



# TOOWOOMBA HOCKEY ASSOCIATION INCORPORATED

## PLAYING RULES

THA PLAYING RULES  
ADOPTED 23 JAN 2024



## Table of Contents

<b>1. GENERAL</b>	<b>3</b>
<b>2. LOCAL RULES</b>	<b>3</b>
2.1. LOCAL COMPETITION RULES	3
2.2. CHANGES TO LOCAL RULES	3
2.3. PLAYING TIME OF COMPETITION FIXTURE GAMES	3
2.4. STARTING TIMES FOR COMPETITION FIXTURE GAMES	4
2.5. TIME OFF DURING COMPETITION FIXTURE GAMES	4
2.6. TEAM PLAYING NUMBERS	5
2.7. TEAM CARDS	6
2.8. TEAM UNIFORMS	7
2.9. INTERCHANGES	7
2.10. ELIGIBLE TEAM BENCH PERSONNEL	7
2.11. ADMISSION TO THE FIELD OF PLAY	8
2.12. FORFEITURE OF COMPETITION FIXTURES AND GAMES	8
2.13. DISCUSSIONS WITH UMPIRES AFTER THE GAME	9
<b>3. RULES OF USE</b>	<b>9</b>
3.1. PERSONS FOR WHOM THE RULES ARE APPLICABLE	9
3.2. RULES OF USE APPLICABLE TO BOTH SURFACES AND THE SURROUNDS	9
3.3. ADDITIONAL RULES APPLICABLE TO THE WATER-BASE SURFACE AND SURROUNDS	9
3.4. PROHIBITED MISCONDUCT	10
3.5. IMPOSITION OF FINES	10
<b>4. MATCH OFFICIAL</b>	<b>10</b>
4.1. MATCH OFFICIAL TO BE IN ATTENDANCE	10
4.2. RESPONSIBILITIES	10
4.3. PRIOR TO THE GAME	10
4.4. DURING THE GAME	10
4.5. AFTER THE GAME	11
4.6. GENERAL RESPONSIBILITIES	11
<b>5. CONDUCT OF THE GRAND FINAL SERIES</b>	<b>11</b>
<b>6. SHOOT-OUT COMPETITION</b>	<b>11</b>
6.1. RULES AND PROCEDURES	11
6.2. TAKING A SHOOT-OUT	12
6.3. PENALTY STROKE	13
6.4. SCORING	13
6.5. SUSPENSION DURING SHOOT-OUT	13
6.6. PLAYER UNDER SUSPENSION	13
6.7. INCAPACITY OF DEFENDING PLAYER	13
6.8. INCAPACITY OF ATTACKING PLAYER	14
6.9. EQUAL GOALS AFTER 5 SHOOT-OUTS	14
6.10. EQUAL GOALS AFTER SECOND SERIES OF 5 SHOOT-OUTS	14
<b>7. CONDUCT OF GAMES</b>	<b>14</b>
7.1. ABANDONED OR CANCELLED GAMES	14
<b>8. HOCKEY COMMITTEE</b>	<b>15</b>
<b>9. NON COMPLIANCE</b>	<b>15</b>
<b>10. GOVERNANCE</b>	<b>15</b>



## 1. GENERAL

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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. LOCAL RULES

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### 2.1. LOCAL COMPETITION RULES

2.1.1. 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

### 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 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 2.5)

#### 2.3.1. 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.

#### 2.3.2. 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.



### 2.3.3. 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.

### 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 (Refer to Bylaw 3.1.7).

### 2.3.5. 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 Bylaw 3.1.6).

### 2.3.6. 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. (Refer to Bylaw 3.1.5).

## 2.4. STARTING TIMES FOR COMPETITION FIXTURE GAMES

2.4.1. The Match 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 period will be reduced in an amount of time consistent with rule 2.3 above, so that the first period ends on schedule.

## 2.5. TIME OFF DURING COMPETITION FIXTURE GAMES

2.5.1. Time off during fixture games will not be permitted. Only Grand Finals shall allow for time outs for injuries, etc.

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 Official/Umpire.



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 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.

2.5.5. 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 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 Bylaw 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 Match Official and/or Umpire shall take a responsible attitude, however there will be not time off for this period, and use their discretion regarding extra drink breaks.

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 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.

## 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 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.



- 2.6.2. A maximum of eighteen (18) players is permitted on a team card.
- 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) Leg Pads;
  - b) Kickers;
  - c) Gloves;
  - d) Abdoguard;
  - e) Chest Protector;
  - f) Helmet;
  - g) Protective Pants.
- 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 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.
- 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 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.

## 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 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.
- 2.7.2. 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.
- 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 arrive 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 team manager (or in their absence, the team captain).



## 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 any fixture games in the new uniform design.

### 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 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 7.1.

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.

### 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.

### 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 FIH.

## 2.9. INTERCHANGES

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

## 2.10. ELIGIBLE TEAM BENCH PERSONNEL

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

2.10.2. 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).



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

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

## 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 Match 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 Match Official.

2.11.3. 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.

2.11.4. 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.

2.11.5. When required, the Umpires may authorise stretcher bearers to enter the field of play.

2.11.6. 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.

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 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.

## 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 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.

## 3. RULES OF USE

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### 3.1. PERSONS FOR WHOM THE RULES ARE APPLICABLE

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

### 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 not wear 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, unless the jewellery is contained by a sweatband or suitable taping. Umpires are allowed to wear a watch only.
- 3.2.4. No jumping or climbing of the surrounding fence.
- 3.2.5. No smoking/vaping 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, change rooms or technical areas.
- 3.3.2. No smoking/vaping 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 Match 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. MATCH OFFICIAL

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### 4.1. MATCH OFFICIAL TO BE IN ATTENDANCE

- 4.1.1. 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.
- 4.1.2. When no Match Official is in attendance the control of the game is transferred to the Umpire.

### 4.2. RESPONSIBILITIES

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

### 4.3. PRIOR TO THE GAME

- 4.3.1. 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.
- 4.3.2. Ensure that there are two (2) umpires.
- 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 take the field are credited with a game. Ensure that all substitutions are made as per FIH rules.



- 4.4.5. See that any suspended player leaves the playing field according to the penalty he/she receives.
- 4.4.6. 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.

#### 4.5. AFTER THE GAME

- 4.5.1. 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.
- 4.5.2. 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.
- 4.5.3. Deliver game cards to the Association's team card box.
- 4.5.4. 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.
- 4.5.5. 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 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.
- 4.6.3. Prepare media reports from A1 matches for transmission to the media.

### 5. CONDUCT OF THE GRAND FINAL SERIES

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- 5.1.1. 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.
- 5.1.2. 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.

### 6. SHOOT-OUT COMPETITION

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#### 6.1. RULES AND PROCEDURES

- 6.1.1. 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.

## 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. PENALTY STROKE

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

### 6.4. SCORING

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

### 6.5. SUSPENSION DURING SHOOT-OUT

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

### 6.6. PLAYER UNDER SUSPENSION

6.6.1. 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.

### 6.7. INCAPACITY OF DEFENDING PLAYER

6.7.1. 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 6 Shoot-out Competition: sub-clause 6.6 (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.

## 6.8. INCAPACITY OF ATTACKING PLAYER

- 6.8.1. 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 6: 'Shoot-out Competition', sub-clause 6.6 (above) or unless suspended by an umpire during the shoot-out competition.

## 6.9. EQUAL GOALS AFTER 5 SHOOT-OUTS

- 6.9.1. 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.

## 6.10. EQUAL GOALS AFTER SECOND SERIES OF 5 SHOOT-OUTS

- 6.10.1. 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 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 FIH Rules of Hockey apply during a shoot-out.

# 7. CONDUCT OF GAMES

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## 7.1. ABANDONED OR CANCELLED GAMES

- 7.1.1. 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 2.3.



7.1.2. 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.

## 8. 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.

## 9. NON COMPLIANCE

Any individual/s or team/s found to be not complying with sections 2.6, 2.7, 2.8, 2.9, 2.10, 2.11, 2.13 and 3 will be dealt with in accordance with THA Bylaws Section 7.1.

## 10. GOVERNANCE

### 10.1. RESPONSIBILITY

<b>Document Owner</b>	Toowoomba Hockey Association
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### 10.2. VERSION CONTROL

<b>Current Version Number</b>	<b>Approval Date</b>	<b>Approved by</b>	<b>Amendment</b>
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