



TOOWOOMBA HOCKEY ASSOCIATION INCORPORATED

OUTDOOR COMPETITION PLAYING RULES

THA OUTDOOR COMPETITION PLAYING RULES
ADOPTED 27TH JANUARY 2026



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PREAMBLE to the PLAYING RULES

The Playing Rules for the Toowoomba Hockey Association (THA) are continuously reviewed in a spirit of co-operation and for the benefit of the game of hockey in the THA area.

The Playing Rules are intended to:

- Promote the playing of and enjoyment that players derive from participating in the sport of hockey at Toowoomba;
- Contribute to the social benefits that are derived from the playing of organised hockey competitions; and
- Develop and maintain higher playing and umpiring standards of all who participate in programs of the Association.

In recognition of the cooperative spirit in which the Playing Rules, and acknowledging the co-operative spirit in which they were developed, all Players, Coaches, Umpires and Club Officials involved in competitions organised by the THA accept that decisions made on the basis of these Playing Rules are done so in the spirit of and the best interests of the sport of hockey.

The Toowoomba Hockey Committee (THC) has been established by the Board of Directors to apply the Playing Rules within the THA area. The THC's decision should always be in the best interests of the wider sport of hockey within THA.

Within these Playing Rules, reference will be made to specific sections of the Playing Rules and other guidelines such as the THA Constitution. Where possible, these references will include both the section number and title to provide a clear indication of which section is referred to. In the case of either an incorrect number or title, the Playing Rules will be applied with reference to the correct section. An incorrect number or title reference will not be accepted as a defence for not having to comply with the Playing Rules or not having an appropriate penalty applied for breaches.



DEFINITIONS

- 1) **Affiliated Association** means any other hockey association outside of the THA Area, which the Association has entered into partnership with.
- 2) **Affiliated Club** means any other club who participates in competitions run by the Association from time to time, is not described as a Major Club and includes those clubs referred to in the Bylaws as a 'Minor Club'.
- 3) **Association** means the Toowoomba Hockey Association Incorporated.
- 4) **Abandoned Game** means a game that cannot be played at the scheduled time and will not be rescheduled.
- 5) **Casual Player** means a Player who plays a limited number of games per year in a Senior or Masters competition.
- 6) **Cas 5 Player** means a Casual Player who plays no more than five (5) games per year in our Association.
- 7) **Cas 10 Player** means a Casual Player who plays no more than ten (10) games per year in our Association.
- 8) **Club Official** means a member of the Executive Committee for a Major or Affiliated Club, which includes the positions of: President, Vice President, Secretary, Treasurer and Registrar.
- 9) **Division** means a particular grading of similar teams in accordance with the terms of THA Playing Rule 2.1 'Divisions'.
- 10) **Exclusion** means a player removed from the registered eleven (11) but remains registered in the same grade.
- 11) **Finals** means a series of games, which includes semi-finals, preliminary finals, and grand finals.
- 12) **Fixture Round** means the game scheduled to be played in a particular division on a particular week.
- 13) **Fixture Set** means a grouping of games played between all teams within a particular division. The number of sets per fixture for each division will be determined by the number of teams nominated in each division.
- 14) **Game** means a match played between two (2) teams from within the same division.
- 15) **In writing** means any written correspondence, email or communication sent via an appropriate channel or an official electronic system (does not include social media). Such writing must be on a Major Club or Affiliated Club letterhead and signed by a Club Executive.
- 16) **J Division** means a player who has not reached the age of eighteen (18) by the 1st of January of the current year or will be turning eleven (11) during the competition year is eligible for J Division.
- 17) **Juniors** means players who participate in the Under 12, Under 14 and J Division competitions. A Junior playing in a senior competition is a registered junior player who is twelve (12) years and older on the 1st of January.
- 18) **Major Club** means a club that has complied with section 1.2 in the Bylaws.
- 19) **Masters** means players who have attained the age of 34 or older or are turning 34 years of age during the current playing year.
- 20) **Match Official** means a person who holds an official position during the playing of a game, which includes the positions of: Technical Official, Umpire and Mentor Umpire.



- 21) **Mini Minkeys** means a player who is the age of three (3) or over by the 1st of January of the current year and under the age of five (5) by the 1st of January of the current year; and is eligible to be registered and insured with Hockey Queensland Inc, is eligible for Mini Minkeys.
- 22) **Minkeys** means a player who is the age of four (4) or over by the 1st of January of the current year and under the age of seven (7) by the 1st of January of the current year, is eligible for Minkeys.
- 23) **Modifieds** means a player who is the age of seven (7) or over by the 1st of January of the current year and under the age of eleven (11) by the 1st of January of the current year, is eligible for Modifieds.
- 24) **New Player Registration** means a player who has not played in the season immediately prior to the current playing year in the THA.
- 25) **Played Game** means a player is deemed to have played in a game if they have taken the field and participated in any division. To participate, in the context of the spirit of a hockey game, is for the player to involve, engage and/or compete in the game. In the instance of a forfeit refer to rule 3.2.4.
- 26) **Player Renewal Registration** means a player who has played in the season immediately prior to the current playing year in the THA will require a renewal player registration form to be completed.
- 27) **Postponed Game** means a game that cannot be played at the scheduled time and may be rescheduled.
- 28) **Premiership Competition** means a competition conducted for each division as per THA Playing Rule 3 'Premiership Competition Procedures'.
- 29) **Primary Club** means the Club a player wishes to nominate as their originally registered Club.
- 30) **Secondary Club** means a Club a player would also like to register with, other than their Primary Club.
- 31) **Seniors** means players competing in an open aged competition.
- 32) **Sub Senior** means a player who has reached the age of eighteen (18) or older but has not reached the age of twenty-four (24) by the 1st of January of the current year. Sub Senior is a category used by the Board of Directors when setting fees.
- 33) **Team** means a group of players nominated by a major or minor club to participate in a particular division of the premiership competition in terms of THA Playing Rule 2.2 'Team Registration'.
- 34) **Team Official** means a person who holds an official position within a team, which includes the positions of: Coach, Assistant Coach, Manager and Captain.
- 35) **Toowoomba Hockey Association (THA)** being the governing Association of Hockey in the THA Area.
- 36) **THA Area** means the city of Toowoomba and such other local government areas adjoining the city of Toowoomba, for which the Association may govern the game of Hockey as approved by Hockey Queensland from time to time.
- 37) **Transfers** means the transferring of a player from either his/her club/association prior to and or during the season.
- 38) **Under 10** means a player who is the age of seven (7) or over by the 1st of January of the current year and under the age of ten (10) by the 1st of January of the current year is eligible for under 10.
- 39) **Under 12** means a player who has not reached the age of twelve (12) by the 1st of January of the current year is eligible for under 12.
- 40) **Under 14** means a player who has not reached the age of fourteen (14) by the 1st of January of the current year is eligible for under 14.



1. GENERAL

All competition games organised by Toowoomba Hockey Association Inc. (THA) and played at Clyde Park between major clubs, affiliated clubs, or with any other team or teams as sanctioned by THA shall be conducted in accordance with the rules and regulations set forth hereunder.

No person shall be permitted to play in any competition game unless:

- a) They hold current registration or are a member of a major or affiliate club with the Toowoomba Hockey Association.
- b) They hold current registration with Hockey Queensland and Hockey Australia; and
- c) They are not under suspension or disqualification by any Association affiliated with Hockey Queensland, or any other State Association affiliated with Hockey Australia.

2. REGISTRATION / COMPETITIONS

2.1. DIVISIONS

Premiership Competitions will be conducted in divisions established by the THC from amongst four playing groups:

- Masters
- Seniors
- Juniors
- Mini Minkeys / Minkeys / Modifieds / U10

2.1.1. Masters (refer Definition 19)

Masters is a separate division of fixtures to seniors and juniors and therefore the rule of playing more games in the higher division and not being eligible for finals (Playing Rule 2.3.2) does not apply.

Masters can be run as a mixed men and women competition or a segregated men or women competition as the THC may see fit to accommodate the Major Clubs.

The THC may conduct the Masters competition(s) from year to year, in a format that will increase the participation of Master players and to accommodate the members of the Major Clubs. However, the primary format is as follows:

- a) The recommendation is, the Masters competition to be run with two divisions - Masters 1 (M1) and Masters 2 (M2) and if possible, a separate men and women competition.
- b) A Club having a first division (M1) team must have a minimum of seven (7) players registered in that team at any time. If a player in a first division (M1) team is deregistered or downgraded for whatever reason, the Club must upgrade a player to maintain the minimum of seven (7) players.
- c) Premiership and Club Championship points will be allocated for both M1 and M2.
- d) M2 will be predominately a division for A3 and A4 standard players, however, the THC will consider requests from a Club on a case-by-case basis.
- e) A player registered in the M2 competition may act as a reserve for the M1 competition. A player registered in the M1 competition may not act as a reserve for the M2 competition.

2.1.2. Seniors (refer Definition 31)

Seniors are players competing in an open aged competition comprising of first (A1), second (A2), third (A3) and fourth (A4) divisions.



2.1.3. J Division (refer Definition 16)

- a) The recommendation is, the J competition to be run with two divisions - J1 and J2, and if possible, separate boys and girls competitions.
- b) A Club having a first division (J1) team must have a minimum of seven (7) players registered in that team at any time. If a player in a first division (J1) team is deregistered or downgraded for whatever reason, the Club must upgrade a player to maintain the minimum of seven (7) players.
- c) Premiership and Club Championship points will be allocated for both J1 and J2.
- d)
 - i. J2 will be predominately a division for A3 and A4 standard players.
 - ii. A1 division players, or players deemed by the THC to be of A1 standard will definitely be excluded from this (J2) division.
 - iii. Any disputes concerning the application of these rules may be referred to the THC one (1) week prior to the THC next scheduled meeting.
- e)
 - i. Any Junior player who previously was selected in any Queensland or another State team is to be registered in the J1 division. However, a Major Club or Affiliated Club may request for such a Queensland or other State representative player to be registered in the J2 division.
 - ii. Any disputes concerning the application of these rules may be referred to the THC one (1) week prior to the THC next scheduled meeting.
- f) A player registered in the J2 competition may act as a reserve for the J1 competition. A player registered in the J1 competition may not act as a reserve for the J2 competition.

2.1.4. Under 14 (refer Definition 40)

Any player who has not reached the age of ten (10) by the 1st of January of the current year is ineligible for under 14.

2.1.5. Under 12 (refer Definition 39)

Players who qualify for modified (under 9's) may choose to play in the under 12 competition for a maximum of three (3) games without incurring the payment of junior access and registration fees.

2.1.6. Under 10 (refer Definition 38)

Depending on the number of players and teams nominated from the major clubs, the Coaching Manager with the THC will develop an under 10 competition as they see fit. An under 10 competition game is to be played on a minimum of a half field.

2.1.7. Modified (refer Definition 23)

Depending on the number of teams nominated, the Coaching Manager will develop a Modified competition as they see fit and present it to the THC. A Modified's competition game is to be played on a minimum of a quarter field.

2.1.8. Minkeys (refer Definition 22)

Depending on the number of teams nominated, the Coaching Manager will develop a Minkeys competition as they see fit and present it to the THC.



2.1.9. Mini Minkeys (refer Definition 21)

Depending on the number of Mini Minkeys nominations, the Coaching Manager will develop a Mini Minkeys program as they see fit and present it to the THC. The aim of this program should be focused on encouraging participation in Hockey whilst having fun and learning foundational skills.

The number of participants will determine if the program developed will be facilitated by THA or by the Clubs. The THC and Coaching Manager will determine if there are enough participants for the program to be facilitated.

2.1.10. Alteration or Deletion

The THC may add to, alter, or delete these divisions for the purpose to improve the competition and to maintain or increase participation.

2.2. TEAM REGISTRATION

2.2.1. Team Nominations

Team nominations are to be received by the THC no later than two weeks prior to the first fixture game. Team nominations are to be in the format requested by the THC.

No new team nominations will be accepted into the premiership competitions after the second week of Fixtures.

Any games missed by a team due to the late entry of a new team, that is after fixtures commence but prior to the second week of Fixtures, will not be credited with games missed.

A Major Club must in the first instance give precedence to registering a team in the first (1st) or A division.

2.2.2. Team Registration

All Team Registration information, including but not limited to upgrades, downgrades, dual registration, Goalkeeper notifications of playing down, are to be processed in accordance with THA Playing Rules prior to the commencement of each round of fixture games i.e. Thursday of each week.

2.2.3. Minimum Team Registration Numbers and Downgrading

All senior divisions must register a minimum of eleven (11) players with the exception of the lowest registered team which need only register a minimum of seven (7) players.

Other than for the lowest registered team, if a player on a registered team is downgraded for whatever reason, the Club must upgrade a player to maintain the minimum of eleven (11) players.

A Club having a first division (J1) team must have a minimum of seven (7) players registered in that team at any time. If a player in a first division (J1) team is deregistered or downgraded for whatever reason, the Club must upgrade a player to maintain the minimum of seven (7) players.

All upgrades must be made prior to the next game.

2.3. PLAYER REGISTRATION

2.3.1. Player Registration

The THA has the right to accept or refuse any player registration.

All players are required to register prior to taking the field for their first game.

A player may register for the entire season or as a Casual Player, refer Definition 5, 6 and 7.



Casual Players can be included in a team's registered eleven (11) players.

Fully registered players cannot re-register as a Cas5 registration or Cas10 registration player.

The registration relates specifically to the number of games played and not the number of rounds. Therefore, if the player utilising a Casual Player registration runs onto the field for any amount of time to play, it will be considered a game played. Further if a player plays in two games on the one day or similar, then the player will have been considered to play two games or whatever number of games as the case may be.

2.3.2. Permitted Play in Higher Divisions – Senior

A senior player may play games in higher divisions than the division he/she is registered in PROVIDED the following conditions are not breached:

- i. A Senior player may play in a higher division for only one (1) team per division per fixture round of games.
- ii. A player who plays in the division immediately above the one registered in – they must not play more games in the higher division than the one registered in before commencement of the final series.
- iii. A player who plays in divisions higher than the immediate divisions above the one registered in – they must not play more than 6 games per division. If the number of games exceeds 6 games in any division, they will be upgraded to the highest division played.
- iv. Once upgraded these players cannot be downgraded.

Dual Club Registration

- a) A Senior player may be eligible to play in a higher division for another club providing that the **Secondary Club** has obtained dispensation from the THC. The player will then count as a registered player in both teams at both clubs. The player may not then play in the Higher division for the **Primary Club**.
- b) A Junior player may register with one Club to play in the Junior competition and register with another Club to play in the Senior competition, if eligible according to the Playing Rules. The player will then count as a registered player in both teams at both clubs and will abide by the Playing Rules for the Senior and Junior competitions.

Once the player has registered this way, they can only play:

- i. In the Junior competition for the Club they have registered for the Junior competition; and
- ii. In the Senior competition for the Club they have registered for the Senior competition.

It is the responsibility of both the relevant Clubs to notify the THC of the situation.

- c) A Senior player may play Masters for another club (if eligible according to the Playing Rules) providing that the **Secondary Club** has obtained dispensation from the THC. The player will then count as a registered player in both teams at both clubs. The player may not then play in the Masters division for the **Primary Club**.
- d) To obtain dispensation, an official written application with all the relevant details must be submitted by the Major Club or Affiliated Club Officials to the THC for consideration.

2.3.3. Permitted Play in Higher Divisions – Junior and Minkeys/Modified

- a) Modified players may play in the Under 10 division in the relevant teams, i.e. females in female teams and males in male teams.
- b) Modified and Under 10 players may play in the Under 12 division in the relevant teams, i.e. females in female teams and males in male teams.



- c) No junior player under the age of twelve (12) years as at 1st January of the current year may play in any Senior division.
- d) For A4 only, no more than 3 junior players are to be identified as playing on the team card.
- e) A junior player playing in a senior competition must be registered in a senior division before they take the field for a senior fixture game.
- f) A junior player registered in a senior division is subject to the senior Playing Rules.
- g) Juniors, who have represented Toowoomba or another Association at a State Championships in the first team, regardless of the division in which the team plays, or higher representative teams are ineligible to compete in the fourth division competition (A4). This excludes any school-based competition.

2.3.4. Play in Lower Divisions – Senior and Junior

No field player may play in a grade lower than that in which they are registered.

The exceptions to this rule, is as follows:

- a) Playing Rule 2.3.5
- b) Playing Rule 2.4.2

2.3.5. Goalkeepers

- a) A designated goalkeeper may be permitted to play down into a lower division as a field player only.
- b) Only a senior or J1 field player may be allowed to play in a lower grade as a Goalkeeper.
- c) The players in a) and b) must comply with section 2.3.3 g).
- d) To be eligible to play in the lower division the player must be nominated in the lower division and team but will only be counted as a registered player in the higher division.

An official written application with all the relevant details must be submitted by the Major Club or Affiliated Club Officials to the THC for consideration. The THC will decide to approve or not to approve.

2.3.6. Play in Additional Divisions – Masters

- a) A player eligible to play in the Masters competition must be registered in the Masters division. If the same player wishes to compete in a Seniors competition, they must be registered in the Senior division in accordance with the senior registration rules.

2.3.7. Play in teams in the same Division – Masters, Senior and Junior

Where a Major Club or Affiliated Club has more than one (1) team in a division, a player cannot play in more than one (1) team, but may transfer between teams in accordance with the following:

- a) All players must be registered to a specified team prior to the first premiership fixture;
- b) A player can transfer to another team in the same division but must stay with that team for the rest of the season;
- c) No transfers can occur after the 30th June.



2.4. GRADING OF A TEAM OR PLAYER

2.4.1. Team/Player Grading Decisions

A team or individual player may be changed to another grade by the THC if it is deemed that the change is in the best interest of hockey.

If the decision is made within eight (8) weeks prior to the finals, the THC should make provision to allow the Major Club or Affiliated Club in question to downgrade another player and consider adjusting the player eligibility requirements for the finals for the two (2) players in question.

The THC shall maintain a register of downgraded players and review these players on a week-to-week basis after the original decision is made. During this time a decision will be made as to that player's eligibility or otherwise for that grade.

2.4.2. Junior Player Grading Decisions

A junior player may be allowed to compete in a lower age group/division, if granted permission by the THC.

An official written application with all the relevant details must be submitted by the Major Club or Affiliated Club Officials to the THC for consideration. The THC will decide to approve or not to approve.

The THC may review this decision at a later time, if other information apart from the original submission is presented that may alter the outcome.

2.4.3. Upgrade and Downgrade

Major Clubs or Affiliated Clubs must keep their registered teams updated on the platform required by the THC. Major Clubs or Affiliated Clubs must notify the THC of any changes made to these teams (Upgrades/Downgrades) in writing (office@toowoombahockey.com.au) by 4pm prior to the fixture round commencing. The THC will review all changes to teams at the next meeting.

2.4.4. Restrictions on Downgrading

No player can be downgraded after 30th June.

2.4.5. Automatic Exclusion from First Division (A1) and Second Division (A2) and Third Division (A3)

A player registered in a first (A1), second (A2) or third (A3) division team who fails to play during a period of four (4) consecutive matches shall be automatically excluded from the registered playing eleven (11) for that team.

In this situation, the relevant Major Club or Affiliated Club must upgrade a player prior to the next scheduled game to maintain the required registered playing eleven (11).

In the event that Playing Rule 2.4.4 does not apply, if the Major Club or Affiliated Club wishes the player that has been automatically excluded (refer above) to take the field in a lower division, the player must be downgraded in accordance with THA Playing Rule 2.4 'Grading of a Team or Player'. Otherwise, the player will remain registered in his/her current division.

2.5. PLAYER TRANSFERS

A player transferring from one (1) Major Club or Affiliated Club to another, must apply for approval from their Primary Club and the THC by utilising a system as determined by the THA.

A player transferring from another association within the Hockey Queensland affiliation to play in Toowoomba, must supply transfer approval documentation from their Primary Club, which indicates their clearance from their Primary Club.



2.6. DUAL ASSOCIATION REGISTRATION

A player wishing to register with the Toowoomba Hockey Association and another Association in Queensland, must comply with the **Hockey Queensland Dual Registration Disclaimer** under the **Hockey Queensland Member Registration Terms & Conditions**.

2.7. FAILURE TO COMPLY

The THC may make a ruling that a Major Club or Affiliated Club or a team in breach of any part of Section 2 (including sub sections) will be deemed not registered and will be penalised in accordance with THA Bylaw 3.2.5 'Penalties – Failure to Comply'.

3. PREMIERSHIP COMPETITION PROCEDURES

3.1. PREMIERSHIP COMPETITION DRAW

The THC shall, as soon as is practical, draw up a premiership competition draw for each division in the outdoor competition. The draw will be scheduled so all teams in each division will play each other an equal number of times.

3.2. CONDUCT OF PREMIERSHIPS

Masters, Senior and Junior premiership competitions shall be conducted with the top teams as outlined in Playing Rule 5.2.1 'Semi Finals', qualifying for the semi-finals. These teams shall be seeded according to the Premiership Points accumulated during the season. If for any event, teams are equal in points, seeding will be determined in accordance with Playing Rule 3.5 'Teams Being Equal'.

The THC can amend any competition for the following reasons, but not limited to:

- Number of teams in the division,
- Splitting teams during the season or for the final series due to ability and competitiveness.

3.2.1. Weather

The decision to postpone games due to inclement weather shall be made in accordance with the THA's Weather Policy.

3.2.2. Abandoned Games

The decision to abandon games is to be made by the THC.

Each member of the registered teams will be credited with a game.

Casual players can apply through their club to the THC for approval for their game not to be credited to their game balance, providing the request for approval is submitted within 14 days of formal notification of an abandoned game.

3.2.3. Postponed Games

Any request from a club or clubs (in the case of a mutual agreement) for the postponement of a game for reasons other than inclement weather, shall be made to the THC as soon as practically possible and the THC shall, to the best of its ability, attempt to reschedule the game.

If the game cannot be rescheduled and a team/s cannot play it will be classified a 'notified forfeit' for the team which initiated the request or both if the need for change was mutual.



3.2.4. Game Qualification for Forfeitures

A notified forfeit will be deemed as a game played for the registered players of the winning team only, and recorded from the team list.

An unnotified forfeit game will be deemed as a game played for the players of the winning team and recorded from the 'team card'.

Casual players can apply through their club to the THC for approval for their game not to be credited to their game balance, providing the request for approval is submitted within 14 days of formal notification of a forfeited game.

3.3. ALLOCATION OF PREMIERSHIP POINTS

Premiership points shall be allocated as follows:

For a cancelled/abandoned game	<i>1 point to each team</i>
For a loss by notified forfeit/double forfeit	<i>0 points and 0 goals</i>
For a loss of unnotified forfeit/double forfeit	<i>-3 points and 0 goals</i>
For a win	<i>3 points and number of goals</i>
For a win by forfeit	<i>3 points to the winning team and 5 goals</i>
For a drawn game	<i>1 point to each team and number of goals</i>
For a loss	<i>0 points and number of goals</i>
Breach of Playing Rule	<i>-3 points, 0 goals</i>

3.4. PRESIDENT'S CUP

The two (2) teams in each of the Junior, Senior and Masters divisions, with the most premiership points from the first fixture set of premiership competition games will play for the President's Cup. The THC shall make arrangements for the games. In the case of a draw after normal playing time, the winner shall be the higher seeded team.

If the President's Cup is contested on a day dedicated to the President's Cup, participation in such games shall not be counted as a game played in determining eligibility for participation in finals.

3.5. TEAMS BEING EQUAL

In the event of a number of teams being equal with premiership points, then the team with the higher goal difference shall be declared the higher seed. Goal difference shall be determined by the difference in the total number of goals scored for the team less the total number of goals scored against that team.

Should the teams still be equal after goal differences, the higher seed will be decided by:

- The greatest number of wins;
- Then if still equal the greatest number of goals;
- Then if still equal the goal difference when the teams played each other during the season;
- Then if still equal the greatest number of wins when the teams played each other;
- Then if still equal the greatest number of goals when the teams played each other; and
- If the teams are still tied after the calculation above, then the toss of coin shall decide the higher seed.



3.6. CLUB CHAMPIONSHIP TROPHY

The Club Championship trophy will be based on the total number of points accumulated by a Club divided by the number of teams registered at the end of the first fixture set. Only major clubs are eligible to be the winner of the club championship.

Any points accumulated by a team that is withdrawn from the competition during the first fixture set those points will not count toward the club championship.

Club championship points will be impacted by penalties dealt in accordance with THA Bylaw 3.2.5 'Penalties – Failure to Comply' and Playing Rule 3.3 Allocation of Premiership Points.

4. LOCAL RULES

4.1. LOCAL COMPETITION RULES

Local rules shall prevail over any other rules. The order for applying rules is as follows:

- a) Local rules
- b) International rules as endorsed by FIH
- c) Queensland Hockey
- d) Australian Hockey

4.2. CHANGES TO LOCAL RULES

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

4.3. PLAYING TIME OF COMPETITION FIXTURE GAMES

Note:

- a) All fixture games will be controlled by central timing where possible.
- b) The time a game is played may be reduced due to conditions stated in the Bylaws and Playing Rules (refer Playing Rule 4.5)

4.3.1. Seniors

All senior competition fixture games will be played in even periods with suitable intervals. Players are not permitted to leave the field at the first and third quarter breaks.

If the time is reduced, a game shall be credited with a result where a total of at least 2/3 of the game has been played in the scheduled time slot.

4.3.2. Masters

All Masters competition fixture games will be played in even periods with suitable intervals. Players are not permitted to leave the field at the first and third quarter breaks.

If the time is reduced, a game shall be credited with a result where a total of at least 2/3 of the game has been played in the scheduled time slot.

4.3.3. Juniors

All junior competition fixture games will be played in even periods with suitable intervals. Players are not permitted to leave the field at the first and third quarter breaks.

If the time is reduced, a game shall be credited with a result where a total of at least 2/3 of the game has been played in the scheduled time slot.



4.3.4. **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 (Refer to Playing Rule 2.1.8).

4.3.5. **Modifieds**

This will be played on a quarter size field as a mixed-gender competition with modified rules. 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 to Playing Rule 2.1.7).

4.3.6. **Under 12's**

One (1) coach per team is allowed on the field. 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.

4.4. STARTING TIMES FOR COMPETITION FIXTURE GAMES

- 4.4.1. The Match Official/Umpire shall endeavour to commence competition fixture games at the scheduled time as per central timing.
- 4.4.2. Where the start is after the scheduled time, the length of the first period will be reduced in an amount of time consistent with rule 4.3 above, so that the first period ends on schedule.

4.5. TIME OFF DURING COMPETITION FIXTURE GAMES

- 4.5.1. Time off during fixture games will not be permitted. Only Grand Finals shall allow for time outs for injuries, etc.
- 4.5.2. 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 Official/Umpire.
- 4.5.3. 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.



4.5.4. 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 coach and/or managers agree to play the remaining time for no points.

The game shall be referred to the THC for possible re-scheduling.

4.5.5. Where the Match Official/Umpire 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 4.3.1, 4.3.2 and 4.3.3 for minimum amount of playing time.

4.5.6. 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 Playing Rule 3.2.1.

Refer to Playing Rules 4.3.1, 4.3.2 and 4.3.3 for minimum amount of playing time.

4.5.7. **Hot Weather**

In the case of excessive hot weather conducive to heat exhaustion, the Match Official and/or Umpire shall take a responsible attitude, however there will be no time off for this period, and use their discretion regarding extra drink breaks.

4.5.8. **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 Match Official and shall take advice from the Umpires, Ground Staff and Local Officials with knowledge of weather patterns, drying out times etc. The Match 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 Match Official will observe or where there is uncertainty, if there is twenty (20) seconds 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. 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.

4.6. TEAM PLAYING NUMBERS

4.6.1. 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 seven (7) substitutes at any time during a game, provided that a player's name is added to the player list by the Match Official, umpire or manager, prior to the player taking the field.

4.6.2. A maximum of eighteen (18) players is permitted on a team card.

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

- Leg Pads;
- Kickers;
- Gloves;



- d) Abdoguard;
- e) Chest Protector;
- f) Helmet;
- g) Protective Pants.

4.6.4. 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 the 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.

4.6.5. 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 the 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.

For senior and masters, in the event where a goalkeeper receives a green, yellow or red card, please refer to the FIH Rules of Hockey.

4.7. TEAM CARDS

4.7.1. 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 Match Official (or Umpire) prior to the start of play.

In the event of no Match 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.

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

4.7.3. 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.

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

4.7.5. The ultimate responsibility for the accuracy of a team card rests with the team manager (or in their absence, the team captain).

4.8. TEAM UNIFORMS

4.8.1. 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 any fixture games in the new uniform design.



4.8.2. **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 Match 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 Bylaw 3.2.5 'Penalties'.

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

Goalkeepers must wear a shirt of a predominant colour different to that of their own team and that of their opponents field players. Goalkeepers must wear a number on the back of the shirt.

4.8.3. **Playing Equipment**

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;
- c) Wear a protective face mask when defending a penalty corner.

4.8.4. **Playing Shoes**

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

4.8.5. **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.

4.8.6. **Hockey Sticks**

All hockey sticks must comply with the rules of FIH.

4.9. INTERCHANGES

All interchanges shall be made from the 6m area at the centre line.

4.10. ELIGIBLE TEAM BENCH PERSONNEL

4.10.1. There must be a non-playing Team Manager, aged over 18, present at every hockey game.

4.10.2. The maximum number of persons eligible to be on the Team Bench during a game is ten (10). This shall include the seven (7) reserve players and three (3) other team support personnel consisting of the Team Manager plus two (2) other team officials (e.g. Coach, Assistant Coach or Physiotherapist).

4.10.3. Only the one coach, standing out the front of the dugout, can be instructing players on the field.

4.10.4. Only one coach per team is allowed outside the dugout.



4.11. ADMISSION TO THE FIELD OF PLAY

- 4.11.1. 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 Match Official shall supervise the return of players receiving suspensions by Green and Yellow cards to the field of play.
- 4.11.2. 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 Match Official.
- 4.11.3. Substitute players may leave their seats to warm up in an area designated by the Match Official, usually along the sideline between their own team bench and the backline. This player needs to wear a bib of a different colour to those playing.
- 4.11.4. No incapacity treatment is permitted on the field of play except for brief treatment of goalkeepers, however the Umpires may authorise a member of the bench personnel to treat and assist seriously injured players from the field. 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 FIH Rules of Hockey. Goalkeepers may receive only brief treatment on the field of play. Seriously injured goalkeepers must be removed from the field of play as soon as it is safe to do so.
- 4.11.5. When required, the Umpires may authorise stretcher bearers to enter the field of play.
- 4.11.6. Should there be blood 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.
- 4.11.7. 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 Match 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 Match Official or Umpire on duty for the game.

4.12. FORFEITURE OF COMPETITION FIXTURES AND GAMES

4.12.1. 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 4.6. 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.

4.12.2. 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 4.6.



4.12.3. Forfeiture Penalty Fee

It is the responsibility of the Major Club, Affiliated Club or Affiliated Association to inform the chair of the THC in writing at least 48 hours prior to the scheduled match that it will be unable to play, for just cause.

The THC will determine, at their absolute discretion, whether the just cause is acceptable, and the game will be recorded as a 'notified forfeit', or unacceptable, and the game will be recorded as an 'unnotified forfeit'.

As soon as practical, the THC will notify all appropriate game officials involved in such a game that the game will not be proceeding.

In the event of any team/teams forfeiting a premiership competition match, the appropriate point system will apply in accordance with Playing Rule 3.3 'Allocation of Premiership Points'.

In the case of the forfeit status issued to a team playing in the finals, refer Playing Rule 5.1.5 'Failure to Comply', forfeiture payments will apply as outlined in Bylaw 2.1.

Chair of the THC email address – chair@toowoombahockey.com.au

4.13. DISCUSSIONS WITH UMPIRES AFTER THE GAME

4.13.1. No person, other than an Umpire Mentor or Match Official can approach a game official concerning any on field incident/decision whatsoever for a period of thirty (30) minutes after completion of the game in question.

5. PREMIERSHIP RULES- FINALS

5.1. PLAYERS ELIGIBLE FOR FINALS (SEMI, PRELIMINARY & GRAND FINALS)

5.1.1. Registered Player

To be eligible to compete in the finals a player must have a minimum of six (6) played games in their registered grade.

Grading Rounds or other games **not** played for premiership points **are not** included in the six (6) played games.

If a player is downgraded for any reason the six (6) games must also be played in that grade.

Dispensation for a player to be eligible for the finals, may be considered at the discretion of the Toowoomba Hockey Committee on a case-by-case basis. An official written application, in accordance with THA procedures, with all the relevant details must be submitted by the Major Club or Affiliated Club Officials to the Hockey Manager one (1) week prior to the THC next scheduled meeting. If all THC Delegates unanimously agree with the request, then the submission will be forwarded to the THA Secretary, one (1) week prior to the Board of Directors' next scheduled meeting, for their decision regarding approval. All requests must be submitted as per above, for both the THC and the Board of Directors to conduct an appropriate review and deliberation of the request.

5.1.2. Junior Players Playing in a Senior Division

Junior players are eligible to play in a Senior Division final providing they have met all requirements of the registration playing rules.

5.1.3. Masters Players Playing in a Senior Division

Masters players are eligible to play in a Senior Division final providing they have met all requirements of the registration playing rules.



5.1.4. Players in Breach

Players who breach Playing Rule 2.3.2 'Permitted Play in Higher Divisions – Senior', will be ineligible to play in the final series in the lower division.

5.1.5. Failure to Comply

Should a team play a player who is not eligible to compete in the finals as per the above guidelines, regardless of the length of time that they play on the field, the game will be treated as if the non-compliant team forfeited the match, refer Bylaw 3.2.5 'Penalties – Forfeiture of a Game'.

In the event, both teams are non-compliant in a finals match, the match will be recorded as a double forfeit and both the Major Club or Affiliated Club will be penalised in accordance with Bylaw 3.2.5 'Penalties – Forfeiture of a Game'. The THC will then reschedule the game.

Any player/players who were non-compliant in the above situations, can no longer take part in the remaining finals series.

In Playing Rule 5.1.5, any team forfeiting a game due to non-compliance, will lose their seeded position on the Minor Premiership ladder for the remaining final matches that they may play.

5.2. SEMI-FINALS, PRELIMINARY FINAL AND GRAND FINAL

5.2.1. Semi-Finals

Two (2) semi-finals shall be played.

The major semi-final shall be played between the number 1 seed and the number 2 seed.

The minor semi-final shall be played between the number 3 seed and the number 4 seed.

In the event of a drawn game the higher seed will be declared the winner and progress to their next final.

Any team with no seed rating, refer Playing Rule 5.1.5, will be rated lower than any other rating.

In the event of teams being equal on points refer to Playing Rule 3.5 'Teams Being Equal'.

5.2.2. Preliminary Final

The preliminary final shall be played between the losing team of the major semi-final and the winning team of the minor semi-final.

In the event of a drawn game the higher seed will be declared the winner and proceed to the grand final.

5.2.3. Grand Final

The grand final shall be played between the winning team of the major semi-final and the winning team of the preliminary final.

6. RULES OF USE

6.1. PERSONS FOR WHOM THE RULES ARE APPLICABLE

Anybody who enters THA grounds shall abide by the rules of use set forth hereunder.



6.2. RULES OF USE APPLICABLE TO BOTH SURFACES AND THE SURROUNDS

- 6.2.1. All persons are to thoroughly clean their shoes before going on to the surface.
- 6.2.2. No alcohol, food, chewing gum, glass or beverages – other than water or sports drinks, in unbreakable containers maybe brought onto the fields.
- 6.2.3. Players and Umpires may not wear jewellery, body piercings or fashion accessories 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, unless the jewellery is contained by a sweatband or suitable taping. Umpires are allowed to wear a watch only. Small sleepers (no bigger than an Australian 10 cent coin, approximately 2.5cm in diameter) and necklaces without any dangerous points, with pendants no larger than 1cm in diameter, are permitted. These are worn at the players own risk – THA will not accept any responsibility for damage to jewellery items.
- 6.2.4. No jumping or climbing of the surrounding fence.
- 6.2.5. No smoking/vaping is permitted either on the fields or on the surrounds.
- 6.2.6. The team vacating a dugout must ensure after the game that the dugout is vacated promptly and left in a clean and tidy condition.
- 6.2.7. No sitting on the safety barrier of the dugouts on the artificial surfaces.

6.3. ADDITIONAL RULES APPLICABLE TO THE WATER-BASE SURFACE AND SURROUNDS

- 6.3.1. No alcohol is permitted on the ground floor of the hockey building, change rooms or technical areas.
- 6.3.2. No unauthorised person may enter or remain in the technical bench area.
- 6.3.3. No hitting of balls in the hockey building or the dressing rooms.
- 6.3.4. No gear is to be left in the passage ways of the hockey building.
- 6.3.5. No moving or tampering with the water cannons.
- 6.3.6. No spectators are to be near the water cannons when they are operating.
- 6.3.7. Only authorised THA Officials may use the watering system.
- 6.3.8. 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.

6.4. PROHIBITED CONDUCT

- 6.4.1. 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 Complaints Manager as a charge of misconduct upon referral of the matter by the Match Official, Umpire or the THC.

6.5. IMPOSITION OF FINES

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



7. TEMPORARY AND PERMANENT PLAYING SUSPENSIONS

7.1. RECORDING OF SUSPENSIONS

A record of all temporary and permanent suspensions given to players, team officials or club officials throughout the season will be maintained by the THC.

7.2. RECEIPT OF A RED CARD

7.2.1. A red card issued to a player, team official or club official in any game officiated by the THA will be dealt with in accordance with this section of the THA Playing Rules, this includes grading games.

When a player receives a red card, the Umpire awarding such red card shall make a suitable notation on the team card stating the reason for the issuance of the card and include his/her printed name and signature next to that notation.

The player cannot continue to play until such time as a decision has been provided to the THC Chair.

The THC will bring the matter to the attention of the Complaints Manager.

The Complaints Manager will then deal with the matter in line with the Hockey Queensland Judiciary Policy.

7.2.2. Leaving the Premises

A player, team official or club official receiving a red card must immediately leave the surrounding of the playing fields and will not return until the following day.

7.3. RECEIPT OF A YELLOW CARD

7.3.1. A yellow card issued to a player, team official or club official in any game officiated by the THA will be dealt with in accordance with this section of the THA Playing Rules, this includes grading games.

When a player receives a yellow card, the Umpire awarding such yellow card shall make a suitable notation on the team card stating the reason for the issuance of the card and affix his/her printed name and signature.

7.3.2. Accumulated Yellow Cards

When a player accumulates three (3) yellow cards over the course of a season, he/she will be automatically suspended from the next game in their registered team, the suspension commencing immediately after completion of the game in which they received their third yellow card.

In the event of their registered team having a bye or the player's team forfeiting a match during that period, the suspension is only completed after the player has missed a fixture game played by their registered team.

Until such time as the suspension is served, the player is ineligible to play in any other game, (refer to THA Playing Rule 8.1) in any division, i.e. player registered in teams in two (2) different premierships (junior, senior or masters), must miss a game for both teams and cannot resume playing until they have served their suspension in both teams.

For purposes of this clause progressive yellow cards will stand as two (2) yellow cards.



Note: Progressive yellow cards - when a yellow card is issued for a period of time signalled by the Umpire to the Technical Officer and then the time is increased by the Umpire due to the player's continued dissent – the increase in time is considered as a second yellow card.

In the case of any yellow cards received after the three (3) stated each subsequent yellow card will be referred by the THC to the attention of the Complaints Manager.

7.4. SUSPENDED OR DISQUALIFIED PLAYER

Any team playing a player who has been suspended or disqualified will be penalised in accordance with THA Bylaw 3.2.5 'Penalties – Failure to Comply'.

8. PENALTIES

8.1. SUSPENSION OR DISQUALIFICATION OF A PLAYER

Any reference throughout these Playing Rules to the suspension or disqualification of a player from a 'game' shall be read as referring to a 'fixture game', or one of the finals games.

This means that the suspension will not be deemed as having been served by the player not playing in any match not identified as a fixture, or final game. For example, a grading round match or any other informal match will not count towards the suspension.

9. MATCH OFFICIAL

9.1. MATCH OFFICIAL TO BE IN ATTENDANCE

9.1.1. A Match Official shall control each competition fixture or game. This Match 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 Match Official.

9.1.2. When no Match Official is in attendance the control of the game is transferred to the Umpire.

9.2. RESPONSIBILITIES

9.2.1. The Match Official shall be responsible for the effective management of competition fixtures and games and the implementation of the playing rules and regulations.

9.3. PRIOR TO THE GAME

9.3.1. Check that the flags are in place, the replacement number cards are ready for use (if required), the timing mechanism on the scoreboard is working and that chairs are available for suspended players.

9.3.2. Ensure that there are two (2) umpires.

9.3.3. Ensure that team cards are properly filled in and present at the Technical Bench prior to the start of the game.

9.4. DURING THE GAME

9.4.1. Ensure that all games start on time, in consultation with umpires and team managers.

9.4.2. Keep central time for the umpires and advise of the start and finish of periods using the scoreboard horn or other device.



- 9.4.3. Keep score using the score board and record scores in appropriate positions on the team cards.
- 9.4.4. 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 take the field are credited with a game. Ensure that all substitutions are made as per FIH rules.
- 9.4.5. See that any suspended player leaves the playing field according to the penalty he/she receives.
- 9.4.6. 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.

9.5. AFTER THE GAME

- 9.5.1. Umpires are to ensure that game cards properly record any infringement cards, including the description of offence. Match Officials are to ensure that match cards show final results and are checked and signed by both team Managers and both Umpires.
- 9.5.2. Order of signing: Team Manager signs first (on the front of card), and then Umpires on the front on the card and Match Officials sign the back of the card. The Team Manager may only view the front side of the card.
- 9.5.3. Deliver game cards to the Association's team card box.
- 9.5.4. 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 Match Official is satisfied that they are in fact properly vacated.
- 9.5.5. Complete any reports as are required and place them in the Association's team card box.

9.6. GENERAL RESPONSIBILITIES

- 9.6.1. 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.
- 9.6.2. Ensure that games are conducted in a proper manner, that spectators are not subjected to improper abuse and unsportsmanlike conduct from players, team officials or umpires and that all game participants are protected from player, official and/or spectator abuse, either prior to, during or following a game. Match Officials are encouraged to contact security should it be required.

10. CONDUCT OF THE GRAND FINAL SERIES

- 10.1.1. In the event of a draw at full time in the Under 12 premierships, no extra time shall be played and both teams shall be declared joint premiers.
- 10.1.2. From Under 14 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.



11. SHOOT-OUT COMPETITION

11.1. RULES AND PROCEDURES

11.1.1. 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 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 shoot-out competition will be held at the Northern end of Field 1 or Field 2.
- d) The Match 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 twenty-three metre (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. 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 making a total of 10 shoot-outs.



11.2. 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.

11.3. PENALTY STROKE

- 11.3.1. If a penalty stroke is awarded as specified above, FIH rules will apply.

11.4. SCORING

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

11.5. SUSPENSION DURING SHOOT-OUT

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

11.6. PLAYER UNDER SUSPENSION

- 11.6.1. 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.



11.7. INCAPACITY OF DEFENDING PLAYER

11.7.1. 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 11 Shoot-out Competition: sub-clause 11.6 (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.

11.8. INCAPACITY OF ATTACKING PLAYER

11.8.1. 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 11: 'Shoot-out Competition', sub-clause 11.6 (above) or unless suspended by an umpire during the shoot-out competition.

11.9. EQUAL GOALS AFTER 5 SHOOT-OUTS

11.9.1. 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.

11.10. EQUAL GOALS AFTER SECOND SERIES OF 5 SHOOT-OUTS

11.10.1. 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 11: '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 11: 'Shoot out Competition', the FIH Rules of Hockey apply during a shoot-out.



12. CONDUCT OF GAMES

12.1. ABANDONED OR CANCELLED GAMES

12.1.1. 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 4.3.

12.1.2. 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.

13. HOCKEY COMMITTEE

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

The composition of this committee, and its authority, is set forth in the Bylaws of the Toowoomba Hockey Association.

14. NON COMPLIANCE

Any individual/s or team/s found to be not complying with sections 4.6, 4.7, 4.8, 4.9, 4.10, 4.11, 4.13 and 6 will be dealt with in accordance with THA Bylaws Section 3.2.5.

15. GOVERNANCE

15.1. RESPONSIBILITY

Document Owner	Toowoomba Hockey Association
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15.2. VERSION CONTROL

Current Version	Approval Date	Approved by	Amendment
2026	27/01/2026	Board of Directors	Refer Amendment History Register