



Wellington Hockey Association
Secondary School
Handbook
2018

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1. 2018 SEASON INFORMATION

1.1 KEY DATES

Team Registrations Close	6 April 2018
Managers Meetings	11 April 2018 at 6.30pm at Wellington Rugby Union 18 April 2018, at 6.30pm at National Hockey Stadium
Intro to Umpiring: These can be held at schools or NHS (schools to choose)	Contact Jainesh to book this in at: Community.hockey@wellingtonhockey.org.nz. Available for players, coaches, managers, parents.
Player Registered in SportLomo	Players to be registered in SportLomo by 30 April 2018
Players Assigned to Grades	Players to be assigned to grades in SportLomo by 4 May 2018
Grading Rounds Begin	1 May 2018
Playoff Week Begins	7 August 2018
Finals Week Begins	21 August 2018
Competition Review Meeting	5 November 2018 (tbc)

1.2 COMPETITION FEES

- 1.2.1 The Affiliation Fee for each team is **\$518.85** which must be paid no later than 14th June 2018.
- 1.2.2 The Fee includes a Hockey NZ player affiliation fee, and partially funds the administration of the competition.
- 1.2.3 The turf invoices will be sent out, and must be paid in full by the 20th of the month following the invoice date. A school will not be able to field a team if it is more than 30 days in arrears without communication with WHA.
- 1.2.4 The rate for a turf is **\$47.13** per game per team for P1 and P2 teams, and **\$37.49** per game per team for all other grades. Schools will be invoiced the turf fees from WHA.

1.3 GAME DAYS

Tuesday	P3 Girls and Boys & R3 Girls (<i>day tbc for R3 Girls</i>)
Wednesday	R1 Girls and Boys & R3 Girls (<i>day tbc for R3 Girls</i>)
Thursday	P2 Girls and Boys & R3 Boys
Friday	P1 Girls and Boys & R2 Girls and Boys

2. TEAM REGISTRATION

2.1 WHERE TO REGISTER TEAMS

2.1.1 Schools must register their **teams** no later than 6 April 2018. The link to the team registration will be emailed to all secondary school contacts and also be available on our website. *Note there is a different link for individual registrations that will also be emailed to schools (refer 3.1).*

2.2 NUMBER OF TEAMS

2.2.1 Schools can register the following 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 school 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 for the Competition Round, i.e. if Onslow 4 finished above Onslow 3 and were promoted, then they would become Onslow 3.

2.3 STANDINGS AND SEEDING

2.3.1 Subject to 2.3.2, a team's grade is based on its final position at the end of the previous season. The top finisher in each grade will be promoted to the grade above. The team finishing bottom will be relegated to the grade below.

2.3.2 A team cannot be promoted if a school already has the maximum amount of teams in the grade above. In such case the team will remain in the same grade.

2.4 NEW TEAM

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

2.4.2 A school may apply for a team to be placed in a better-suited grade. The application must be sent to info@wellingtonhockey.org.nz before the deadline date of team registrations. Each application will be decided on a case-by-case basis at the discretion of WHA.

2.5 NUMBER OF PLAYERS PER TEAM

2.5.1 The minimum number of players which can be registered in a team is 12.

2.6 UNIFORM REGISTRATION

- 2.6.1 If a school's uniform has changed from the previous season, a photo of the school's new uniform must be emailed to info@wellingtonhockey.org.nz. This is to ensure no clashes occur during the season.
- 2.6.2 WHA will inform teams before the start of the Grading Round and the Competition Round if there is a clash, . If this happens, the first named team will be required to wear an alternative strip or bibs.

3. PLAYER REGISTRATION

3.1 WHERE TO REGISTER

- 3.1.1 Schools must register all players through SportLomo by 30 April 2018. Players must be assigned to grades by 4 May 2018 (end of first week back at school).
- 3.1.2 All players must be registered before taking to the turf. The team of an unregistered player taking to the turf will forfeit all competition points from that game.

3.2 NEW PLAYERS

- 3.2.1 Any new player must be entered before the end of Round 5 of the Competition Round which finishes on Friday 6 July 2018. You must email WHA for approval and then add them to your SportLomo registration.

3.3 GRADING OF PLAYERS

- 3.3.1 If a player plays 3 times in a higher graded team than that in which they are registered, they cannot return to their original lower graded team. They must be re-registered by the school in the higher graded team by contacting the Tournaments and Competitions Manager on info@wellingtonhockey.org.nz.
- 3.3.2 Except as set out in (a) and (b), a player cannot play in a lower grade than that in which they are registered.
 - (a) Goalkeepers may be approved to play 'down' in the school's next team below the one in which they are registered if the incumbent goalkeeper is unavailable and the goalkeeper in the team below is also unavailable. Requests for approval to be made to the Tournaments and Competitions Manager on info@wellingtonhockey.org.nz
 - (b) Goalkeepers can apply to be registered as a field player for a lower graded team. Apply in writing to WHA by emailing info@wellingtonhockey.org.nz

3.4 REGRADING OF PLAYERS

- 3.4.1 Approval from WHA is needed for regrading in these two cases:
 - (a) A school may apply for a player to be registered in a different grade.
 - (b) A school may apply for a player to be registered in another team in the same grade, where a school has two or more teams in the same grade.In both cases apply in writing to WHA by emailing info@wellingtonhockey.org.nz.

Players may only be regraded once in a season.

NB: Where a school has two teams in the same grade, players are not interchangeable without being formally regraded between them.

3.4.2 No player may be regraded in the playoff games of the Grading Round or during the Finals games.

3.5 STARRED PLAYERS

3.5.1 A starred player is one who can play in a higher grade than that in which they are registered.

3.5.2 Each team may have a maximum of 3 players starred to assist with one or both of the following:

- To enable a school with limited numbers to field a team (*numbers*).
- To facilitate the development of younger players by giving them the opportunity to play at a higher level (*development*).

3.5.3 Starred players must be approved by WHA. The players' names and grades together with the reason why they are starred must be sent to WHA by 21 May 2018 on the 'Secondary School Starred Players Template'. Email to info@wellingtonhockey.org.nz

NB: The starred player will be registered in the lower team and 'play up' when required.

3.6 PLAYER ELIGIBILITY

3.6.1 Subject to 3.6.2 and 3.6.3, all players must:

- (a) be a bono fide pupil of the school or a member of an approved cluster school, and
- (b) be taking a minimum of 4 subjects, and
- (c) be in Year 9-13 (Under the age of 19 as at 1 January 2018).

3.6.2 Year 7 and 8 students from those schools who provide for such levels will be eligible to participate conditional on them being identified on team registration lists. Requests for approval to be made to the Tournaments and Competitions Manager on info@wellingtonhockey.org.nz

Secondary schools can include a maximum of 3 such players with their player registration. These players must be identified at the time of registration. These players can only be used to make up numbers or for development.

3.6.3 Students who are schooled/educated at home are not eligible to play for a school team unless approved by WHA.

3.6.4 WHA may consider a written request for approval if it receives written consent from the Principal of the school for whom the student wishes to play.

3.6.5 In any event, no approval will be granted by WHA if the home schooled student is taking the place of a bona fide student of that school. Where a school has more than one team the home schooled student may not play for that school's top team.

3.7 SECONDARY SCHOOL ATHLETES PLAYING CLUB HOCKEY

- 3.7.1 WHA does not in any way support secondary school players playing for club teams ahead of school teams. If schools are aware of players choosing clubs over schools they should advise WHA, and advise the student that they will not be eligible to make a representative team that season.
- 3.7.2 If a school becomes aware of a student choosing to play for a hockey club rather than the school, it should notify WHA, and advise the student that they will not be eligible to make a representative team that season.

4. MATCH DAY

4.1 UMPIRES

- 4.1.1 Umpires are the sole judge of the rules and duration of each game 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 game in which it plays. WHA will provide umpires when available. Teams will be notified by WHA when umpires are appointed.

4.2 NUMBER OF PLAYERS

- 4.2.1 A team cannot name or play more than 16 players for a game.
- 4.2.2 A game cannot start or continue unless each team has a minimum of 7 players, including a fully kitted goalkeeper.
- 4.2.3 A team that does not have 7 players, 10 minutes after the scheduled start time will be deemed to have defaulted the game, even if both teams agree to proceed.

4.3 MATCH CARDS

- 4.3.1 Only players listed on the game Match Card may play in that game.
- 4.3.2 The Match Card may have a maximum of 16 players and a minimum of 7 players, including a goalkeeper
- 4.3.3 Match Cards must be **clearly** printed with First Name and Surname of each player. In the P1 grade each player's shirt number must also be listed on the Match Card. No two players may be allocated the same shirt number. *Note: shirt numbers apply to P1 grade only.*
- 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 score box, or before the school's Results Official enters the result via SportLomo.

- 4.3.5 Goalkeepers playing 'down' as field players and players nominated as 'playing down' must be clearly marked on the Match Card.
- 4.3.6 Umpires, whether appointed by the school or WHA, must print and sign their names on the Match Cards and check that penalty cards and injuries are recorded correctly.
- 4.3.7 The winning team, or first named team in the case of a draw, 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	Box inside changing room entrance
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 and P2 Grades	
1 st half	30 minutes
Half Time	3 minutes
2 nd half	30 minutes

P3 – R3 Grades	
1 st half	25 minutes
Half Time	3 minutes
2 nd half	25 minutes

4.5 RESULTS OF GAMES

- 4.5.1 Umpires or Results Officials will update the result via the SportLomo Referee App or by the automated text message. The Match Card must also be placed in the appropriate Match Box at the venue by the umpire, or by the winning team, or first named team in the case of a draw.
- 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.
- 4.5.4 Match Boxes can be found at the following locations

National Hockey Stadium	Tunnel at northern end
Fraser Park	Box inside changing room entrance
Elsdon	Technical Bench (middle dugout)
Maidstone Park	Container in the dugouts
Kapiti	Technical Bench (middle dugout)

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 the turf colour makes a white ball difficult to see, at the umpires' sole discretion.

4.7 PLAYING GEAR

4.7.1 Players must wear shin pads and mouth guards.

4.7.2 It is strongly recommended that face masks and gloves be worn by 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.

4.7.6 **P1 Teams Only:** Each shirt must have a playing number on the back at least 30cm in height. Goalkeepers must have the number on the back of their shirt.

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 tunnel by the changing rooms
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 if 3 or more players are participating in an official representative fixture for Under 18s and/or Under 15s.
- 5.1.2 Any team seeking to defer a game under 5.1.1 must notify WHA at least 3 weeks prior to the game in question. Requests for deferment must be emailed to info@wellingtonhockey.org.nz. If approved WHA will provide a new time and venue.
- 5.1.3 Requests to defer games due to field trips, dances, camps etc will not be approved. Schools may request specific game times and WHA will accommodate these requests where possible.
- 5.1.4 A team may not seek deferments on consecutive weeks.
- 5.1.5 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 12pm on the day of the game. Failure to do so will result in the loss of 2 points and a possible fine.
- 5.2.2 A team winning by default will gain 4 points with 5 goals awarded.
- 5.2.3 A defaulting team will incur the full game fee, including those of the opposition team.
- 5.2.4 If the teams are from the same school, the school will pay the full game fee and no points will be awarded.
- 5.2.5 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.
- 5.2.6 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.
- 5.2.7 If a team is late due to circumstances outside its control, and it is deemed appropriate by WHA, the game may be rescheduled.

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 school 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 to R1 COMPETITION STRUCTURE

6.1 GRADING ROUNDS

- 6.1.1 The following is based on an 8 team grade. If a grade has less than 8 teams a different format will be implemented.

6.2 P1 to R1 GRADING ROUNDS

- 6.2.1 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

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)

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:

- (a) Penalty shootouts for P1 and P2
- (b) Penalty strokes for all other grades

No extra time will be played.

(see Appendix 1 – Penalty Shootouts and Appendix 2 – Penalty Strokes).

6.3 PROMOTION AND RELEGATION (GRADING ROUNDS)

6.3.1 Following the Grading Rounds the team winning each grade will be promoted one grade, except where a school already has the maximum number of teams in the higher grade (refer 2.2.1).

6.3.2 Subject to 6.3.5, the team finishing 8th (or last) in each grade will be relegated one grade, even if the school already has the maximum number of teams in the lower grade.

6.3.3 If the winning team is ineligible for promotion, the next eligible team will be promoted. provided they finished in the top 3. If no team finishing in the top 3 is eligible for promotion, the team finishing 8th (last) in the grade above will remain in the higher grade.

6.4 THE COMPETITION ROUND

6.4.1 After all teams have moved to their respective grades, the Competition Round will begin. Each team will play all other teams in the grade once. All teams begin with 0 points.

6.5 PLAYOFFS/FINALS FORMAT P1 TO R1

Following completion of the Competition Round there will be two Playoff Rounds followed by Finals – see table below:

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 v 8 th <i>Winner to Game G</i> <i>Loser to 7th Place Playoff</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 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 <i>(friendly)</i>
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Finals

1 st Place Final Winner Game A v Winner Game C <i>Winner promoted</i>	3 rd Place Playoff Loser Game B v Loser Game C	5 th Place Playoff Winner Game E v Winner Game G	7 th Place Playoff Loser Game F v Loser Game G <i>Loser relegated</i>
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- 6.5.1 Although Games D and H are friendlies, they must be played and treated like any other game in the competition.
- 6.5.2 All Playoff and Finals games must have a declared winner. If any of the Games A – H end in a draw after normal time, the game will go straight to penalty shootouts (P1 and P2) and penalty strokes (all other grades) to determine the winner. No extra time will be played.
- 6.5.3 If any of the Finals games end in a draw after normal time, extra time will be played. Refer Extra Time Procedures – Section 9.

6.6 PROMOTION AND RELEGATION (AFTER FINALS)

- 6.6.1 The team winning each grade will be promoted one grade, except where a school already has the maximum number of teams in the higher grade (refer 2.2.1).
- 6.6.2 Subject to 6.6.3, the team finishing 8th (or last) in each grade will be relegated one grade, even if the school already has the maximum number of teams in the lower grade.
- 6.6.3 If the winning team is ineligible for promotion, the next eligible team will be promoted provided they finished in the top 3. If no team finishing in the top 3 is eligible for promotion, the team finishing 8th (last) in the grade above will remain in the higher grade.

7. R2 GIRLS AND BOYS COMPETITION STRUCTURE

7.1 R2 GIRLS AND BOYS GRADING ROUNDS (7 TEAMS)

Seeding is based on end of season standings. Promoted team becomes 8th in R2. Each team will play each other in their pool – 2/3 games. **Note: the BYE round for the girls R2 grade will be filled by school teams from the Wairarapa who will travel to compete each week. No points will be awarded for these BYE round 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 at the end of normal time teams will proceed immediately to penalty strokes. No extra time will be played. See Appendix 2 – Penalty Strokes.

7.2 R2G AND R2 BOYS PLAYOFFS AND FINALS (7 TEAMS)

After all teams have moved to their respective grades, the Competition Round will begin. Each team will play all other teams in the grade once. With one team having a BYE per week* (see note on previous page re girls BYE round). All teams begin with 0 points.

Playoff Round 1

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

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 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
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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	Loser Game F BYE
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Although Game D is a friendly, it must be treated like any other game in the competition. Promotion to the R1 Grade will be automatic for the 1st placed team.

8. R3 COMPETITION STRUCTURE

8.1 R3 BOYS AND MIXED GRADING ROUND (6 TEAMS)

Seeding is based on end of season standings. Promoted team becomes 8th in R2. Teams play each other as below (Round 1-5).

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

8.2 R3 BOYS AND MIXED COMPETITON ROUND (6 TEAMS)

After teams have moved to their respective grades, teams will play each other for 7 weeks in the Competition Round.

8.3 R3 BOYS AND MIXED 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 R2.

8.4 R3 GIRLS GRADING ROUND (8 TEAMS)

8.4.1 The following is based on an 8 team grade.

8.4.2 Seedings are based on standings at the end of the previous season. A relegated team from the previous season is seeded 1 for the current season.

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

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)

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:

- (a) Penalty shootouts for P1 and P2
- (b) Penalty strokes for all other grades

No extra time will be played.

(see Appendix 1 – Penalty Shootouts and Appendix 2 – Penalty Strokes).

8.5 PROMOTION (AFTER GRADING ROUNDS)

8.5.1 Following the Grading Rounds the team winning each grade will be promoted one grade.

8.6 THE COMPETITION ROUND

8.6.1 After all teams have moved to their respective grades, the Competition Round will begin. Each team will play all other teams in the grade once. All teams begin with 0 points.

8.7 PLAYOFFS/FINALS FORMAT

Following completion of the Competition Round there will be two Playoff Rounds followed by Finals – see table below:

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 v 8 th <i>Winner to Game G</i> <i>Loser to 7th Place Playoff</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 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 <i>(friendly)</i>
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Finals

1 st Place Final Winner Game A v Winner Game C <i>Winner promoted</i>	3 rd Place Playoff Loser Game B v Loser Game C	5 th Place Playoff Winner Game E v Winner Game G	7 th Place Playoff Loser Game F v Loser Game G <i>Loser relegated</i>
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- 8.7.1 Although Games D and H are friendlies, they must be played and treated like any other game in the competition.
- 8.7.2 All Playoff and Finals games must have a declared winner. If any of the Games A – H end in a draw after normal time, the game will go straight to penalty shootouts (P1 and P2) and penalty strokes (all other grades) to determine the winner. No extra time will be played.
- 8.7.3 If any of the Finals games end in a draw after normal time, extra time will be played. Refer Extra Time Procedures – Section 9.

8.8 PROMOTION (AFTER FINALS)

- 8.6.1 The winning team in the R3 Girls Grade will be promoted one grade.

9. EXTRA TIME PROCEDURES FOR FINALS

9.1 FINALS EXTRA TIME

- 9.1.1 If after normal time a game in the Finals Round is a draw, extra time will be played as below.
- 9.1.2 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)
- 9.1.3 Players who have not finished serving their suspension time (green or yellow) at full time may take part immediately in extra time.
- 9.1.4 A player may be suspended by a yellow or red card in extra time but not by a green card.
- 9.1.5 The first team to score in extra time will be declared the winner (golden goal).
- 9.1.6 If no goal is scored in extra time, the game will be decided by:
- (a) P1 and P2 - penalty shoot-outs (refer to Appendix 1)
 - (b) All other grades – penalty strokes (refer to Appendix 2).

10. COMPETITION FINER DETAILS

10.1 TEAM SEEDINGS

Grading Rounds

- 10.1.1 After all teams have moved to their respective grades, the Competition Round will begin. Each team will play all other teams in the grade once. All teams will begin with 0 points.
- 10.1.2 Team seedings during Pool Play will be based on game points.

Competition Rounds

- 10.1.3 After all teams have moved to their respective grades, the Competition Round will begin. Each team will play all other teams in the grade once. All teams begin with 0 points.
- 10.1.4 Team seedings at the end of the Competition Round will be based on game points.

- 10.1.5 If at the end of the Competition Round, two or more teams have the same number of game points, they will then be ranked by the number of games won.
- 10.1.6 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
- 10.1.7 If there still remains equality, a penalty stroke competition for P3-R3 and a penalty shoot-out competition for P1 and P2 will determine the seedings (see Appendices 1 and 2).
- 10.1.8 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 on 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 number of goals
- 10.1.9 If a tie remains, the teams having the equal number of points in the penalty strokes/shoot-outs will be ranked according to rule 11.1.6
- 10.1.10 If an equal position of 3 teams or more still remains, the same procedure will be repeated until the teams can be ranked.
- 10.1.11 **FINAL ROUNDS:** No points will be carried over from the Competition Round to the Playoffs and Final rounds.

10.2 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, having given notice (refer 5.2.1) will have 2 points deducted. The opposing team will win by default.

10.3 CARD SYSTEM

10.3.1 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 school umpire)
Red	Sent off for the remainder of the game	12 points

- 10.3.2 Players must identify themselves to the umpires or WHA. Failure to do so will result in a red card. If a school doesn't identify the player within 48 hours WHA may suspend the team.
- 10.3.3 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.
- 10.3.4 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 school of the breach.
- 10.3.5 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.

10.3.6 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 school as to when their suspension will begin:</p> <p>WHA will confirm the suspension in writing by the school 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 to the school 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 school.</p> <p>6 points will remain on the player's record for the duration of the season.</p>

10.4 JUDICIAL COMMITTEE

- 10.4.1 The purpose of the Judicial Committee is to deal with any matters arising from breaches of the Code of Conduct.
- 10.4.2 The matters may include individuals or umpires. The incidents may be automatic through accumulation of penalty points or complaints raised by an individual or school.
- 10.4.3 Complaints relating to matters that have been dealt with by an umpire will not usually be considered unless the umpire or a school that was involved raises the complaint.
- 10.4.4 The WHA Board will deal with whole team or school related behaviour on and off the turf.

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

APPENDIX 1 – PENALTY SHOOT OUTS (P1 TO R2 GRADES)

The procedure for taking penalty shoot-outs for determining a winner is;

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 (P3 TO R3 GRADES)

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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