



**AUCKLAND HOCKEY**

**COMPETITION RULES  
2017**

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## **COMPETITION ENTRY REQUIREMENTS**

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AK Hockey wish to create and maintain a hockey environment, which is enjoyable, rewarding and satisfying for all people involved.

### **NUMBER OF TEAMS IN EACH GRADE**

There will be eight teams in each grade except for Division 1 and 2 which will have 10 teams and the bottom grade which is made up of the remaining teams.

The top grade will be the Premier grade and thereafter the grades will be Premier Reserve, Divisions 1, 2, 3, 4, 5, 6 etc.

### **GRADE ENTRY**

All clubs are entitled to enter teams according to their previous seasons final placings in the **League**, provided that:

- A Club may enter only one team in a Premier grade; and
- A Club may enter a maximum of two teams in all grades (other than Premier) except for the bottom grade which is made up of the remaining teams.

The final placings in the **League** will be published by Auckland Hockey office by 20 December in each year

The competition format is based on the very strong premise or expectation that the clubs will support the integrity of the competition format and the entitlement to entry in a grade as outlined above. If clubs need to cater for growth in player numbers, new teams will be entered in the lowest grade. When entering two teams in one grade (where entitled to) or multiple entries at the lowest level, the club shall rank its teams.

Exception for 2017: with the expansion of Division 1 and Division 2 to 10 teams, clubs who do not currently have teams in those grades can apply to take up 1 of the 2 additional slots. Priority will be given to the club with the highest ranked team in the grades below.

If there are still spaces available after all clubs who don't have a team in that grade have declined, spaces will be offered to remaining clubs using the below process.

For clarification Clubs will be entering a new team and will not lose their entry entitlement in the lower grade.

- If a club does not take up an entry in a grade as entitled then the first eligible club in the next lower grade gets offered the entry. If that club declines, then the next eligible club is offered the entry until the entry is filled.
- If a club wishes to move down a grade, and has a suitable reason/s that is/are aligned with the principles\* that the CWG followed when setting the competition format, then the top team in the grade below that is eligible to be promoted will be offered the chance for promotion. If the top eligible team declines, then the offer will be extended to the next eligible team and so on until a team accepts, or until all teams in the lower grades have declined the

opportunity for promotion.

A similar process will be used for clubs who request to move up a grade, only it will be the lowest ranked eligible team in the grade above who will be offered the first opportunity for relegation.

These processes will occur as soon as a club requests a grade change to allow certainty for clubs when holding trials (especially in regard to which day they are playing on).

- To finally determine entries, there will be a trading day, if required, to be attended by representatives from all clubs. Should a club wish to enter a grade that differs from its entitlement, it must present its case on the trading day and work with all clubs to try and secure its desired entry.

\*CWG principles upon which competition format was established:-

- Integrity of competition
- Strong competition
- Effective administration
- Communication
- Transparency
- Consistency
- Certainty

## **YOUTH GRADE ENTRY**

These grades provide the opportunity for Youth players to compete against players of their own age group. All clubs are entitled to enter teams in Youth Grades. Club Council reserves the right to add or combine grades where necessary. There is a minimum of 6 and a maximum of 10 teams per grade.

## **YOUTH GRADE ELIGIBILITY (AGE AS AT THE 1ST OF JANUARY OF THE SEASON)**

Clubs may apply to the Club Council for dispensation for a player affected unfairly by the age restrictions.

## **COMPETITION REGISTRATION**

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### **CLUB TEAM REGISTRATION FEES**

**PAYMENT:** Payments will be required to be paid in installments which will be advised by the AK Hockey office. Due dates for these payments are set by Auckland Hockey each year.

**RULE:** All clubs who pay their registrations fees according to the published due dates will receive a prompt payment rebate of 2.5% of their total registration fees. Conversely, at each payment date any club who has not paid the installment in full will incur a penalty of an additional 10% in addition to the amount outstanding at that payment date.

### **REGISTRATION OF TEAMS**

**RULE:** All clubs must register all their Club players participating in competitions. A player may be registered with one club and one team only. A player cannot participate in a match unless they are registered with the Auckland Hockey.

Players who have played hockey for New Zealand or in the NHL within the last two years must be registered as Premier players, unless dispensation is granted by the AK Hockey CEO, in consultation with the CWG.

Players who have been deemed to be not transferred cannot be registered, and will not count towards the minimum number of players required in the team

**PROCEDURE:** Clubs must enter details of clubs registered team lists on the AK Hockey Database for the current year by 5.00PM of the Thursday prior to the first League match of the season. Player Registrations will consist of all data required for the AK Hockey database. This includes details such as full name, residential address, email address, date of birth and occupation. There must be at least 13 players registered in a Premier team and a minimum of 12 players registered in all other teams.

**PENALTY:** A team will not be eligible to gain competition points if registrations are not completed in the manner and by the time as described in the Procedure. This will be done on an individual team basis.

The first League match of the season for each grade is the date shown in the competition calendar of dates as the first League match for the relevant grade.

The points earned by a team that is not registered in the manner and by the time as described in the Procedure will **not** be returned once the registrations are received.

### **SUBSEQUENT INDIVIDUAL REGISTRATIONS**

**PROCEDURE:** Any player not originally registered with a team may be registered after the commencement of the season by completing a Late Player Registration Form and providing the necessary information to the Club Council for Club Council to make sure that procedure was followed and to then ratify the process, and to notify clubs of the registration. Sufficient notice will be deemed to have been given if a Late Player Registration Form is completed online provided it is submitted by 5.00PM of the Friday prior to the match that player will be eligible to play. However:

In Premier Grade no late player registration forms will be accepted after 5.00PM on the Friday prior to the second to last game of the Intercity Pool A (the same cut-off date applies to teams in Pool B Intercity who seek late player registrations) unless dispensation is granted by the AK Hockey CEO, in consultation with the CWG.

In Premier Reserve and Divisions, no late player registration forms will be accepted after 5.00PM on the Friday prior to the second to last game of the second League round robin unless dispensation is granted by the AK Hockey CEO, in consultation with CWG.

The following is a non-exhaustive list of factors that are considered by the CEO in consultation with the CWG when determining a late player registration **dispensation**:

- Injuries to/unavailability of players;
- Ability of player requesting registration;
- The player's history with the club (and team);
- Whether the Club has a team in the immediate grade below, and the Club's ability to bring-up players from the next-ranked team below;
- The Club's ability to bring-up Youth team players.

The reason for the list is to help guide clubs when applying for dispensation. It is important to note that the list of factors will be considered as a whole and not in isolation (i.e. it is not a simple "tick-the-box" exercise); and that dispensations will only be granted in exceptional circumstances.

**PENALTY**: An email will be sent to a club's Club Council Delegate and Club Secretary to notify them that an unregistered player has played for a team. The offending team has 5 working days (working days are considered to be Monday to Friday excepting public holidays) to register the player regardless of whether the player plays again for the team or not.

The team is deemed to have lost the initial match by default regardless of whether or not the club registers the player within 5 working days. Default means the game is scored as a win for the opposing team regardless of the final score if the game is played, and League/Final points are awarded accordingly. The team is also deemed to have lost by default any subsequent matches until the player is correctly registered. The points earned by a team playing with an unregistered player(s) will not be returned once the registration(s) is (are) received.

Subsequent offences by the unregistered player will incur further suspension of the team playing an unregistered player subject to a judicial hearing.

THE EFFECT OF A SUSPENSION IS THAT THE SUSPENDED TEAM MAY CONTINUE TO PLAY IN THE COMPETITION BUT THAT TEAM IS DEEMED TO HAVE LOST EACH GAME BY DEFAULT WHILE THE SUSPENSION IS IN EFFECT.

## **REGISTRATION DISPUTES**

There may be times when, as a result of Club or AK Hockey administrative deficiencies or miscommunication or unforeseen circumstances, registration is not completed as required. The Club Council has power to act as an arbiter and, upon compelling argument being presented by the penalised Club can, if it believes it to be equitable, waive penalties.

## PLAYER ELIGIBILITY FOR FINALS – Premier Reserve and Division

Maintaining the integrity of the competition is paramount. A player must play (i.e. be on the match card and take the field) for a **minimum of 3 games** in total (in any of the grades in which they are eligible to play) during the first two rounds (i.e. 14 matches) of competition to be eligible to play in the Playoff Championship matches. The 3 games must be played over three different weekends i.e. a player who is registered in Premier Reserve, and plays two games in one weekend (one for Premier Reserve and the other for Premier), and one game for either grade the next week, will not be considered to have met the 3 game criteria because the 3 games played were NOT over three different weekends.

This rule change will apply to all senior grades below Premier. (Please note that the Intercity document outlines the criteria as to player eligibility for finals in terms of the Premier grade).

Notwithstanding this rule, late player registration dispensations will still be granted, and those who receive a dispensation will be eligible to play in the Playoff Championship Matches despite not having met the 3 game minimum during the first two rounds. As mentioned, late player registration dispensations will only be granted in exceptional circumstances.

It should be noted that if a player registers prior to the Late Player Registration cutoff but there are less than three games remaining in the first two rounds of the season, this player will be eligible to play those final two matches of the second round; however, if they wish to be eligible to play in the Playoff Championship matches, they will need to apply for a late player registration dispensation.

## PLAYER TRANSFERS

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### CLUB TO CLUB TRANSFERS

A player who has played for an AK Hockey Affiliated Club (“Club”) and wishes to transfer to another Club, must adhere to the following CLUB TO CLUB TRANSFERS provisions:

**RULE:** Any player (Senior and Youth) requiring a transfer from a previous Club may not take the field unless a transfer has been completed on the AK Hockey data-base system by 5.00PM on the last working day prior to the match that the player will be eligible to play unless dispensation is granted by the AK Hockey CEO in consultation with the CWG. However:

In Premier Grade no club to club transfers will be accepted after 5.00PM on the Friday prior to the second to last game of the Intercity Pool A (the same cut-off date applies to teams in Pool B Intercity who seek club to club transfers) unless dispensation is granted by the AK Hockey CEO, in consultation with the CWG.

In Premier Reserve and Divisions, no club to club transfers will be accepted after 5.00PM on the Friday prior to the second to last game of the second League round robin unless dispensation is granted by the AK Hockey CEO, in consultation with CWG.

In Youth, no club to club transfers will be accepted after 5.00PM on the Thursday prior to the second to last game of the round robin unless dispensation is granted by the AK Hockey CEO, in consultation with CWG.

All players who wish to transfer Clubs, no matter what grade (i.e. Senior, Youth and Junior), and no matter when they last played; are required to complete a club to club transfer. This is to avoid duplicate records on the database.

**PROCEDURE:** A player who has previously been registered with another Club cannot be registered with a new Club until the transfer has been completed and received by the Auckland Hockey Office via the data-base System.

**NOTIFICATION:** Date of notification of a transfer request will be the request date shown in registration transfers pending in the data-base system.

**RESPONSE:** The Club receiving a request for transfer must respond by approving or declining the request within seven days of the date of notification of transfer request (“the timeframe”).

**DISPENSATION:** Should the Club receiving the request not respond to the transfer request within the timeframe, either approving or declining the transfer, then the Club requesting the transfer must obtain confirmation in writing by ordinary post, fax or email from the AK Hockey CEO that:

- (a) There has been notification of a transfer request; and
- (b) There has been no response to the transfer request within the timeframe; and
- (c) The player requiring the transfer has dispensation to play without penalty pending completion of the transfer and receipt by the Auckland Hockey Office via the data-

base system. (Unless dispensation is withdrawn by AK Hockey CEO – see withdrawal of dispensation); and

- (d) Stating the date from which the dispensation is effective. This date will be the day after the expiry of the timeframe.

**WITHDRAWAL OF DISPENSATION:** If information is brought to the attention of AK Hockey CEO suggesting there have been deficiencies in the transfer system or communication between Clubs and players and that a transferring player remains unfinancial with the transferring Club or has a uniform outstanding, then the AK Hockey CEO can, if considered appropriate, at any time by notice in writing by ordinary post, fax or email to the club who requested the transfer withdraw the dispensation by AK Hockey CEO allowing an individual to play without penalty and shall advise what must be done for transfer to be completed.

**PENALTY:** A team will be deemed to have lost the match by default if, after receipt of notice from AK Hockey CEO of withdrawal of dispensation and before transfer is completed in accordance with AK Hockey CEO advice or before transfer is completed via the data-base system, they field a player whose dispensation to play has been withdrawn. In addition, a further three points will be deducted from the team's competition points.

**RECEIPT OF CONFIRMATION IN WRITING OR NOTICE:** Confirmation in writing from the AK Hockey CEO (see Dispensation) or notice in writing from AK Hockey CEO (see Withdrawal of Dispensation) shall be deemed received:

- (a) In the case of ordinary post, on the third day following the date of posting;
- (b) In the case of facsimile, when sent to the facsimile number as described above;
- (c) In the case of email, when acknowledged by the receiving Club by return email or otherwise in writing.

**ACTION REQUIRED IF TRANSFER DECLINED:** If a transfer is declined, the Club declining the transfer must within the timeframe, in addition to entering a decline on the data-base system, advise the requesting Club in writing (with copy to AK Hockey Office) by ordinary post, facsimile or email, to the Club contact, postal, fax or email address registered on the Club website (refer to the AK Hockey website for Club contact details):

- (a) Valid reasons for declining the transfer being either the transferring player being non-financial with the transferring Club or having outstanding uniform or gear; and
- (b) Suggested solutions which if acted upon will result in the transferring Club agreeing to the transfer request.

**LIAISON AND COMMUNICATION BETWEEN CLUBS:** Every effort must be made by the Clubs to administer the data-base system efficiently and where there is a decline of a transfer, for the Clubs involved to liaise, communicate, cooperate and be reasonable to give effect quickly and efficiently to transfer requests while balancing the interests of both Clubs and player.

**RATIFICATION:** A list of transfers from the data-base will be presented at each Club

Council meeting for ratification.

AK Hockey CEO decisions on dispensation and withdrawals of dispensations shall be presented at each Club Council meeting for ratification.

**PENALTY:** A team will be deemed to have lost the match by default if they field a player whose transfer has not been completed in accordance with these rules. In addition, a further 3 points shall be deducted from the team's competition points.

The points earned by a team playing a player(s) whose transfer has not been completed in accordance with these rules, or playing a player whose dispensation to play has been withdrawn by AK Hockey CEO or Club Council, will not be returned once the transfer is completed.

## **ASSOCIATION TO ASSOCIATION TRANSFERS**

A player who has either:

- (i) played for a Club and wishes to transfer and be registered to another club which is not affiliated with AK Hockey (i.e. a club affiliated with another association within New Zealand); or
- (ii) played for a club which is not affiliated with AK Hockey (i.e. a club affiliated with another association within New Zealand), and wishes to transfer and be registered to a Club,

must adhere to the following ASSOCIATION TO ASSOCIATION TRANSFERS provisions:"

**RULE:** Any player (Senior, Youth) cannot play for a Club in another Association or an Auckland Club until an Association to Association transfer – either via paper form or via the myHockey database has been completed and received by the Auckland Hockey Office.

**PROCEDURE:** A player who has previously been registered with another Association cannot be registered with Auckland Hockey until the transfer has been completed and received by the Auckland Hockey office. The transfer must be accepted by the club they are leaving, the Association they are leaving, the Club they are transferring to and the Auckland Hockey Association and approved by the Club Council (as well as being sent to Hockey NZ for notification if using a paper form). Receipt by the Auckland Hockey office of a completed Association to Association transfer, prior to 5.00PM on the Friday prior to the match, will be deemed as temporary approval until ratified at the next Club Council meeting. However:

In Premier Grade no Association to Association transfers will be accepted after 5.00PM on the Friday prior to the second to last game of the Intercity Pool A (the same cut-off date applies to teams in Pool B Intercity who seek association to association transfers) unless dispensation is granted by the AK Hockey CEO, in consultation with the CWG.

In Premier Reserve and Divisions, no Association to Association transfers will be accepted after 5.00PM on the Friday prior to the second to last game of the second League round robin unless dispensation is granted by the AK Hockey CEO, in consultation with CWG.

In Youth, no club to club transfers will be accepted after 5.00PM on the Thursday prior to the second to last game of the round robin unless dispensation is granted by the AK Hockey CEO, in consultation with CWG.

All players who wish to transfer Associations, no matter what grade (i.e. Senior, Youth and Junior), and no matter when they last played; are required to complete an association to association transfer.

Temporary approval for playing one match shall only be given to players, where the transfer has been approved (in any order) by the club they are leaving, the Club they are transferring to, and the association they are leaving.

**PENALTY:** A team will be deemed to have lost the match by default if they field a player whose transfer has not been completed in accordance with these rules. In addition, a further 3 points shall be deducted from the team's competition points.

The points earned by a team playing a player(s) whose transfer has not been completed in accordance with these rules will not be returned once the transfer is completed.

### **OVERSEAS PLAYER TRANSFERS**

An overseas player (who has never been previously registered with an Auckland Club, or another HNZ affiliated association), is required to obtain a clearance from their overseas club in the form of a "no-objection" email from a person of standing within their overseas club (i.e. president, secretary, club captain etc). The email must simply state that the overseas club has no-objection to the person playing in the Auckland competition, and it must be provided to AK Hockey prior to 5.00PM on the Friday prior to the match.

Only overseas players registered in Premier and Premier Reserve grades will be required to comply with this rule.

The same time limits and cut-off dates that apply to club to club transfers, and association to association transfers, also apply to overseas player transfers.

The Auckland Club and the player in question will be responsible for completing the email and providing it to AK Hockey.

### **UNFINANCIAL PLAYERS**

**RULE:** Clubs shall advise Auckland Hockey of any players who have not fulfilled their financial obligations to the Club.

**PROCEDURE:** A register will be kept by the Auckland Hockey Office of players who have not met their obligations with a club. Notification will also be sent to Hockey New Zealand.

**PENALTY:** The Club Council will not action a transfer if a player's name is on the above mentioned register. Unfinancial players are not eligible for representative selection until their obligations are settled.

## **TRANSFER DISPUTES**

PROCEDURE: In some cases there are genuine disputes between a player and the Club from which they are endeavouring to obtain clearance. The Club Council has the power to act as arbiter and is able to, and should, allow a player to take the field for the new Club without clearance from the old Club if it believes this is equitable, and if compelling argument is presented by a penalized club, can, if it believes it to be appropriate, waive penalties.

**UNFINANCIAL PLAYER**: In such cases it is recommended that the new Club is required to accept financial responsibility for the player and that the new Club will be required to guarantee any amounts due to the old club. The Club Council will act to ensure the dispute is settled without delay.

**CLUB ADMINISTRATION**: In some cases a player is unable to gain clearance because of administrative deficiencies in the Club from which he or she is transferring. The Club Council has the power to allow that person to play without prior clearance if it believes it is equitable. The Club Council will act to ensure the deficiency is settled without delay.

In both circumstances the Club Council can at any time withdraw the dispensation allowing an individual to play without penalty, if information comes to the attention of the Club Council suggesting that this would be appropriate.

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## **THE DRAW**

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The Auckland Hockey office, in conjunction with the CWG, is required to prepare the draw. The draw will be communicated to clubs upon completion.

The draw should be determined by a formula so that it is dependent on rankings or some random allocation of teams and cannot be manipulated by an individual. The following principles will guide the development of the draw and the allocation of playing times and locations:

- all Premier finals and high crowd drawing matches should be located at Lloyd Elsmore Hockey Stadium;
- social grades should not be given the less favourable playing slots;
- the season draw should be set in place as early as possible to help players plan their year;
- the club versus club format should be retained where at all possible;
- Representative Hockey matches should be scheduled on a Sunday.

### **APPENDIX 1: Guiding Principles**

At the end of each season the Guiding Principles **for the draw** will be reviewed and confirmed for the following season by the CWG. This review is to be completed by 20 December.

### **APPENDIX 2: Competition Calendar**

CWG will approve a Competition Calendar of dates by 20 December in each year.

### **APPENDIX 3: Competition Format**

CWG, having reviewed Competition Formats and grades at the end of each season, will confirm the competition formats and grades for the following season by 20 December.

## GRADING

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The rules in this section apply to the grading of players in the following grades:

- Premier, Premier Reserve, Divisions (“Senior Grade”); and
- Youth Grades.

1. No player may play in any team lower than that in which he or she is registered.
2. For Premier teams (i.e. Premier and Premier Reserves), a minimum of 13 players must be registered per team.
3. For Division Teams and Youth Grade Teams, a minimum of 12 players must be registered per team.
4. Any player who has not correctly completed the transfer process (as prescribed in the Player Transfers section of these Rules), is deemed not to have transferred and cannot be registered; and therefore, that player will not count towards the minimum number of registered players required by a team.

### GRADING – SENIOR GRADE

#### **Grading in regards to a club’s third ranked team and team/s below that third ranked team**

1. Each player in a club’s second ranked team (and team/s below that second ranked team) can play an unlimited number of times in the club’s next highest ranked team.

*For example: In the situation of a club having a Premier team, a Premier Reserve team and a Division 1 team; the Division 1 team would be considered the club’s third ranked team, and each player registered in the Division 1 team is permitted to play up into the Premier Reserve team (which, in this example, is considered the club’s next highest ranked) a total of three games during the season.*

**Note:** The intention of the following rules (and examples) is to clarify what is meant by the phrase “the club’s next highest ranked team” and this is dependent upon what teams a club may have.

2. Where the next highest ranked team plays in a grade in which the club has multiple teams, the next highest ranked team will be regarded as any of the club’s teams playing in that grade.

*For example: In the situation of a club having a Premier team, a Premier Reserve team, two Division 1 teams (D1A and D1B) and a Division 2 team; each player registered in the Division 2 team is permitted to play up into either the D1A team, or the D1B team, for a total of three games during the season (e.g. one game for D1A and two games for D1B). In this example, both the D1A and D1B are considered the club’s “next highest ranked team” in regards to the Division 2 team.*

3. Where the team in which the player is registered plays in a grade in which the club has multiple teams in a grade, the next highest ranked team will be regarded as any of the club’s higher ranked teams playing in that grade or in the next highest grade.

*For example: In the situation of a club having a Premier team, a Premier Reserve team and two Division 1 teams (D1A and D1B); the club therefore has*

*multiple teams in a grade (Division 1). For a player who is registered in the D1B team, the “next highest ranked team” would be either D1A (because D1A is the club’s higher ranked team playing in the same grade as D1B (i.e. Division 1)), or, the Premier Reserve team (because the Premier Reserve team is the team “in the next highest grade” in this example situation).*

4. Where the next highest ranked team plays on the same day as the team in which the player is registered (not being a team in a grade where the club has multiple teams as covered by 3. above), the next highest ranked team may be regarded as either the club’s next highest ranked team playing on the same day or the club’s team playing in the next highest ranked grade playing on a different day.

*For example: In the situation of a club having only a Premier team, a Premier Reserve team and a Division 2 team; the Premier Reserve team and Division 2 team will play on the same day. For the player who is registered in the Division 2 team, the “next highest ranked team” can be regarded as **either** the Premier Reserve team (which is the club’s next highest ranked team playing on the same day), **or**, the Premier team (which is the team playing in the next highest ranked grade playing on a different day).*

## **RE-GRADES**

The Club Council may re-grade any player, who in its opinion, is unable to achieve or is exceeding the playing standard of the grade in which that player is registered.

If a club wishes to re-grade a player due to changing circumstances, the club must apply to the Club Council. Players may be re-graded down once only within a single season (unless they can provide exceptional circumstances), and thereafter they must play the remainder of the season within the lower grade.

An example of an exceptional circumstance may be for a player who is returning from injury or illness, and requests a re-grade down. After a few weeks at the lower level, they may regain their confidence to play in their original grade and request a re-grade back up to their original grade.

All re-grading must be approved by the Club Council, with players being unable to play in their revised grade until their Club has received written approval from AK Hockey.

The conditions that a re-grade must meet are:

- A completed re-grade form must be submitted to the AK Hockey Office for approval at a Club Council meeting.
- Re-grade applications not on an AK Hockey re-grade form will not be approved.
- Acceptable reasons for re-grades include: Injury, changing work circumstances, playing as goal keepers, loss of confidence.
- Re-grades must be approved at a Club Council meeting.
- Re-grades up may be temporarily approved through the Auckland Hockey office.

Re-grades to a lower grade will not be approved after 5.00PM on the Friday prior to the second to last game of the second League round robin (for Premier Reserve and Division grades; and the same cut-off date applies to Premier/Intercity re-grades) unless dispensation is granted by the AK Hockey CEO, in consultation with the CWG.

## **INTERCHANGE RULE**

Where a Club has two or more teams registered in the same grade, the Club shall nominate one team the A team, the next the B team (and so on). AK Hockey will assign team rankings if a Club fails to do so.

The players in the lower team may play up into the higher team, but the players in the higher team may not play down into the lower ranked team.

*Note: That the team match card must identify when a player is playing for a team other than the one they are registered in.*

PENALTY: Any team that plays a wrongly graded player or wrongly ranked interchange player will be deemed to have lost the match by default.

REGRADE AND INTERCHANGE DISPUTES: There may be times when, as a result of Club or AK Hockey administrative deficiencies, miscommunication or unforeseen circumstances, a team plays a wrongly graded player. The Club Council has power to act as arbiter, and upon compelling argument being presented by the penalised Club can, if it believes it to be equitable, waive penalties.

## **NUMBER AND GRADE OF GAMES PER WEEKEND\***

A Senior player must play the majority of games for their registered team, and may participate in no more than two (2) games per weekend one of which must be for their registered team.

(\*weekend means Friday to Sunday)

## **GRADING – YOUTH GRADE**

### **ELIGIBILITY**

Players registering in the Youth Premier and Youth Championship grades must be under 18 years of age at January 1<sup>st</sup> of the current season.

### **REGISTRATIONS**

A player registered in the Youth Premier Grade may not play down into Youth Championship Grade.

### **GRADING OF PLAYERS**

1. All Youth Championship grade players can play up into the Youth Premier grade an unlimited number of times per season and may play both Youth Premier grade and Youth Championship grade teams per weekend.

2. All Youth players can play up into any Senior grade an unlimited number of times, but may only play 1 Senior game per weekend.

## **INTERCHANGE RULE**

Where a Club has two or more teams registered in the same grade, the Club shall nominate one team the A team, the next the B team (and so on). AK Hockey will assign team rankings if a Club fails to do so.

The players in the lower team may play up into the higher team, but the players in the higher team may not play down into the lower ranked team.

*Note: That the team match card must identify when a player is playing for a team other than the one they are registered in.*

**PENALTY:** Any team that plays a wrongly graded player or wrongly ranked interchange player will be deemed to have lost the match by default.

**REGRADE AND INTERCHANGE DISPUTES:** There may be times when, as a result of Club or AK Hockey administrative deficiencies, miscommunication or unforeseen circumstances, a team plays a wrongly graded player. The Club Council has power to act as arbiter, and upon compelling argument being presented by the penalised Club can, if it believes it to be equitable, waive penalties.

## **NUMBER AND GRADE OF GAMES PER WEEKEND\***

Youth players may only play two games per weekend which may include only 1 Senior Grade game. One of the two games must be for their registered team.

A Youth Premier player may play: a Youth Premier game and a Senior game or 2 Youth Premier games (subject to the Interchange Rules).

A Youth Championship player may play: a Youth Championship and a Youth Premier game or – a Youth Championship and a Senior game or – or 2 Youth Championship grade games (subject to the Interchange Rules).

(\*weekend means Friday to Sunday)

## UNIFORMS

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RULE: Each club must register all playing uniforms with the Club Council. All club team members must play in that uniform. All players must have numbers on the back of their shirts. No two players of the same team on the field may have the same number. Numbers must be at least 15 centimetres in height and in a colour that is easily distinguishable from the shirt.

PROCEDURE: The Auckland Hockey Office will maintain a register that includes photographs of the registered uniforms. The Club Council reserves the right to accept or reject a uniform presented for approval.

Where the uniforms of two clubs are sufficiently close that there is a possibility of confusion by players or umpires it is recommended that an alternate uniform is worn. The team on the left hand side of the draw will be required to wear an alternative uniform. It is recommended that all Premier teams have an alternative uniform available on a match day.

SPONSORSHIP ON UNIFORM: Players may wear sponsorship logos on their playing shirts, skirts/shorts and socks. The sponsor's logo can only appear once on each item of clothing. The size of the logo shall not exceed 20 square centimeters. The player's number must be clearly visible and not impaired by the sponsorship logo.

PENALTY: Any club that wears a uniform that has not been registered and sanctioned by the Club Council will be in breach of this rule. Once such a breach comes to the attention of the Club Council the Club Council shall give the offending club the opportunity to remedy the deficiency. If the Club does not register the offending uniform and gain Club Council approval by the date set the team may lose points.

Club Council will suspend any team that continues to wear the unregistered uniform. The effect of a suspension is that the suspended team may continue to play in the competition but that team is deemed to have lost each game by default while the suspension is in effect.

NOTE: The Club Council accepts that it is often necessary, due to cost; to have several uniforms in circulation that are fundamentally the same but perhaps differ in shade, fabric or trim. Where possible, players in one team should wear the same basic uniform. All uniforms must be registered with the Club Council. The objective is to ensure new uniforms that are significantly different are registered before use.

## DRESS CODE

All participants and umpires are required to adhere to appropriate dress standards. Players are to ensure they are wearing the correct club uniform i.e. Shirt, skirt or shorts, and pulled up socks.

Players are not allowed to wear hard peaked caps.

Mouth guards and shin pads are **compulsory** for all field players. Goalkeepers must wear appropriate protective gear (minimum: helmet, chest protector, hand protectors, groin/pelvic protector, leg guards and kickers).

Any players found not to be complying with this rule may be sent from the field by the umpire (and may be substituted), and will not be allowed to return until they have rectified the issue.

## **MATCH DAY REQUIREMENTS**

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### **PLAYING CARDS**

#### Premier and Reserve Grades

- 1) All teams must fill out a match card at least 15 minutes prior to commencement of each match
  - a. The match card must be completed clearly and legibly showing each player's first name, surname and shirt number. A maximum of sixteen (16) players are permitted per team. All players must be added to the card before the start of the match.
  - b. Players playing in a grade different from that for which they are registered must be clearly marked on the match card with a \* before the start of the match.
  - c. The captain's name must be completed on the card in the space provided.
- 2) Umpires appointed to the match should check at the time of the toss that the following has been completed correctly:
  - a. Names and shirt numbers are written legibly
  - b. Maximum of 16 players per team (non-playing members names should be clearly crossed out)
  - c. Captain's name is written in the space provided
- 3) In all cases, the start of the game shall not be delayed and the Captain of the team which has not completed the card properly shall remain off the field (and cannot be replaced, meaning the team plays short) until the card is filled in properly. The exception to this is when a match card is not available at the ground through no fault of the teams. The match should proceed on time and a surrogate card completed as best as can be managed, at the discretion of the umpires.
- 4) No player is to be added to the card after the card has been accepted by the umpire (before the start of play or once the last team has completed it and handed it to the umpire so that their captain can take the field)
- 5) On completion of the match, both captains should sign the card to confirm the result of the match. Any comments relating to the match must be added to the Notes section and sighted by both captains and umpires before the front of the card is signed.
- 6) It is the responsibility of the appointed umpires (AHUA or Club appointed), to ensure it is placed in the appropriate slot at the venue. If an appropriate slot is not available the card should be posted to the Auckland Hockey office.

## Division and Youth Grades

- 1) All teams must fill out a match card at least 15 minutes prior to commencement of each match
  - a. The match card must be completed clearly and legibly showing each player's first name, surname and shirt number. A maximum of sixteen (16) players are permitted per team. All players must be added to the card before the start of the match.
  - b. Players playing in a grade different from that for which they are registered must be clearly marked on the match card with a \* before the start of the match.
  - c. The captain's name must be completed on the card in the space provided.
- 2) Umpires appointed to the match should check at the time of the toss that the following has been completed correctly:
  - a. Names and shirt numbers are written legibly
  - b. Maximum of 16 players per team (non-playing members names should be clearly crossed out)
  - c. Captain's name is written in the space provided
- 3) In all cases, the start of the game shall not be delayed and the Captain of the team which has not completed the card properly shall remain off the field (and cannot be replaced, meaning the team plays short) until the card is filled in properly. The exception to this is when a match card is not available at the ground through no fault of the teams. The match should proceed on time and a surrogate card completed as best as can be managed, at the discretion of the umpires.
- 4) A player cannot be prevented from playing simply by virtue of their name being left off the card at the commencement of the match provided the umpires agree that person is a registered player and the player's name is added to the card before the end of the match.
- 5) On completion of the match, both captains should sign the card to confirm the result of the match. Any comments relating to the match must be added to the Notes section and sighted by both captains and umpires before the front of the card is signed.
- 6) It is the responsibility of the appointed umpires (AHUA or Club appointed), to ensure it is placed in the appropriate slot at the venue. If an appropriate slot is not available the card should be posted to the Auckland Hockey office.

NOTE: The Club Council relies on match cards being filled in properly to identify players who are playing in inappropriate teams or who are issued with red, yellow or green cards.

**PENALTY:**

If a match card has not been completed correctly at the end of the match once it has been signed by both teams or is subsequently found to be incorrect that team will be found to have lost the match by default. Teams can appeal to Club Council and they have power to act as an arbiter and, upon compelling argument being presented by the penalised Club can, if it believes it to be equitable, waive or reduce penalties.

**PLAYERS SHIRT NUMBERS**

PROCEDURE: The umpires may prevent players taking the field if he or she does not have a number on their playing shirt. Acceptable practice is that a temporary number be placed on a shirt (using tape). Similarly, if only one player has an unnumbered shirt the umpires may deem this to be acceptable since it is still possible to distinguish that player from others on the field.

PENALTY: Where a team is fielding two or more players wearing the same number or no number the umpire will only permit one of the players to take the field until this is remedied unless previous dispensation has been granted from Club Council.

**CLEARLY IDENTIFIED CAPTAINS**

RULE: All grades must clearly identify their Captain by a ribbon or arm band.

Prior to the commencement of the match team managers and match umpires are responsible to ensure the captain for the match has been clearly identified

PENALTY: Where the identity of a captain is unclear, the player responsible for the role will be sent from the field by the umpire to rectify this

**MATCH DEFAULTS**

PROCEDURE: A team unable to fulfill their playing responsibilities must notify the Auckland Hockey Office in writing by 5.00PM on the Thursday prior to the game. The defaulting club will pay the full turf costs for that match (being the amount for their team and the team winning by default). The AK Hockey Office may, at its discretion, choose to waiver the turf costs, given the reason surrounding the default.

PENALTY: Any team that fails to notify the Auckland Hockey Office in writing by 5.00PM the Thursday prior to the game of their intention to default will, in addition to the default result and payment of full turf costs, as detailed in the procedure, also have a further deduction of 3 competition points from their team result.

Any team that defaults three games during a season will be withdrawn from the competition by the Club Council for the remainder of the season.

DEFAULT DISPUTES: There may be times when as a result of Club or AK Hockey administrative deficiencies, miscommunication or unforeseen circumstances penalties under this rule for match defaults are imposed. The Club Council has power to act as arbiter and, upon compelling argument presented by the penalised Club can, if it believes

it to be equitable, waive penalties.

### **ABANDONED MATCHES**

- Clubs must try to reschedule the match by mutual agreement by 5.00PM of the Wednesday following the abandonment
- Clubs must both advise AK Hockey office in writing to [info@akhockey.org.nz](mailto:info@akhockey.org.nz) by 5.00PM of the Wednesday following the abandonment of the date, time and venue for the rescheduled matches
- AK Hockey must advise by return email by 5.00PM Thursday its agreement to the date, time and venue of the rescheduled match
- If Auckland Hockey do not agree with the proposed date, time and venue for the rescheduled match, they must advise the clubs by return email by 5.00PM Thursday why the date, time and/or venue are not suitable and AK Hockey will then set the date, time and venue and the clubs will have no right of appeal
- If the clubs are unable to reach a mutually agreeable date, time and venue for the rescheduled match by 5.00PM Wednesday, they must notify AK Hockey as such in writing to [info@akhockey.org.nz](mailto:info@akhockey.org.nz) at which point AK Hockey will set the date, time and venue for the match to be replayed and the clubs will have no right of appeal to the date, time and venue set by AK Hockey
- Matches rescheduled due to weather will be played at 8.30 a.m. at Lloyd Elsmore Park the Sunday following the scheduled match day unless otherwise agreed between the clubs and AK Hockey.

## AUCKLAND HOCKEY- LOCAL PLAYING RULES

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Auckland Hockey has several "local rules" that differ from International rules. These are designed to suit local conditions and maximise the enjoyment of the game.

Please note that all club hockey (including Intercity) will continue to be played in halves, and will not be adopting quarters.

The current FIH Rules of Hockey will apply, except as modified below

### 1: Stopping time

- 1.1 Once a match has commenced, time is not stopped under any circumstances
- 1.2 If a match starts late, it must still finish at the designated time
- 1.3 The game is deemed to have finished when the watering cycle commences or the lights go out
  - 1 If the watering cycle commences or the lights go out less than 75 minutes after the designated start time of the match, the result may be appealed subject to the conditions in 1.4
- 1.4 If playing time is lost due to unavoidable circumstances such as but not limited to:
  - serious injury (meaning: rendered unconscious and/or immobilised/stretchered off and/or clearing of significant blood deposits);
  - or unsafe conditions (meaning flooding, lightning storm, insufficient light)either of the involved Clubs may appeal to Club Council for the match to be replayed under the following conditions:
  - 1 If more than ten minutes' (10:00+) playing time is lost
  - 2 If between five and ten minutes' (5:00-9:59) playing time is lost, and the final score is one goal or less between the teams
  - 3 If less than five minutes' (0:00-4:59) playing time is lost, there is no right of appeal
  - 4 These times exclude any time lost due to the game starting late
- 1.2 Subject to 1.3 above, the match is prolonged at half-time or full-time to allow completion of a penalty corner or penalty stroke and any subsequent penalty corner or penalty stroke

## 2 Goalkeepers

2.1 The current FIH Rules of Hockey relating to goalkeepers and their privileges shall apply to Premier and Premier Reserve matches

2.2 For matches in other grades including Youth:

- 1 The option of a player with goalkeeping privileges may not be used. A team must play with either a fully-equipped goalkeeper, or with only field players
- 2 A field player may not defend a penalty stroke. If the defending team does not have a goalkeeper on the field, the penalty stroke is taken into an empty goal

*Teams should remember it is permissible to substitute at a penalty stroke; a goalkeeper may be substituted on if available, even if the team was playing with only field players when the penalty stroke was awarded*

## CLASSIFICATION MATCHES

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1. Classification matches
  1. Classification matches are the Championship play off matches, 1<sup>st</sup> vs 2<sup>nd</sup> Finals
  2. All classification matches require a winner
2. All Senior and Youth Grades
  1. Finals (play off for 1<sup>st</sup> and 2<sup>nd</sup>):
    - a. If, after regulation time, the game is drawn, a penalty shoot out shall determine the winner
  2. All other classification matches:
    - a. If, after regulation time, the game is drawn, a penalty shoot out shall determine the winner
3. Penalty shoot out
  1. Respective team managers nominate five players to take and one player to defend the shoot-outs from those on the match card except as excluded below.
    - a. A player who has been permanently suspended (red card) during the match may not take part in the penalty shoot out
    - b. A player who has been temporarily suspended (yellow card) during the match may take part in the penalty shoot-out, even if the period of their suspension has not been completed at the end of the match
  2. AK Hockey Local Playing Rules regarding goalkeepers shall not apply during a penalty shoot out
    - a. A shoot-out may be defended by either a goalkeeper, a player with goalkeeping privileges or a field player as defined by the FIH Rules of Hockey
    - b. A player with goalkeeping privileges must wear a helmet when defending a shoot-out
  3. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out.
  4. No substitutions/replacements are permitted during the shoot out competition, other than as specified below.
  5. The umpires shall choose the goal to be used
  6. AHUA shall appoint one or preferably two people to keep time during the shoot outs (see Guidelines for Controlling Penalty Shootouts)
  7. The captains will toss a coin; the team that wins the toss shall have the choice to take or defend the first shoot out
  8. All players on the match card, other than any player who has been excluded permanently (red card) during the match, are permitted to enter the field of play outside the 23m area 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.
  9. The goalkeeper/defending player of the team taking a shoot-out may be on the back-line outside the circle

10. A player taking or defending a shoot-out may enter the 23m area for that purpose
11. If a player taking a shoot-out is also defending the shoot-outs taken by opponents, (s)he is allowed reasonable time to take off his/her protective equipment to take his/her shoot-out and subsequently to put his/her protective equipment on again
12. Five players from each team take a shoot-out alternately against the goalkeeper/defending player of the other team making a total of 10 shoot-outs
  - a. The players may take the shoot-outs in any order.
13. Taking a shoot-out:
  - a. the goalkeeper/defending player starts on or behind the goal-line between the goal posts;
  - b. the ball is placed on the nearest 23m line opposite the centre of the goal;
  - c. an attacker stands outside the 23m area near the ball;
  - d. the umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper/defending player may then move in any direction;
  - e. the shoot-out is completed when:
    1. 8 seconds has elapsed since the starting signal;
    2. a goal is scored;
    3. the attacker commits an offence;
    4. the goalkeeper/defending player 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/defending player;
    5. the goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
    6. the ball goes out of play over the back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.
14. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the match card subject to clauses 16, 17 and 18 below.
15. The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.
16. If during a shoot-out competition (including during any penalty stroke which is awarded) a player (either an attacker or a goalkeeper/defending player) is suspended:
  - a. that player takes no further part in that shoot-out competition and, unless a goalkeeper/defending player, cannot be replaced;
  - b. the replacement for a suspended goalkeeper/defending player can only come from the five players of that team nominated to take part in the shoot-out competition;

- c. the replacement goalkeeper/defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player (s)he is replacing was wearing;
  - d. for taking his/her own shoot-out, this player is allowed reasonable time to take off his/her protective equipment to take his/her shoot-out and subsequently to put it on again;
  - e. any shoot-out (or penalty stroke) due to be taken by a suspended player counts as no goal; the shoot-outs taken by this player and scored before being suspended count as a goal.
17. If during a shoot-out competition, a defending goalkeeper/defending player is incapacitated;
- a. that goalkeeper/defending player may be replaced by another player from among the players listed on the match card, unless suspended by an umpire during the shoot-out competition or permanently suspended by an umpire during the match;
  - b. the replacement goalkeeper;
    - 1. is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
    - 2. if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off his protective equipment to take his 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 card, unless suspended by an umpire during the shoot-out competition or permanently suspended by an umpire during the match
19. If an equal number of goals are scored after each team has taken five shoot-outs;
- a. a second series of five shoot-outs is taken with the same players, subject to the conditions specified in these rules;
  - 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 penalty shoot-out in a series defends the first penalty 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 five shoot-outs, that team is the winner.
20. If an equal number of goals are scored or awarded 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 these rules:
- 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.

### **CAN A COACH "COACH THE TEAM" FROM THE SIDELINE?**

The simple answer is yes. It would be impractical to stop this because a coach could easily have a message carried by a player or supporter. Our only restrictions are covered by the Code of Conduct which relates to the behaviour of the Coach, for example abusive instructions to players that detract from the match are not tolerated.

### **WHAT IF AN UMPIRE DOES NOT TURN UP?**

Where a Club is required to supply an umpire and that umpire does not turn up, the designated team must still supply an umpire even if it means using a player from their team and playing a person short. If you do not supply an umpire your opposition has the right to inform you that unless you do supply an umpire you will lose the game by default. You must then either supply an umpire or default the game (you can still go ahead and play but you cannot gain any Championship points).

The Club Council will support any application for a win by default from a team playing against an opposition that has not supplied an umpire provided the team not supplying the umpire has been informed before the game commences that the aggrieved team intends seeking a default win thereby giving the offending team the option to play or not.

If an Auckland Hockey Umpires Association appointed umpire does not turn up the teams must share the umpiring responsibility (half a game each) unless they agree to let someone else officiate.

### **HOW MANY PLAYERS MUST A TEAM FIELD TO START A MATCH?**

A team must have a minimum of 7 players at the start time of a match or the match is defaulted.

### **PLAYER SUBSTITUTIONS**

Player substitutions must take place at the halfway line on the field, on the dugout side of the turf where applicable.

### **TEAM CAPTAINS**

Premier, Premier Reserve, Division and Youth grades must clearly identify their Captain by a ribbon or arm band.

### **DUGOUTS**

Only team officials and players are allowed in the dugout. Umpires have the right to ask people to leave the dugout area.

## **BLOOD CODE**

If players are openly bleeding every effort should be made to control the bleeding before moving the player (to prevent dripping on the turf). All players must leave the turf if they are openly bleeding and may not return until the wound has been covered. All teams should carry sufficient medical equipment to dress wounds and to clean the turf of excess blood (medical alcohol should be carried for this purpose).

Where a player has blood on their uniform or body, they must leave the turf to have this blood removed. All teams should carry a spare uniform for this purpose.

## **HEAD INJURIES**

In all competitions managed by Auckland Hockey if a player receives a head injury with suspected concussion, Auckland Hockey **must** be notified and the player may only commence playing again when a medical certificate clearing the player to return to hockey has been supplied to Auckland Hockey.

## **RESULTS**

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### **DIVISION RESULTS**

Auckland Hockey is required to maintain up to date records of all grades competition points, which must be available to clubs on request.

At the beginning of each season Auckland Hockey needs to establish a system to ensure these matters are recorded. It is appropriate for the Club Council to delegate some of these matters to the administrative staff of Auckland Hockey.

The Auckland Hockey Office shall ensure results are posted regularly at the playing venues and communicated to players through appropriate means.

### **COMPETITION POINTS WILL BE AWARDED AS FOLLOWS:**

Win	3 points
Draw	1 point
Loss	0 points

Default Wins shall be awarded 3 points and the score shall be recorded as 3-0 in favour of the winning team.

If both teams are deemed to have defaulted then the score line shall be 0-0 and no points shall be awarded to either team.

### **CARDED PLAYERS**

Auckland Hockey is also required to keep a record of all red, yellow and green cards issued in matches.

The Club Council needs to maintain a register of points accumulated by players under the card system. As soon as a player accumulates 12 points or is issued a red card the

AK Hockey office shall notify the secretary of the club concerned that the player is automatically suspended. The club is responsible for notifying the player of his/her suspension. Further information regarding Carded Players is included in the AK Hockey Code of Conduct.