watches, smart watches, chains or body jewellery etc be worn during matches. Players and Umpires are to be encouraged to **remove or cover such items. With the exception that Umpires are permitted to wear a watch.**

### Teams

Teams are to remain within their respective dugout area at half time or may move to the dressing room if they wish.

Only a Coach, Assistant Coach, Manager, Strapper and/or Physio and Players who are members of a competing team are permitted in the dugouts.

All tape must be placed in the bins provided and not left scattered on the surface or surrounds.

### Injuries Involving Blood

Umpires/Coaches/Managers **must** ensure that all open wounds and abrasions are treated immediately.

If a player has any semblance of bleeding, they should immediately leave the field to receive treatment (substitution may be made). The player may return to the field once the bleeding has been controlled, the wound covered and any contaminated clothing changed. **Blood Bins are provided in Dugouts and ALL contaminated material including dressings, swabs, and bandages MUST be placed in the "Blood Bins".**

Should players and officials not comply with all of the above conditions a penalty for misconduct may be issued.

#### 22.5 **Players or Team Officials Intoxicated by Liquor or a Drug**

- (i) No player shall take part in any fixture match whilst intoxicated by or under the influence of liquor or a drug.
- (ii) No person shall be permitted in the team dug-out whilst intoxicated by or under the influence of liquor or a drug.
- (iii) The captain of each team shall be responsible for ensuring that each player who takes the field (and who is therefore recorded on the list of players provided to the umpires at the commencement of any fixture in accordance with By-Law 4.1) and each person in the dug-out shall not be intoxicated by or under the influence of liquor or a drug.
- (iv) In the event that during the course of any fixture match an umpire/umpires reasonably suspect that a player/players or person in the dug-out are intoxicated by or under the influence of liquor or a drug, then the umpire/umpires may direct that player or person in the dug-out to cease further participation in that fixture match. In this regard the umpire/umpires may take account of any player or person demonstrating indicia of intoxication and the umpire/umpires determination in this respect shall be at the umpire/umpires sole discretion

### **23 PLAYER OF THE YEAR TROPHY**

Trophies will be contested for each year by A Grade, Reserve, R2, A2 Grade and Veterans for "Player of the Year".

The following rules apply:-

- In all **Senior** fixtures during the Premiership Rounds a "Player of the Match will be selected and they will receive Three (3) points, two other players will be selected to receive two (2) and one (1) points respectively.
- All points will be recorded and the player with the highest total in each respective Grade will be the winner.
- If the Total Points in any Grade are equal the player who plays the least number of matches will be the winner.
- If the total of points and matches are equal then the player with the most three point matches will be the winner.
- No player who has received a suspension is eligible to win the trophy.
- No Dual Registered player (Secondary) is permitted to take part in this competition.
- The Player of the Year will be announced at an end of Season function or on Grand Final day whichever format the Management Committee decides.

### **24 CLUB CHAMPIONSHIP**

24.1 All registered Association Clubs will compete each year for Trophies for the Club Championship (Men) and Club Championship (Ladies).

The Champion Club will be the Club that has the highest number of Premiership points accumulated in all Grades with the following conditions:-

- If a Club has more than one team in a particular Grade only the points of the higher rated team will be counted.
- If, in the event of two Clubs being equal on points, then the points of the second teams will be counted.

24.2 All registered Association Clubs will also compete each year for Trophies for the Aggregate Club Championship (Men) and Aggregate Club Championship (Ladies).

The Aggregate Championship Club will be the Club that has the highest number of aggregate points. Aggregate points will be determined as follows – total premiership points will be divided by the number of teams in the competition.

## **25 CONCLUSION**

Notwithstanding anything to the contrary herein contained, The Management Committee and/or The Technical Committee (where applicable) has the power to administer decisions on any of the above By-Laws.