



**Wellington Hockey Association
Open Grade Handbook
2018**



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1. 2018 SEASON INFORMATION

1.1 KEY DATES

Team Registrations Close	14 March 2018
AGM	26 March 2018
Players to be registered using SportsTG	28 March 2018
Results Officials' name, email, mobile due	5 April 2018
Open Grade Competition Begins	7 and 8 April 2018
Players to be registered against teams in SportsTG	by 20 April 2018
30% Affiliation Fee Due	10 May 2018
Affiliation Balance Due	8 June 2018
P1 Finals Day	11 August 2018
P2-R3 Finals Days	8 and 9 September 2018
Competition Review Meeting	29 October 2018
Special Competition AGM	26 November 2018

1.2 2018 COMPETITION FEES

- 1.2.1 The Open Grade Competition Affiliation fee for 2018 is \$2,871.85 (including GST) per team. This includes the Hockey NZ affiliation fee of \$885.85 per team.
- 1.2.2 In addition game fees for Open Grade teams are \$93.19 (including GST) per team per game.
- 1.2.3 Secondary School Competition registered players who are also playing in the Open Grade competition receive a deduction on their HNZ levy. This is paid to the club based on the information they provide WHA after secondary school hockey begins.
- 1.2.4 Turf invoices for practice sessions will be sent out, and must be paid in full by the 20th of the month following the invoice date. A club will not be able to field a team if it is more than 30 days in arrears without communication with WHA.
- 1.2.5 A withdrawal fee of \$300 per team is payable by a club if it withdraws any team after 14 March 2018, unless prior arrangements are made with WHA for an extension of date.
- 1.2.6 Any fees that are not paid by the due date can incur a 10% penalty.

- 1.2.7 A team will be excluded from the Finals of their competition if the affiliation fee is not paid by 14 July 2018, unless prior arrangements were made with WHA for an extension of date.

1.3 GAME DAYS

Premier 1 Women and Men: Saturday
Premier 3 Women and Men: Saturday
Reserve 2 Women: Saturday

Premier 2 Women and Men: Sunday
Reserve 1 Women and Men: Sunday
Reserve 2 Men: Sunday
Reserve 3 Women and Men: Sunday

1.4 GAME TIMES

- 1.4.1 Where possible games will be scheduled to begin at the following times.

*** SATURDAY NHS**

12.45pm and 1.00pm
2.30pm and 2.45pm
4.15pm and 4.30pm
6.00pm and 6.15pm

SUNDAY NHS

11.00am and 11.15am
12.45pm, 1pm
2.30pm and 2.45pm
4.15pm and 4.30pm
6.00pm and 6.15pm

*** FRASER, MAIDSTONE, ELSDON SATURDAYS AND SUNDAYS**

Saturdays: 12.30pm, 2pm, 3.30pm, 5pm.
Sundays: 11am, 12.30pm, 3.30pm, 5pm

*** KAPITI**

Saturdays: 12.30pm, 2pm, 3.30pm
Sundays: 11am, 12.30pm, 2pm, 3.30pm

DALEFIELD

Saturdays: 1.15pm, 2.45pm, 3.30pm

*** NB:**

Game times may start earlier on Saturdays prior to the juniors starting their competition. Game start times can vary by 15 minutes to the times listed above. Saturday games may start as early as 11.00am and finish as late as 7.30pm. Sunday games may start as early as 9.30am and finish as late as 7.30pm.

2. TEAM REGISTRATION

2.1 WHERE TO REGISTER TEAMS

- 2.1.1 Clubs must register their teams through SportsTG no later than 14 March 2018.

2.2 NUMBER OF TEAMS

2.2.1 Clubs may register the following maximum number of teams per grade:

P1	1 Team
P2 & P3	2 Teams
R1, R2 & R3	Unlimited

2.2.2 On registration, all teams within a club must be ranked from highest to lowest, 1 being the highest.

2.2.3 The results from the grading round will determine the rank of each team, e.g. if Kapiti 4 finishes above Kapiti 3 and are promoted, then they become Kapiti 3.

2.3 STANDINGS AND SEEDINGS

2.3.1 A team's grade is based on its final position at the end of the previous season. Except as set out in (a) and (b), teams finishing first will be promoted to the grade above and those finishing last will be relegated to the grade below:

(a) A team may not be promoted if there is already the maximum number of teams from that club in the grade above. In such case, the team will remain in the same grade.

(b) Promotion to and relegation from P1 will be determined by a P1 Promotion/ Relegation game. The team finishing 8th in P1 may play the first eligible team in P2 with the winner playing in P1 during the following season. Any eligible P2 teams **must** indicate to the WHA in writing their interest in challenging for P1 at least three weeks before the end of the P2 competition round, no later than Monday 30 July.

2.4 NEW TEAM

2.4.1 Subject to 2.4.2, a new team to the competition must be entered into the lowest grade.

2.4.2 A new team may apply to be placed in a more appropriate grade. This will be considered on a case-by-case basis and at the discretion of WHA. This should be requested in writing via email to info@wellingtonhockey.org.nz and must be completed before the new team is registered.

2.5 NUMBER OF PLAYERS PER TEAM

2.5.1 The minimum number of players which can be registered in a team is:

- (a) Club's first team – 12 players
- (b) All other teams – 14 players

3. PLAYER REGISTRATION

3.1 WHERE TO REGISTER

- 3.1.1 Clubs must register all players through SportsTG by 28 March 2018.
- 3.1.2 All players must be registered before taking to the field. If unregistered players take the field competition points from that game will be forfeited.
- 3.1.3 All players must be registered in a team before the 3rd playing weekend of the season (Friday 20 April 2018).
- 3.1.4 The cut off date for any new players is 4 weeks before the end of the competition. In 2018 those dates are 7 July for P1 and 11 August for P2 to R3.

3.2 AGE RESTRICTIONS

- 3.2.1 P1 - All players must be at least 15 years of age as of 1 January 2018.
All other grades – All players must be at least bona fide secondary school students in 2018.

3.3 PLAYER TRANSFERS

- 3.3.1 A transferring player's new club must complete the transfer of that player through SportsTG. Players who owe money to WHA will not be allowed to transfer without the approval of WHA.
- 3.3.2 A P1 player transferring to a new club cannot play in a lower grade, unless agreed by WHA. Requests to be made in writing to the Tournaments and Competitions Manager at WHA on info@wellingtonhockey.org.nz.

3.4 UNFINANCIAL PLAYERS

- 3.4.1 Any player who owes money to WHA or to their club will not be eligible for either club or representative selection. Any club requiring assistance with an unfinancial player should contact WHA.

3.5 VISITING PLAYERS

- 3.5.1 Subject to 3.1.4, clubs which have students or other players returning to Wellington for no more than three weeks can request permission from WHA for them to play as long as they were a member of that club prior to leaving Wellington. Requests must be made by the club in writing to the Tournaments and Competitions Manager at info@wellingtonhockey.org.nz

3.6 CAPITAL REPRESENTATIVE PLAYERS

- 3.6.1 A Capital Representative player cannot play in a lower grade than they did in the

previous season without prior written approval from WHA. Requests to be made in writing to the Tournaments and Competitions Manager at WHA on info@wellingtonhockey.org.nz.

3.7 GRADING OF PLAYERS

- 3.7.1 A player may play out of their registered grade when playing 'up', as long as they play more games in their registered grade than in the higher grade, i.e. P3 registered player must play more games for P3 than for P2.
- 3.7.2 Except as set out in (a) and (b), a player cannot play in a lower grade than that in which they are registered.
- (a) Reserve Grade teams may nominate 4 players to play 'down' in their lowest ranked team, but only from the team immediately above the lowest team. Teams must both be in Reserve Grades and the players' names must be emailed to WHA by the third playing weekend of the season (Friday 20 April 2018)
- (b) Goalkeepers in P3-R2 may play down if the incumbent goalkeeper is unavailable with the prior approval of WHA. Requests for approval to be made to the Tournaments and Competitions Manager on info@wellingtonhockey.org.nz
- 3.7.3 Subject to 3.7.4, no player can be registered in a grade two grades or more below the grade in which they were registered in either of the previous two seasons.
- 3.7.4 Clubs may apply to WHA for a player to be registered in a grade two grades or more below the grade they were registered in either of the previous two seasons. Requests for approval to be made to the Tournaments and Competitions Manager on info@wellingtonhockey.org.nz
- 3.7.5 A club may apply up to three times per season for one player to be regraded.
- 3.7.6 Goalkeepers can play "down" as a field player with the prior approval of WHA. Requests for approval to be made to the Tournaments and Competitions Manager at info@wellingtonhockey.org.nz. This must be marked on every Match Card.

4. MATCH DAY

4.1 UMPIRES

- 4.1.1 Umpires are the sole judge of match rules and duration in conjunction with the Tournaments and Competitions Manager.
- 4.1.2 Umpires shall enforce the Rules of the Game 2018 as issued by the International Rule Board under the authority of the FIH and also this Handbook.

4.1.3 A team must provide an umpire for every match in which it plays. WHA will provide umpires when available. Teams will be notified by WHA if umpires are appointed.

4.2 NUMBER OF PLAYERS

4.2.1 A team in P2 to R3 may not play more than 16 players in a game.

4.2.2 A P1 team may play a maximum of 18 players, of whom two must be goalkeepers wearing full protective equipment. If a P1 team chooses not to include a second goalkeeper, they are limited to using 16 players in a game.

4.2.3 A game cannot start unless both teams have a minimum of 7 players. This includes a fully kitted goalkeeper.

4.2.4 A team that does not have at least 7 players will be deemed to have defaulted the game. (Refer 5.2.7).

4.3 MATCH CARDS

4.3.1 Only players listed on the game Match Card may play in that game.

4.3.2 Match Cards must be clearly printed with First Name, Surname and Shirt Number of each player. No two players may be allocated the same shirt number.

4.3.3 Teams must complete a Match Card before the game, then hand it to either umpire.

4.3.4 Teams must review the Match Card after the completion of the game and the coaches or captains must sign their confirmation of the result before posting it in the match box, or before the club's Results Official enters the result via SportLomo.

4.3.5 Goalkeepers playing "down" as a field player and players nominated as playing down must be clearly marked on the Match Card.

4.3.6 Umpires must print and sign their names on the Match Card and check that penalty cards and injuries are recorded correctly.

4.3.7 Umpires must place the Match Card in the Match Box provided at each venue. Match Cards can be found at the following locations:

National Hockey Stadium	Tunnel at northern end
Fraser Park	Hall outside the changing rooms
Elsdon	Technical Bench (middle dugout)
Maidstone Park	Container in the dugouts
Kapiti	Technical Bench (middle dugout)

4.4 DURATION OF GAMES

Each game will be played for the following durations:

P1 GRADE	
1 st quarter	17.5 minutes
Break	2 minutes
2 nd quarter	17.5 minutes
Half Time	5 minutes
3 rd quarter	17.5 minutes
Break	2 minutes
4 th quarter	17.5 minutes

P2 to R3 GRADE	
1 st half	35 minutes
Half Time	5 minutes
2 nd half	35 minutes

4.5 RESULTS OF GAMES

- 4.5.1 Umpires or Results Officials will update the match result via the SportLomo Referee App or by the automated text message, or by posting the Match Card in the score box.
- 4.5.2 Any incorrect information is to be reported to WHA by contacting info@wellingtonhockey.org.nz
- 4.5.3 In the event that an online result differs from that on the Match Card, the Match Card result will be deemed to be correct.

4.6 HOCKEY BALLS

- 4.6.1 Each team will supply a white ball, with one to be used. A coloured ball may be used as an alternative if playing under lights or if turf colour makes a white ball difficult to see.

4.7 PLAYING GEAR

- 4.7.1 It is strongly recommended that shin pads and mouth guards be worn.
- 4.7.2 It is strongly recommended that face masks and gloves be worn for players when defending a penalty corner.
- 4.7.3 Players must not wear peaked caps, although collapsible sun visors are permitted.
- 4.7.4 Goalkeepers must wear protective equipment and a different coloured shirt from that of both teams.
- 4.7.5 Track pants may not be worn while playing.

4.8 BLOOD BIN

- 4.8.1 A player who is bleeding or who has an open wound must leave the turf and may not return until the injury has been treated.
- 4.8.2 Blood stained clothes must be replaced.
- 4.8.3 Blood stains on the turf must be cleaned immediately.
- 4.8.4 First aid kits are located as shown below. All teams playing at venues other than NHS should have their own first aid kit and ice packs.

National Hockey Stadium	In the kitchen and in the umpire's room
Fraser Park (only when pavilion is open)	In the foyer
Kapiti (only when kiosk is open)	In the kiosk

4.9 HIGH STICK RULE

- 4.9.1 The high stick rule applies in full only to Premier grades. In the Premier grades the ball may be played above the shoulder unless this is dangerous or leads to danger. In the Reserve grades the ball may not be played above the shoulder.

FIH High Stick Rule is:

Players may stop, receive and deflect or play the ball in a controlled manner in any part of the field when the ball is at any height including above the shoulder unless this is dangerous or leads to danger.

Players must not play the ball dangerously or in a way which leads to dangerous play. A ball is considered dangerous when it causes legitimate evasive action by players. The penalty is awarded where the action causing the danger took place.

5. DEFERMENTS, DEFAULTS AND CANCELLATIONS

5.1 DEFERMENTS

- 5.1.1 A team may seek to defer a game for official representative fixtures if;
- (a) 3 or more players are participating in an official representative fixture for NHL, U21 or Senior Nationals.
 - (b) 5 or more players are participating in an official representative fixture for U18 (Capital and Wellington Representative)
- 5.1.2 Any team seeking to defer a game on either of the above grounds must notify WHA 3 weeks prior to the game in question. Requests for deferment must be emailed to info@wellingtonhockey.org.nz.

5.1.3 A team may seek a deferment if they have 3 or more players representing a national team. If the opposition agrees to the deferment, WHA will reschedule the game if possible. Requests for deferment must be emailed to info@wellingtonhockey.org.nz

5.1.4 A team may not seek a deferment on consecutive weekends.

5.15 Deferred games will be rescheduled by WHA to a Monday where possible.

5.2 **DEFAULTS**

5.2.1 A team wishing to default a scheduled game must notify WHA no later than 1pm on the Friday before the game.

5.2.2 Failure to do so will result in the loss of 2 points and a possible fine.

5.2.3 A team winning by default will gain 4 points with 5 goals awarded.

5.2.4 A defaulting team will incur the full costs of the turf.

5.2.5 If the teams are from the same club, the club will pay the fee and no points will be awarded.

5.2.6 Any team that defaults 2 games in succession, or 3 games during the season may at the discretion of WHA be withdrawn from the competition. No matches played by such team before its withdrawal will count.

5.27 A game cannot start or continue unless both teams have at least 7 players including a goalkeeper. If 10 minutes after the scheduled start time or at any time later a team does not have at least 7 players, they will default the game.

5.3 **CANCELLATIONS**

5.3.1 WHA rarely cancels games. If a game has been cancelled before the scheduled start time, WHA will communicate this to the teams through the WHA Phone App, Facebook and where possible through club contacts.

5.3.2 Custodians or an Umpire will make the final decision to cancel a game if an earlier decision has not been made.

5.3.3 Cancelled games will be rescheduled where possible. If it is not possible, the game will be deemed a draw.

5.3.4 If a team refuses to play when conditions have been deemed suitable, the other team will be declared the winner.

5.3.5 A game that is cancelled after having started will recommence if possible at the point of stoppage with the same players listed on the original Match Card.

6. P1 COMPETITION STRUCTURES

6.1 ROUND ROBIN COMPETITION

All teams will play each other in two competition rounds resulting in 14 games.

6.2 PLAYOFFS/FINALS FORMAT

Each team plays all other teams in the grade twice (Competition Round 1 and Competition Round 2). Following completion of Competition Round 2, there are two Playoff Rounds followed by Finals – see table on next page:

Playoff Round 1

TOP 4		BOTTOM 4	
Game A 1 st v 2 nd <i>Winner to Final</i> <i>Loser to Game C</i>	Game B 3 rd v 4 th <i>Winner to Game C</i> <i>Loser to Game D</i>	Game E 5 th v 6 th <i>Winner through to 5th Place Playoff</i>	Game F 7 th has a bye <i>Go to Game G</i>

Playoff Round 2

Game C Loser Game A v Winner Game B <i>Winner to Final</i> <i>Loser to 3rd Place Playoff</i>	Game D Winner Game A v Loser Game B <i>(friendly)</i>	Game G Loser Game E v 7 th Place Team <i>Winner through to 5th Place Playoff</i> <i>Loser finishes 7th</i>	Game H Winner Game E Bye
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Finals

1 st Place Final Winner Game A v Winner Game C	3 rd Place Playoff Loser Game B v Loser Game C	5 th Place Playoff Winner Game E v Winner Game G	
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6.2.1 Although Games D is a friendly, it must be played and treated like any other game in the competition.

6.3 PROMOTION TO/RELEGATION FROM P1

6.3.1 The P1 team that places 7th overall will play the top eligible P2 team that expresses a desire to. Note: P2 teams please refer to 7.7 for rules referring to registering interest.

The winner of this game will be in P1 the following season.
In the event of a draw, positions will not change.

7.6.2 The team finishing 8th (or last) grade will be automatically relegated to the grade below, even if the club has the maximum number of teams in the lower grade.

6.3.2 WHA will set the date and venue for the games. The proposed date will be later in September after NHL.

6.3.3 WHA will appoint umpires to the P1/P2 promotion/relegation games.

7. P2 – R1 COMPETITION STRUCTURE

7.1 GRADING ROUND

7.1.1 The following is based on an 8 team grade. If a grade has less than 8 teams a different format will be implemented. Refer to section 8 and 9 for the R2 and R3 competition format.

7.2 P2 – R1 GRADING ROUNDS

7.2.1 Seedings are based on standings at the end of the previous season. A promoted team from the previous season is seeded 8, and a relegated team is seeded 1 in the grade below.

Grading Rounds 1 to 3

Each team will play the other teams in their pool (3 games each)

Pool A	Pool B
1 st seed	2 nd seed
4 th seed	3 rd seed
5 th seed	6 th seed
8 th seed	7 th seed

Based on placings at the end of Grading Rounds 1 to 3, the following games will be played.

Grading Round 4 – 28/29 April 2018

Pool A 1 st v Pool B 2 nd	Game W
Pool A 2 nd v Pool B 1 st	Game X
Pool A 3 rd v Pool B 4 th	Game Y
Pool A 4 th v Pool B 3 rd	Game Z

Grading Round 5 (Final Grading Round) – 5/6 May 2018

Winner Game W v Winner Game X	Playoff for 1 st & 2 nd
Loser Game W v Loser Game X	Playoff for 3 rd and 4 th
Winner Game Y v Winner Game Z	Playoff for 5 th and 6 th
Loser Game Y vs Loser Game Z	Playoff for 7 th and 8 th

All games in Grading Rounds 4 and 5 must have a declared winner. In the case of a draw at the end of normal time, teams will proceed immediately to penalty strokes. No extra time will be played (see Appendix 2 – Penalty Strokes).

7.3 PROMOTION AND RELEGATION (GRADING ROUND)

7.3.1 The following games will be played during the week beginning the 7 May 2018.

P2 8 th v P3 1 st	P3 8 th v R1 1 st	R1 8 th v R2 1 st	R2 8 th v R3 1 st
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7.3.2 A team will not be eligible to playoff for promotion in a higher grade if their club already has the maximum number of teams in the higher grade. The next eligible team in the top 4 may choose to Playoff for promotion.

7.4 ROUND ROBIN COMPETITION

7.4.1 After the completion of the Grading Rounds, including promotion/relegation games, the round robin competition begins. Each team plays all other teams in the grade twice (Competition Round 1 and Competition Round 2).

7.5 PLAYOFFS/FINALS FORMAT

Following completion of Competition Round 2, there are two Playoff Rounds followed by Finals – see table on next page:

PLAYOFFS/FINALS FORMAT

PLAYOFFS ROUND 1		PLAYOFFS ROUND 2		FINALS	
TOP 4				BOTTOM 4	
Game A 1 st v 2 nd <i>Winner to Final</i> <i>Loser to Game C</i>	Game B 3 rd v 4 th <i>Winner to Game C</i> <i>Loser to Game D</i>	Game C Loser Game A v Winner Game B <i>Winner to Final</i> <i>Loser to 3rd Place Playoff</i>	Game D Winner Game A v Loser Game B (friendly)	Game E 5 th v 6 th <i>Winner through to 5th Place Playoff</i> <i>Loser to 7th Place Playoff</i>	Game F 7 th v 8 th <i>Winner to Game G</i> <i>Loser to 7th Place Playoff</i>
1 st Place Final Winner Game A v Winner Game C	3 rd Place Playoff Loser Game B v Loser Game C	Game G Loser Game E v Winner Game F <i>Winner through to 5th Place Playoff</i> <i>Loser to 7th Place Playoff</i>	Game H Winner Game E v Loser Game F (friendly)	5 th Place Playoff Winner Game E v Winner Game G	7 th Place Playoff Loser Game F v Loser Game G

7.5.1 Although Games D and H are friendlies, they must be treated like any other game in the competition.

7.6 PROMOTION AND RELEGATION (AFTER FINALS)

7.6.1 The team winning each grade, other than P2, will be automatically promoted to the grade above, except where a club already has the maximum number of teams in the higher grade.

7.6.2 The team finishing 8th (or last) in each grade will be automatically relegated to the grade below, even if the club has the maximum number of teams in the lower grade.

7.7 PROMOTION TO P1

7.7.1 Any eligible team in P2 must register their interest in challenging for P1 at least 3 weeks before the end of Competition Round 2 (Monday 30 July 2018). A team is not eligible to play for promotion to P1 if the club already has a team in P1. In such

case, the team will remain in P2.

- 7.7.2 The eligible team must finish in the top 4 of P2 at the end of Competition Round 2. 1st place will get priority, then 2nd, followed by 3rd and then 4th.
- 7.7.3 WHA will set the date and venue for the Promotion/Relegation games to be played. The proposed date will be later in September after NHL.
- 7.7.4 WHA will appoint umpires to the P1/P2 Promotion/Relegation games.
- 7.7.5 In the event of a draw at the end of normal time the P1 team will remain in P1.

8. R2 GRADING AND COMPETITION STRUCTURE

8.1 R2 WOMEN'S GRADING ROUND (5 TEAMS)

Seeding is based on end of season standings. Each team will play each other once (4 games each).

ROUND 1 - 5				
1 v 4	3 v 1	5 v 3	2 v 5	4 v 2
3 v 2	4 v 5	1 v 2	3 v 4	5 v 1
5 BYE	2 BYE	4 BYE	1 BYE	3 BYE

1st placed team will go into Promotion/Relegation Match against the team finishing last in R1. (Refer 7.3.1)

8.2 R2 WOMEN'S COMPETITION ROUND (5 TEAMS)

Teams will play round robin for 15 weeks in the competition round, with one team a week having a BYE.

1st placed team will go into promotion match and last placed team will go into relegation match.

8.3 R2 WOMEN'S FINALS ROUND (5 TEAMS)

R1 Semi Final	Game A 2 nd Place v 3 rd Place	Game B 4 th Place v 5 th Place	1st Place BYE
R2 Semi Final	1st Place Final 1 st Place v Winner Game A	3rd Place Final Loser Game A v Winner Game B	Loser Game B BYE

1st place will go straight through to the final.
Loser of Game B will be automatically relegated to R3

8.4 R2 MEN'S GRADING ROUND (6 TEAMS)

Seeding is based on end of season standings. Each team will play each other once (5 games each).

ROUND 1 - 5				
1 v 4	3 v 1	5 v 3	2 v 5	4 v 2
3 v 2	4 v 5	1 v 2	3 v 4	5 v 1
5 v 6	2 v 6	4 v 6	1 v 6	3 v 6

1st placed team will go into Promotion/Relegation Match against the team finishing last in R1. (Refer 7.3.1)

8.5 R2 MEN COMPETITION ROUND (6 TEAMS)

Teams will play Round Robin for 14 weeks in the Competition Round.

8.6 R2 MEN FINALS ROUND (6 TEAMS)

R1	Game A 1 st v 2 nd	Friendly 3 rd v 6 th	Game B 4 th v 5 th
R2	Game C Loser Game A v 3 rd	Friendly Winner Game A v Winner Game B	Game D Loser Game B v 6 th
R3	1st Place Finals Winner Game A v Winner Game C	Friendly Loser Game C v Loser Game D	4th Place Finals Winner Game B v Winner Game D

1st place will automatically be promoted to R1. 6th place will be relegated to R3.

9. R3 GRADING AND COMPETITION STRUCTURE

9.1 R3 WOMEN'S GRADING ROUND (4 TEAMS)

Round 1 - 5				
1 v 2	1 v 3	1 v 4	1 v 2	1 v 3
3 v 4	4 v 2	2 v 3	3 v 4	3 v 4

1st placed team in the league table will go into promotion/relegation match

9.2 R3 WOMEN'S COMPETITION ROUND (4 TEAMS)

Teams will play round robin for 16 weeks in the competition round.

Final	1st Place Final 1 st Place v 2 nd Place	3rd Place Final 3 rd Place v 4 th Place
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1st Place will automatically be promoted to R2.

9.3 R3 MEN'S GRADING ROUND (7 TEAMS)

Seeding is based on end of season standings. Promoted team becomes 8th in the grade above and relegated team becomes 1st in the grade below.

Each team will play each other in their pool – 3 games.

Pool A	Pool B
1 st	2 nd
4 th	3 rd
5 th	6 th
BYE	7 th

Grading Round 4

Based on team placing at the end of pool play, the following games will occur (1 game)

Pool A 1 st v Pool B 2 nd	Game W
Pool A 2 nd v Pool B 1 st	Game X
Pool A 3 rd v Pool B 4 th	Game Y
Pool B 3 rd	BYE (Game Z)

Grading Round 5

The final game will be:

Winner Game W v Winner Game X	Playoff for 1 st and 2 nd
Loser Game W v Loser Game X	Playoff for 3 rd and 4 th
Winner Game Y v Winner Game Z	Playoff for 5 th and 6 th
Loser Game Y v Loser Game Z	7 th Place awarded – No Game

Grading Round 4 and 5 must have a declared winner. In the case of a draw teams will proceed immediately to penalty strokes.

9.4 R3 MEN'S COMPETITION ROUND (7 TEAMS)

After all teams have moved to their respective grades, each team will play each other twice. With one team having a BYE per week.

TOP 4		BOTTOM 4	
Game A 1 st v 2 nd <i>Winner to Final</i>	Game B 3 rd v 4 th	Game E 5 th v 6 th <i>Winner through to 5th Place Playoff</i>	7 th BYE
Game C Loser Game A v Winner Game B <i>Winner to Final</i> <i>Loser to 3rd Place Playoff</i>	Game D Winner Game A v Lower Game B (friendly)	Game G Loser Game E v Winner Game F <i>Winner through to 5th Place Playoff</i> <i>Loser to 7th Place Playoff</i>	Winner Game F BYE
1 st Place Final Winner Game A v Winner Game C	3 rd Place Playoff Loser Game B v Loser Game C	5 th Place Playoff Winner Game E v Winner Game G	Loser Game F BYE

Although Game D and H are friendlies, they must be treated like any other game in the competition. Promotion to the R2 Grade will be automatic for the 1st placed team.

10. EXTRA TIME PROCEDURES

10.1 PLAYOFFS/FINALS EXTRA TIME

- 10.1.1 All Playoff and Final Games require a declared winner. If after normal time the game is a draw, extra time will be played as per below
- 10.1.2 The first team to score in extra time will be declared the winner (golden goal).
- 10.1.3 The procedure for extra time will be:

- 3-minute break after normal time completed
 - 5 minutes of game time with 9 players (goalkeeper included)
 - 3-minute break
 - 5 minutes of game time with 7 players (goalkeeper included)
- 10.1.4 Players who have not finished serving their suspension time (green or yellow) at full time may take part immediately in extra time.
- 10.1.5 A player may be suspended by a yellow or red card in extra time but not by a green card.
- 10.1.6 If no goal is scored in extra time, the game will be decided by:
- (a) P1 - penalty shoot-outs (refer to Appendix 1)
 - (b) All other grades – penalty strokes (refer to Appendix 2).

11. COMPETITION FINER DETAILS

11.1 TEAM SEEDINGS

Grading Round

- 11.1.1 No points will be carried over from the Grading Round into the Competition Round.
- 11.1.2 Team seedings during pool play will be based on match points.

Competition Rounds

- 11.1.3 All teams start with 0 points.
- 11.1.4 Team seedings at the end of Competition Round 2 will be based on match points.
- 11.1.5 If at the end of Competition Round 2, two or more teams have the same number of match points, they will then be ranked by the number of matches won.
- 11.1.6 If there still remains equality between two or more teams then the following order will be used:
1. Goal Difference
 2. Goals For
 3. Matches Played between teams in question
 4. Goal Difference between teams in question
 5. Goals For between teams in question
- 11.1.7 If there still remains equality, a penalty stroke competition for P2-R3 and a penalty shoot-out competition for P1 will determine the seedings (see Appendices 1 and 2).

- 11.1.8 If more than two teams are involved they will play each other with at least 5 strokes/shoot outs to take place. A ranking will then be established based upon the results.
- 3 points will be awarded to the team with the highest number of goals.
 - 1 point for an equal amount of goals
 - 0 points to the team with the lowest.
- 11.1.9 If a tie remains, the teams having the equal number of points in the penalty stroke/shoot-outs will be ranked according to rule 11.1.6
- 11.1.10 If an equal position of 3 teams or more still remains, the same procedure will be repeated until the teams can be ranked.
- 11.1.11 **FINAL ROUNDS:** No points will be carried over from the competition rounds to the Playoffs and final rounds.

11.2 COMPETITION POINTS

- Win: 3 points
- Draw: 1 point
- Loss: 0 points
- 1 Bonus Point for winning by 5 goals or more
- A team winning by default: 4 points with 5 goals awarded
- A team failing to appear for a scheduled game will have 2 points deducted. The opposing team will win by default.

11.3 CARD SYSTEM

- 11.3.1 Umpires may issue the following cards (as per FIH):

Card Colour	Suspension Time	Penalty Points
Green	2 minutes suspension	1 point
Yellow	5-10 minutes suspension	3-6 points (3 if a club umpire)
Red	Sent off for the remainder of the game	12 points

- 11.3.2 Players must identify themselves to the umpires or WHA. Failure to do so will result in a red card. If a club doesn't identify the player within 48 hours WHA may suspend the team.
- 11.3.3 Players who swear on the turf may be temporarily suspended. No penalty points will be incurred. Umpires can impose a minimum of 2 minutes suspension time. Repeat offenders may be required to appear before the Judicial Committee.
- 11.3.4 If a coach/manager or team official breaches the Code of Conduct, umpires should stop the game and officially warn the captain(s) and provide the opportunity for captains to brief all those concerned. If the breach of Code of Conduct continues the umpires can send off the captain of the offending team. If the captain refuses they will be temporarily suspended and will incur penalty points. WHA will inform the club of the breach.

113.5 Penalty points incurred by a player will apply for the current playing season. After that the penalty points are automatically removed unless there is a judicial outcome awaiting.

11.3.6 Players who reach 12 penalty points receive the following automatic suspension if the Judicial Committee elects not to have a hearing.

Green & Yellow	Minimum 1 match suspension	<p>Those who reach 12 points will be notified by written notice through the club as to when their suspension will begin:</p> <p>WHA will confirm the suspension in writing by the club and state any requirements for the player to appear before the Judicial Committee.</p> <p>The Judicial Committee may require the player to appear before it and may impose an additional suspension.</p> <p>The player may challenge any card issued on payment of a \$40 fee, which will be forfeited if not upheld.</p> <p>6 points will remain on the player's record for the duration of the season.</p>
Red	Minimum 1 match automatic suspension	<p>The suspension will be automatic:</p> <p>WHA will confirm the suspension in writing by the club and state any requirements for the player to appear before the Judicial Committee.</p> <p>The Judicial Committee may require the player to appear before it and may impose an additional suspension if necessary. WHA will confirm the penalty in writing to the club secretary.</p> <p>6 points will remain on the player's record for the duration of the season.</p>

11.4 JUDICIAL COMMITTEE

11.4.1 The purpose of the Judicial Committee is to deal with any matters arising from breaches of the Code of Conduct.

11.4.2 The matters may include individuals or umpires. The incidents may be automatic through accumulation of penalty points or complaints raised by an individual or club.

11.4.3 Complaints relating to matters that have been dealt with by a match umpire will not usually be considered unless the umpire or a club that was involved raises the complaint.

- 11.4.4 The WHA Board will deal with whole team or club related behavior on and off the field.

The full Judicial Rules can be found on the WHA website.

APPENDIX 1 – PENALTY SHOOT-OUTS (P1 GRADE)

1. If no goal is scored in extra time, the winner of the game will be decided by penalty shoot-outs.
2. 5 players named on the Match Card will be nominated by each team and their names given to the umpires (no red carded players).
3. The umpires choose the goal and will toss a coin with the captains. The winner of the toss decides whether to take or defend the first shoot out.
4. All team members may be on the field of play, but must remain behind the half-way line.
5. The manager and other shoot out players must be behind the 23m line and 10m away from where the shoot out starts. The non-engaged goalkeeper may be on the backline, outside the circle.

TAKING A SHOOT OUT

6. The goalkeeper starts on the goal line. The attacking player starts behind the 23m line. The ball is placed on the centre of the 23m line.
7. When the whistle is blown, both shoot out players may then move in any direction.
8. The shoot-out is complete when:
 - 8 seconds have elapsed;
 - The attacker commits an offence;
 - The goalkeeper commits an unintentional offence, which will result in a retake by the same shoot-out player;
 - The goalkeeper commits an intentional offence, which will result in a stroke being awarded. Attacking player may be switched for another player on the Match Card who has not been suspended; or
 - The ball goes out (includes if the goalkeeper intentionally plays the ball out).
9. If the attacking player or goalkeeper is injured at any point, they can be replaced by one of the players on the Match Card.
10. If the attacking goalkeeper is suspended at any point, they can be replaced by one of the players on the Match Card.

11. If the attacking player is suspended at any point, their goal and any future shoot outs will count as a no goal. Any previously converted shoot outs will count as a goal.
12. If the scores are tied after each of the 5 shoot-outs, a further round is played involving the same players who can take the shoot-outs in any order. The team which went first in the 1st round will go second in the 2nd round.
13. In the second and subsequent rounds, the winner will be the team which has scored more goals after each team has taken the same number of shoot-outs.

APPENDIX 2 – PENALTY STROKES (GRADES P2-R3)

The procedure for taking penalty strokes for determining a winner is;

1. 5 players named on the Match Card will be nominated by the teams and their names given to the umpires (no red carded players).
2. All team members (except the player taking the stroke, and red carded players) should stay behind the 23m line. The non-engaged goalkeeper may be on the backline outside the circle.
3. The umpires choose the goal and will toss a coin with the captains. The winner of the toss decides which team goes first.
4. The stroke taker must stand behind and within playing distance of the ball before taking the stroke.
5. The goalkeeper must stand with both feet on the goal line and must not leave the goal line or move either foot until the ball has been played.
6. The stroke will take place once the whistle has been blown.
7. No delay may occur when taking the stroke.
8. The stroke taker must not feint at the ball and must push or scoop it.
9. The stroke taker must play the ball once and may not approach the ball or the goalkeeper after taking the stroke.
10. If a stroke taker is suspended, their goal will not count. Any future strokes to be taken by that player will count as a no goal but any goals before the suspension will be counted.
11. If a goalkeeper is suspended, they may be replaced by a stroke taker only. They must wear protective head gear, and any other equipment. They can also continue to take strokes.
12. If a stroke taker or goalkeeper is incapacitated, they may be replaced by another

player on the Match Card, excluding permanently suspended players.

13. If the score is tied after each of the 5 strokes, a further round is played involving the same players who can take the strokes in any order. The team which went first in the 1st round will go second in the 2nd round.
14. In the second and subsequent rounds, the winner will be the team which has scored more goals after each team has taken the same number of strokes.



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