



TOOWOOMBA HOCKEY ASSOCIATION INC

Playing Rules

2018



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1. GENERAL

- 1.1 All competition games organised by Toowoomba Hockey Association Inc. (THA) and played at Clyde Park between member clubs, and sub Associations or with any other team or teams as sanctioned by THA shall be conducted in accordance with the rules and regulations set forth hereunder.
- 1.2 No person shall be permitted to play in any competition game unless:
- He or she – holds current registration, as part of a major or minor club - with the Toowoomba Hockey Association and has registered with Hockey Queensland.
 - He or she is an amateur as defined by the Constitution of Hockey Queensland Inc. (hereafter referred to as HQ); and
 - He or she is not under suspension or disqualification by any Association affiliated with HQ, or any other State Association affiliated with Hockey Australia.

2. LOCAL RULES

2.1 Local Competition Rules

- 2.1.1 Local rules shall prevail over any other rules. The order for applying rules is as follows:
- Local rules;
 - International rules as endorsed by FIH.
 - Queensland Hockey
 - Australian Hockey

2.2 Changes to Local Rules

- 2.2.1 The Board of Directors of THA upon the request and/or recommendation of the Toowoomba Hockey Committee (THC) may make changes to local rules.

2.3 Playing Time of Competition Fixtures and Games

- Note:
- All fixture games will be controlled by central timing where possible.
 - The time a game is played may be reduced due to conditions stated in the By Laws and Playing Rules (refer Playing Rule 2.5)

2.3.1 Seniors

All senior competition fixture games will be played in two (2) periods of thirty-five (35) minutes each way with an interval of five (5) minutes.

If the time is reduced, a game shall be credited with a result where two periods totalling of at least fifty (50) minutes have been played in the scheduled time slot.

2.3.2 Masters

All Masters competition fixture games will be played in two (2) periods of thirty (30) minutes each with an interval of five (5) minutes.

If the time is reduced, a game shall be credited with a result where two periods totalling of at least forty (40) minutes have been played in the scheduled time slot

2.3.3 Juniors

All junior competition fixture games will be played in two (2) periods of thirty (30) minutes each with an interval of five (5) minutes.

If the time is reduced, a game shall be credited with a result where two periods totalling of at least forty (40) minutes have been played in the scheduled time slot



2.3.4 Minkeys

This will be played on half a quarter-sized field as a mixed-gender competition with no formal rules. A maximum of seven players a side will be allowed on the field at any one time. Coaches are allowed on the field for the entire season.

2.3.5 Modifieds

This will be played on a quarter size field as a mixed-gender competition with modified rules (*refer Appendix 10.1*). Modified rules will be:

- a) No deliberate feet;
- b) No raised balls;
- c) No back of the stick;
- d) No dangerous swinging of the stick;
- e) Mini circles and goals;
- f) No short corners, take free hits back five (5) metres outside the circle;
- g) Team coaches to act as umpires.

A maximum of seven (7) players a side will be allowed on the field at any one time with rotating substitutes permitted. Coaches are allowed on the field for the entire season. (*Refer Appendix 10.1*).

2.3.6 Under 11's

One (1) coach per team is allowed on the field. This will cease after the 30th June. To ensure coaches do not interfere with play or umpiring of the game they must remain outside the circles at each end of the field and away from the umpire.

2.4 Starting Times for Competition Fixture Games

2.4.1 The Technical Official/Umpire shall endeavour to commence competition fixture games at the scheduled time as per central timing.

2.4.2 Where the start is after the scheduled time the length of the first half will be reduced, in an amount of time consistent with rule 2.3 above, so that the first half ends on schedule.

2.5 Time Off During Competition Fixture Games

2.5.1 Time off during games will not be permitted.

2.5.2 Game times may be lost for only two (2) reasons, being where a player incurs a serious injury or illness and where the playing surface or weather conditions be deemed unplayable by the match officials.

2.5.3 Umpires are required to ensure that any injured player leaves the field as quickly as possible.

Where an injured Player (other than a goalkeeper) has been attended to on the field of play by a sports trainer, team Physiotherapist or other bench personnel (at the direction of the umpire) that Player shall leave the field of play forthwith and may not return for a minimum period of two (2) minutes. The Player may be substituted in accordance with the Rules of Hockey. Goalkeepers may receive only brief treatment on the field of play. Seriously injured goalkeepers must be removed from the field of play as soon as it is safe to do so.

2.5.4 Where a player incurs a serious injury and cannot be removed from the field for a period greater than twenty (20) minutes the game will not proceed unless the team captains agree to play the remaining time for no points.

The game shall be referred to the THC for possible re-scheduling as per By Law 4.2.1.

2.5.5 Where the Technical Official rules that the playing surface is unplayable and more than the required minimum amount of playing time has been completed, then the game shall be regarded as completed and the score that exists at the time the game is called will be the final score.

Refer to Playing Rules 2.3.1, 2.3.2 and 2.3.3 for minimum amount of playing time.



2.5.6 Where, in the absence of a Technical Official, the team captains and umpires agree that a surface is unplayable and less than the required minimum amount of playing time has been completed, then the game shall be deemed not completed and referred to THC for possible re-scheduling as per By Law 4.2.1.
Refer to Playing Rules 2.3.1, 2.3.2 and 2.3.3 for minimum amount of playing time.

2.5.7 Hot Weather

In the case of excessive hot weather conducive to heat exhaustion, the Technical Official and or umpire shall take a responsible attitude ie. Have a 2 minute drink break after 15 minutes of play, however there will be no time off for this period.

2.5.8 Wet Weather

Where a game is affected by weather, including but not restricted to rain, hail, storms, lightning, floods, field conditions etc, stoppages or cancellations of a game shall be at the discretion of the Technical Official and shall take advice from the Umpires, Ground Staff and Local Officials with knowledge of weather patterns, drying out times etc. The Technical Official shall primarily exercise a Duty of Care to players, umpires and officials and shall also give due consideration to care and preservation of playing fields.

Where there is lightning, the Technical Official will observe or where there is uncertainty, if there is twenty (20) second between a lightning flash and thunder the game will be stopped and the field vacated. Local knowledge of storm patterns should be relied upon as well as Bureau of Meteorology warnings and observations if available. Communication and lines of communication are of paramount importance. No game shall be rescheduled unless approved by the THC and all relevant parties are aware of the rescheduling.

2.6 Team Playing Numbers

2.6.1 No team shall take the field with less than seven (7) players. This must be maintained for the duration of the game. Teams may be completed to their full strength of eleven (11) players and five (5) substitutes at any time during a game, provided that a player's name is added to the player list by the Technical Official, umpire or manager, for all grades below A1, prior to the player taking the field.

2.6.2 A maximum of sixteen (16) players is permitted in a team. If a team has more than 16 players they need to apply to THC for special consideration, and this may apply for junior teams only, at the sole discretion of the THC Request for consideration must be forwarded to the THC for approval no later than the 30th of June.

2.6.3 In juniors, the team on the field must at all times include a properly attired goalkeeper, whose kit shall include a minimum of:

- a) Pads;
- b) Kickers;
- c) Gloves;
- d) Abdoguard;
- e) Chest Protector;
- f) Helmet.

2.6.4 In the event where a junior goalkeeper receives a green or yellow card the nominated captain will serve the suspension. When this occurs the umpire awarding such green or yellow card shall make a suitable notation on team card stating the reason for the issuance of the card/s and include his or her printed name and signature next to that notation.

2.6.5 In the event where a junior goalkeeper receives a red card, the team must proceed to replace the goalkeeper who was awarded the red card with another fully kitted goalkeeper.

During this time the original goal keeper will remain on the field and the captain will serve the suspension. When the replacement goal keeper takes to the field the team



can nominate any other player to leave the field and must ensure that the appropriate reduced number of players are maintained on the field.

When a goal keeper receives a red card in the first (1st) half and no other goal keeper kit is available, the team must change the goal keeper during half time.

When this occurs the umpire awarding such red card shall make a suitable notation on team card stating the reason for the issuance of the card/s and include his or her printed name and signature next to that notation.

2.6.6 For senior and masters, in the event where a goalkeeper receives a green, yellow or red card the following options apply:

- a) Replaced by a properly attired goalkeeper. This can occur at any time during the suspension when such person becomes available. The replacement goalkeeper must be substituted for a field player for the term of the suspension.
- b) Replaced by a player with goalkeeping privileges.

2.6.7 Conduct of play: goalkeepers and players with goalkeeping privileges. Refer to the FIH Rules of Hockey

2.7 Team Cards

2.7.1 The names of players taking the field at the start of the game shall be entered on the team card that is presented to the Technical Official (or Umpire) prior to the start of play.

In the event of no Technical Official being present at the game, the team card shall be given to the manager/coach of the opposing team to keep and hand back to the team after completion of the game.

2.7.2 The names of substitutes must be clearly indicated on the card and notation made against their name once they have taken the field for the necessary time to qualify for a game played.

2.7.3 Every team manager or captain shall check the card of the opposing team prior to commencement of the game and immediately after the game is completed.

2.7.4 The name of all players present at the commencement of the game and any player/s who are during the game must be entered on the team card.

2.7.5 The ultimate responsibility for the accuracy of a team card rests with the captain of that team.

2.8 Team Uniforms

2.8.1 Approved Uniform

All players on a team shall wear a consistent uniform approved by the THC. Any club changing its previously approved uniform must obtain approval prior to its teams playing using the new uniform.

2.8.2 Numbers on Shirts

Each field player's number and goalkeeper's number must remain the same throughout the game.



Field Players must wear a number on the back of their shirt. This number must be clearly visible from all parts of the field.

All shirts on all teams shall be numbered without duplication, to enable every player to be easily identified by other players, the umpires and Technical Officials.

Any player in a team taking the field without the approved uniforms and specially numbered shirts, will at the discretion of the THC cause that team to be regarded as an unregistered team and incur the penalties provided in THA By-Law 7.1.

Minimum size will be 12cm in height and placement on back of shirt.

Goalkeepers may wear a number on the back of the shirt. However, where a team has two (2) goal keepers playing in a single game one must clearly display a number on their shirt.

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

- a) Wear shin guards worn inside the socks and below the knee, at all times during a match;
- b) Wear any body protection (including leg protection) underneath/inside normal playing clothing.

For clear vision of the ball the following rules apply:

- a) Players must not wear white socks, gloves or shoes.
- b) Shoes must be predominantly dark in colour but not green.
- c) Shoes containing white manufacturer's logos, white lace-hole trims and/or white bottom and sides of the soles will be permitted.
- d) Goalkeepers must wear a shirt of a colour different of that of their own team and that of their opponents. The shirts may not be white. Leg guards, kickers and hand protectors may not be white.
- e) The stick, including tape added to it, may not be coloured white or green over the lowest 100 mm, as measured from the lowest part of the stick.

2.8.4 Playing Shoes

Cleats/studs may not be of hard plastic and must be rubber and able to flex and move.

2.8.5 Team Captains

Every team must have a captain who must be identified on the team card and identifiable to the umpires by a band worn on the arm or leg.

2.8.6 Hockey Sticks

All hockey sticks must comply with the rules of Hockey Queensland.

2.9 Interchanges

All interchanges shall be made from the centre line.



2.10 Eligible Team Bench Personnel

- 2.10.1** The maximum number of persons eligible to be on the Team Bench during a game is eight (8). This shall include the five reserve players and three (3) other team support personnel consisting of the Team Manager plus two other team officials (e.g. Coach, Assistant Coach or Physiotherapist)
- 2.10.2** Only the nominated coach of the team for the game may audibly coach and instruct the on-field team players during that game.

2.11 Admission to the Field of Play

- 2.11.1** No persons other than the players starting the game and substitute players may be admitted to the field of play without the prior consent of the match Umpires, excepting that the Technical Official shall supervise the return of players receiving suspensions by Green and Yellow cards to the field of play.
- 2.11.2** The nominated coach of the team for a game and any other coaching staff on the team bench may not enter the field of play during playing time (i.e. during both regulation time and extra time) under any circumstances, unless invited by the umpire or Technical Official
- 2.11.3** All substitute players, the Team Manager, Physiotherapist and team support personnel other than the coach nominated for the game must remain seated on the team bench during playing time including during time stoppages unless the Technical Official on duty or Umpire(s) direct otherwise, or when the Team Manager is implementing substitute procedures. Substitute players may also leave their seats to warm up in an area designated by the Technical Official, usually along the sideline between their own team beach and the backline.
- 2.11.4** No incapacity treatment is permitted on the field of play except for brief treatment of goalkeepers, however the Umpires may authorise the Team Manager to treat and assist seriously injured players from the field.
- 2.11.5** When required the Umpires may authorise stretcher bearers to enter the field of play.
- 2.11.6** Should there be blood staining on the field, the Umpires shall immediately allow grounds staff or other authorised persons onto the field to disinfect and clean the affected area. Play shall not continue until cleaning has been completed.
- 2.11.7** Bleeding players and/or players with blood on any part their clothing must leave the field of play immediately. Team Managers must respond immediately to a request from the Technical Official or umpire to substitute such players. Players may not return to the field of play unless wounds have been covered and blood stained clothing has been washed or replaced. No player who has left the field of play because of blood on their person or clothing may retake the field until inspected and given permission by the Technical Official or umpire on duty for the game.

2.12 Forfeiture of Competition Fixtures and Games

2.12.1 Forfeiture

Forfeiture shall be deemed to have arisen when one team, on the day of play, fails to take the field within ten (10) minutes of the scheduled start of play, when the umpire starts the game by blowing the whistle or appears with less than seven (7)



players and cannot comply with Playing Rule 2.6. In such case the opposing team shall be awarded a forfeit. PROVIDED THAT said team shall have complied in all respects with the requirements of these rules as if the opposing team had appeared.

2.12.2 Double Forfeiture

A double forfeiture shall be deemed to have arisen when both teams, on the day of play, fail to take the field within ten (10) minutes of the scheduled start of play, when the umpire starts the game by blowing the whistle or appear with less than seven (7) players and cannot comply with Playing Rule 2.6.

2.13 Discussions with Umpires after the Game

2.13.1 No player, manager or coach may approach an umpire concerning any on field incident/decision what so ever for a period of thirty (30) minutes after completion of the game in question.

3. RULES OF USE

3.1 Persons for Whom the Rules are Applicable

3.1.1 All players, coaches, umpires and spectators shall abide by the rules of use set forth here under.

3.2 Rules of Use Applicable to Both Surfaces and the Surrounds

3.2.1 All persons are to thoroughly clean their shoes before going on to the surface.

3.2.2 No alcohol, food, chewing gum, glass or beverages— other than water or sports drinks, in unbreakable containers maybe brought onto the fields.

3.2.3 Players and umpires may wear no jewellery, body piercings or fashion accessory including but not limited to hard hair bands, bobby pins and hair clips that might cause injury to another player or damage to the playing surface, on the fields, other than a watch for an umpire.

3.2.4 No jumping or climbing of the surrounding fence.

3.2.5 No smoking is permitted either on the fields or on the surrounds.

3.2.6 The team vacating a dugout must ensure after the game that the dugout is vacated promptly and left in a clean and tidy condition.

3.3 Additional Rules Applicable to the Water-base Surface and Surrounds

3.3.1 No alcohol is permitted on the ground floor of the hockey building.

3.3.2 No smoking is permitted anywhere in the hockey building.

3.3.3 No unauthorised person may enter or remain in the technical bench area.

3.3.4 No hitting of balls in the hockey building or the dressing rooms.

3.3.5 No gear is to be left in the passage ways of the hockey building.

3.3.6 No moving or tampering with the water cannons.

3.3.7 No spectators are to be near the water cannons when they are operating.

3.3.8 Only authorised THA Officials may use the watering system.

3.3.9 No hitting up in the “D’s” during training—only during pre-game warm-ups. Nets are to be moved to sideline positions for all training and no hitting towards the western carpark between the viewing room and the club house.



3.4 Prohibited Misconduct

- 3.4.1** The use of bad or insulting language or threatening or assaulting an umpire, player, official or spectator during or in connection with any game whether on the field or the surrounds shall constitute an offence and shall be dealt with by the Judiciary Committee as a charge of misconduct upon referral of the matter by the Technical Official, umpire or a member of the THC.

3.5 Imposition of Fines

- 3.5.1** The Board of Directors may impose fines for infractions of rules set forth above in a manner deemed by it to be appropriate.

4. TECHNICAL OFFICIAL

4.1 Technical Official to be in Attendance

- 4.1.1** A Technical Official shall control each competition fixture or game. This Technical Official shall be either a member of the Hockey Committee, a THA Official, an Official of a club participating in the fixture or game or a qualified Technical Official.
- 4.1.2** When no Technical Official is in attendance the control of the game is transferred to the umpire.

4.2 Responsibilities

- 4.2.1** The Technical Official shall be responsible for the effective management of competition fixtures and games and the implementation of the playing rules and regulations.

4.3 Prior to the Game

- 4.3.1** Check that the flags are in place, the replacement number cards are ready for use, the timing mechanism on the scoreboard is working and that chairs are available for suspended players.
- 4.3.2** Ensure that two (2) umpires, either badged, representatives of the allocated teams or, as a last resort, representatives of the competing teams are in attendance.
- 4.3.3** Ensure that team cards are properly filled in and present at the Technical Bench prior to the start of the game.

4.4 During the Game

- 4.4.1** Ensure that all games start on time, in consultation with umpires and team managers.
- 4.4.2** Keep central time for the umpires and advise of the start and finish of periods using the scoreboard horn or other device.
- 4.4.3** Keep score using the score board and record scores in appropriate positions on the team cards.
- 4.4.4** Check players on the field with those listed on team cards to make sure that only those players who participate are registered on the card. To ensure that only players who actually take the field are listed on the team card, additional players or substitutes are to be written on the team card when they take the field.
- 4.4.5** Ensure that all substitutions take place within three (3) metres from the centre of the field and in accordance with the tournament rules of Hockey Queensland.
- 4.4.6** See that any suspended player leaves the playing field according to the penalty he/she receives.
- 4.4.7** If a player receives a green/yellow card, receive the time of the penalty period from the umpire, time the penalty period, and return the player to the field upon the expiry of time.



4.5 After the Game

- 4.5.1 Umpires are to ensure that game cards properly record any yellow or red cards, including the description of offence. Umpires are to ensure that match cards show final results and checked and signed by both team captains and both umpires.
- 4.5.2 Deliver game cards to the Association's team card box.
- 4.5.3 Encourage players to vacate the dugouts as quickly as possible to enable the next teams to enter the area and stop incoming teams from entering the dugouts until the Technical Official is satisfied that they are in fact properly vacated.
- 4.5.4 Complete any reports as are required and place them in the Association's team card box.

4.6 General Responsibilities

- 4.6.1 Monitor the conduct of players and officials to ensure that all Playing Rules and Rule of Use are adhered to and cite, when necessary, offending behaviour.
- 4.6.2 Ensure that games are conducted in a proper manner, that spectators are not subjected to improper abuse and unsportsman like conduct from players, team officials or umpires and that umpires are protected from player, official and/or spectator abuse, either prior to, during or following a game.
- 4.6.3 Prepare games cores for transmission to the media.

5. CONDUCT OF THE GRAND FINAL SERIES

- 5.1.1 In the event of a draw at full time in the Under 11 premierships, no extra time shall be played and both teams shall be declared joint premiers.
- 5.1.2 From Under 13 and Upwards and Senior Division Premierships will be played in accordance with current Hockey Queensland rules. The following sets out both the playing rules and the procedures to be followed.

6. SHOOT-OUT COMPETITION

- 6.1 In the event of a draw in a final during a tournament, a Shoot-Out Competition will be played, as outlined below.

Sudden Death Extra Time will NOT be played.

In a shoot-out competition, five players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.

The following sets out both the playing rules and the procedures to be followed.

- a) Respective team managers nominate five players to take and one player to defend the shoot-outs from those eligible to play in the game as listed on the Team Card except as excluded below. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out. No substitutions/replacements are permitted during the shoot-out competition, other than as specified below.
- b) A player who is still suspended at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, cannot take part in that shoot-out competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shoot-out competition even if the period of their suspension has not been completed at the end of the match.
- c) The Technical Official will specify in advance the goal to be used.



- d) The Technical Official will specify in advance of any possible shoot-out competition the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
- e) A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
- f) All players on the Team Card other than any player who has been excluded permanently (red card) during the match which leads to the shoot-out competition are permitted to enter the field of play outside the 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, but only the players nominated to take part in the Shoot-out Competition may take their sticks onto the field.
- g) The goalkeeper/defending player of the team taking a shoot-out may be on the back-line outside the circle.
- h) A player taking or defending a shoot-out may enter the twenty-three metre (23m) area for that purpose.
- i) If a player taking a shoot-out is also defending the shoot-outs taken by opponents, he/she 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.
- j) Five players from each team take a shoot-out alternately against the goalkeeper/defending player of the other team in the sequence nominated, the Shoot-out Competition form, making a total of 10 shoot-outs.

6.2 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 twenty-three metre (23m) line opposite the centre of the goal;
- c) An attacker stands outside the twenty-three metre (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:
 - i. 8 seconds has elapsed since the starting signal;
 - ii. A goal is scored;
 - iii. The attacker commits an offence;
 - iv. 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;
 - v. The goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
 - vi. The ball goes out of play over the back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.

6.3 If a penalty stroke is awarded as specified above, it is taken by the two players involved in the shoot-out concerned unless either of them is incapacitated or suspended.

6.4 The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.

6.5 A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.



- 6.6** 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 by a yellow or red card:
- 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:
 - i. The replacement goalkeeper/defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player he/she is replacing was wearing;
 - ii. 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;
 - c) 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.
- 6.7** 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 Team Card for that particular match, except as excluded in Section 6 Shoot-out Competition: sub-clause 6.3 (above).or unless suspended by an umpire during the shoot-out competition;
 - b) The replacement goalkeeper;
 - i. Is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
 - ii. If this replacement is also nominated to take a 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.
- 6.8** 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 Team Card for that particular match, except as excluded above in Section 6: 'Shoot-out Competition', sub-clause 6.3 (above) or unless suspended by an umpire during the shoot-out competition.
- 6.9** 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 this section;
 - b) The sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - c) The team whose player took the first shoot-out in a series defends the first shoot-out of the next series;
 - d) when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.
- 6.10** If an equal number of goals are scored after a second series of five shoot-outs, additional series of shoot-outs are taken with the same players subject to the conditions specified in this Section 6: 'Shoot-out Competition':
- 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.
 - c) Unless varied by this Section 6: 'Shoot out Competition', the Rules of Hockey apply during a shoot-out.



7. CONDUCT OF GAMES

7.1 Only grand finals shall allow for time outs for injuries, etc.

7.2 Abandoned or Cancelled Games

7.2.1 In the event inclement weather or a similar situation causes the postponement of any semi-final or preliminary final, the game will be re-scheduled by the THC as soon as possible. In the event that the re-scheduled game has to be abandoned or cancelled due to inclement weather or a similar situation, the higher seeded team shall then be declared the winner, in accordance with Section 2.3

7.2.2 In the event inclement weather or a similar situation causes the postponement of any grand final, the game will be re-scheduled by the THC as soon as possible.

8. HOCKEY COMMITTEE

8.1 The overall responsibility for the conduct of competition fixtures and games is that of the Toowoomba Hockey Committee.

8.2 The composition of this committee, and its authority, is set forth in the By-Laws of the Toowoomba Hockey Association.

9. NON COMPILANCE

9.1 Any individual/s or team/s found to be not complying with sections 2.7,2.8, 2.9, 2.10, 2.11, 2.13 and 3 will be dealt with in accordance with THA By-Laws Section 7.1



10.APPENDIX

10.1 MODIFIEDS 2018 TRIAL



10.1 MODIFIEDS 2018 TRIAL

A number of new concepts to further the development of our Modified players will be implemented in 2018. These include:

Split Field:

➤ For the first couple of weeks in the Modified competition, we will split the playing fields into sections. This will enable us to develop a players understanding of positional play and give the coaches the opportunity to teach the players about using the available space around them.

No. of players on the field:

➤ The maximum number of players from each team taking the field in 2018 will be increased to 8 players. This is due to the Modified teams playing on a half field as well as a number of teams having over 7 players in a single team.



11. GOVERNANCE

10.1 Responsibility

Policy Owner	Toowoomba Hockey Association
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10.2 Version Control and Change History

Version Number	Approval Date	Endorsed by THC / Approved by THA	Amendment
2014 – Final	March 2014	Endorsed by THC and Approved by THA	Amendments to all Sections – inclusion of Appendix
2015 – January	MARCH 2014	Approved by THA	Spelling and formatting updated
2017 – February	17 th January 2017	Presented by sub- committee, endorsed by THC and Approved by THA	As per THA Memo, dated 20 th January 2017 – THA By Laws Alterations
2018 – March	16 th January 2018	Endorsed by THC and approved by THA	As per THA Memo dated 23 rd January 2018 – Playing Rule 2.8.7 – Cap Rule