



## Club Glenvale Challenge Competition Rules



### Competition Format

The Club Glenvale Challenge (CGC) competition is comprised of a Junior and an Open Competition.

#### Junior Competition:

- 12-15 age group
- 1 Coach, 1 Manager and 2 Playing Mentors on each team
- 4 x Mixed Teams

#### Open Competition:

- 16+ age group
- 1 Coach, 1 Manager on each team
- 4 x Men's Teams
- 4 x Women's Teams

Club Glenvale Challenge is a 4-week competition consisting of 1 full round and ending with a final played between the top 2 teams and a 3 v 4 playoff match.

### Game Format

#### Junior Competition:

- 4 x 12 minute quarters (5 minute half time, 2 minute quarter breaks)
- 8 minutes between games

#### Open Competition:

- 9 players on field (goalkeeper optional)
- 2 x 15 minute halves (2 minute half time)
- Each team plays 2 games per night
- Post-Round Games:
  - 1st vs 2nd → Grand Final (4 x 15 minute quarters)
  - 3rd vs 4th → Playoff game (4 x 15 minute quarters)
  - No additional finals series beyond these matches

Matches start on time – teams must be ready

Games of the CGC will not be counted towards Club Championship points.

Games played in the CGC will not count towards the number of games played in the Premiership competition.

## **Nominations**

The THC will open nominations for team Coaches, Assistant Coaches, Managers, Umpires and Playing Mentors.

Players will be required to submit a nomination to be considered for selection in this competition. Nominations must be received online by the due date specified by the THC.

Nominating Open players are to be currently playing A1 or A2 or a similar standard and must be eligible to play senior hockey.

Nominating Junior players are to be currently playing J1 or a similar standard and must be aged 12-15 years on January 1 of the competition year.

Junior players are allowed to nominate to play in the Open competition under the following conditions:

1. The player pays the player levies for both competitions.
2. No Junior player is allowed to compete in the Open competition unless they are also registered to play in the Junior Competition.

Each player will be required to pay a player levy when nominating. The levy amount will be decided by the THC prior to a call for nominations.

The player levy will cover the following:

- Player Nomination Fee
- Strength and Conditioning
- Access Fees
- Uniforms
- Any other playing fees determined by the THC.

Any players who nominate for CGC and are not selected in a team will be refunded their nomination fee (less admin fee).

## **Registration**

All players must be HA/HQ registered before taking the field for their first game.

## **Uniforms**

Players will pay a Uniform levy at nomination – this levy will cover one pair of shorts/skirt and socks per player.

THA will supply each player with a playing jersey which is to be returned to the Team Manager at the completion of the tournament.

## **Training**

Training will be held at Clyde Park. Sessions will commence 2 weeks prior to the start of the competition and may consist of a strength and conditioning session, as well as an on-pitch training session.

## **Team Selection**

Club Glenvale Challenge teams will be selected by a Selection Panel appointed by the Toowoomba Hockey Committee.

Nominated players will be added to a selection list.

The Selection Panel will select a squad of 14 players (including 1 goalkeeper), or 15 players with 2 goalkeepers (at the selectors' discretion). For development and selection purposes, it is the responsibility of the Coach to ensure game time is shared across all players.

Players from outside Toowoomba can nominate for selection in a team.

Depending on the quantity of nominations, a reserve pool may be created at the discretion of the Coaching Manager, from players who nominated and were not selected. If selected to play, the player will be required to pay a pro rata fee for the matches they play.

Only selected players, or pool players, may take the field.

## **Selection Panel**

The Selection Panel is appointed by the THC and can be made up of the following:

- Coaching Manager
- THA Open team Coaches
- The Senior Chairs of Selectors
- The Junior Chair of Selectors (for Junior Competition)
- Any other persons that the Coaching Manager or THC nominates.

## **Selection Process**

### Open Competition:

The Selection Panel will select 4 x women's and 4 x men's teams to compete in the Open Competition, from the players who have nominated. The criteria includes but is not limited to:

- Team balance (even distribution of defenders, midfielders, strikers)
- Playing standard (even distribution of skill and experience)
- Where possible, a representation in each team from all 5 clubs

### Junior Competition:

The Selection Panel will select 4 mixed teams to compete in the Junior Competition, from the players who have nominated. The criteria includes but is not limited to:

- Gender balance, each team to have the same number of boys and girls, where possible
- Team balance (even distribution of defenders, midfielders, strikers)
- Playing standard (even distribution of skill and experience)
- Where possible, a representation in each team from all 5 clubs.

## Playing Mentors

Playing mentors for the Junior competition will be selected from the nominations. Each junior team is to have 1 coach and up to 2 playing mentors. The mentors play on the field to help develop the junior players.

Junior playing mentors and coaches are eligible to also nominate to play in the Senior Competition.

Playing mentors will be considered based on the following:

- Hockey playing level and coaching experience
- Supportive character and mindset to develop junior players.
- One female and one male to be selected in each team

Junior playing mentors will not be charged a fee to participate in the Junior Competition.

Junior playing mentors will be allocated to their specific teams by the Toowoomba Hockey Committee in consultation with the Coaching Manager.

## Playing Rules

All other rules of hockey not specifically listed below are governed by the current THA and FIH Rules of Hockey.

- Field Goal Conversions. When a field goal or penalty stroke awarded during field play is scored, the same athlete will have an automatic one-on-one shootout with the goalkeeper for the chance of an extra goal.
- All matches must have a winner. Match points in the Junior & Senior Competition will be given five points for a win, or two points to each team in the event scores are level at full time. A shootout will then occur, with one point awarded to the winner of the shootout. The losing team of a match decided in regular time will receive 0 points.
- Ladders are determined by:
  1. Points
  2. Goal difference
  3. Goals scored
  4. Head-to-head
  5. Coin toss (if required)
- If a stroke is awarded in general play, it is permitted that any player can come up and take that stroke. However, the conversion attempt (if that stroke is successful) must be taken by the player who was awarded the stroke in the first place. This does not apply to strokes that are awarded during a conversion attempt. The stroke in this instance must be taken by the conversion taker.
- If the player who was awarded the stroke is a Playing Mentor, a junior player must be selected to take the conversion attempt in their place.
- Playing Mentors are not permitted to take shoot outs in the Junior Competition.
- Player of the Match – Selectors will choose the player of the match per team each week.
- Player of the Final – Selectors will choose the player of the series at the completion of the Final.
- Any cards given to players will be reviewed by the THC for appropriate action.

## Key Playing Rules – Open Competition

### Attacking Half Rule:

- Minimum 2 players must remain in the attacking half at all times (or 1 player if the team has received a temporary player suspension)
- Attacking-half players cannot influence play in the defensive half (no tackling or playing at the ball)
- Failure to comply = Green card - automatic 2-minute suspension

### Penalty Corners:

- 4 attackers vs 3 defenders + goalkeeper
- All other players retreat beyond halfway
- Attackers will start on the A25 while defenders will start on the baseline.
- Injecting player can start inside the circle
- First shot MUST hit the backboard
  - Deflections above the backboard are permitted
- Corner ends once the ball travels outside the dotted circle
- Corners must be taken within 30 seconds

### Goalkeeper Substitution Rule:

- Goalkeeper subs are initiated by the on-field captain, who alerts the umpire to stop play.
- Goalkeeper cannot return for 2 minutes, except to defend a 1-on1 shootout.

### Competition Points (Round Games):

- Win = 5 points
- Draw = 2 points + 1 point for a shoot out win
- Loss = 0 points
- Bonus point for scoring 3 or more goals