



**CHA Competition  
Rules & Regulations 2017**

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## **Introduction**

The Canterbury Hockey Association (CHA) 'Competition Rules & Regulations 2017', describe the rules and regulations that apply to all competitions administered by CHA. Competitions include Senior, Youth, Grass, Secondary School, Juniors, Masters, 6-aside, Mixed 11-aside, and social hockey. All fixtures scheduled by CHA will adhere to these rules and regulations.

This document uses the rules and regulations in use for Senior, Youth, Grass, and Secondary School competitions as its founding principles, and notes variances used by different competitions under CHA's control in the right column. If no variance is noted, any of the competitions noted in paragraph one, above, will be governed by the clauses noted in the left column of this document. The Competitions Committee, with input from other operational committees such as the Juniors Committee and the Masters Committee, have the authority of CHA to administer these rules and regulations.

All fixtures administered by CHA are run in accordance with the rules and regulations detailed in this document, along with the following:

- CHA Competitions By Laws
- CHA Code of Conduct
- CHA Judicial Policy
- Senior Playing Dates
- Juniors Playing Dates
- FIH Outdoor Rules of Hockey

The management of any conflict or dispute or matter not specifically dealt with in this document, or in the documents listed above, will be dealt with by CHA, in consultation with the appropriate operational committee.

## **Rules and Regulations**

## **Variations**

### **Allocation to Divisions**

The entry process invites Affiliated Members to enter teams into CHA competitions. The Competitions Committee will determine which level of competition any team will participate in. Affiliated Members are required to confirm their entries in writing.

No Affiliated Member may have more than one (1) team playing in either of the CPL divisions or Senior Division 1 competitions (i.e. no more than one team in Men's and one team in Women's), and Women's Division 2.

From Division 2 and below, all entries received are ranked according to finishing positions the previous year from the championship round robin, with this information used by the Competitions Committee to distribute the entries received across the various divisions in such a manner as to encourage the delivery of an effective competition within all divisions, both in terms of grouping teams of a similar ability and a meaningful competition structure.

Where an Affiliated Member requests to enter a new team(s), this team will only be accepted into the lowest division offered that meets the team's playing requirements (e.g. lowest weekend division depending on age restrictions, Mid-Week division or Grass division). This is however dependent on the ability of the Competition to accept additional teams. Where multiple Affiliated Members enter new teams in any year, their respective ranking into the Competition will be dependent on the order in which entries were received.

The appropriate operational committee also reserves the right to require grading fixtures to be held at the end of a season or the start of a new season.

### **Competition Structure**

Team rankings for the season under consideration are as noted in the listing for Championship competitions in the most recent "CHA Annual Report [year]"

The playing format for each division will be issued once entries are received.

### **Juniors**

### **Masters**

### **Super 6**

### **Social 6-aside & Mixed 11-aside**

## **Rules and Regulations**

### **Teams Entries**

Entry to the competition is open to all Affiliated Members of CHA.

Team entries for competitions must be submitted to CHA by Affiliated Members by the specified due date communicated in the manner prescribed by CHA. Failure to submit entries by the required date may result in a team or teams not being accepted into the competition.

Unless the appropriate operational committee has communicated to Affiliated Members otherwise before the commencement of any season, for all grades where rankings from a comparable (as adjudged by the relevant operational committee) competition from the previous season can be applied, entries to each grade will be dependent on the Affiliated Member having the right to enter a team in that grade.

In any situation where a team is withdrawn from the competition, the Affiliated Member to which that team belongs will be liable for a withdrawal fee as specified in the '[year] CHA Season Affiliation Fees'.

Entry is also open to teams from other Hockey New Zealand affiliated associations (e.g. Malvern and Mid Canterbury), whether those teams are representative teams of an association or affiliates of an association, provided both CHA and the other association endorse the entry. These teams are considered invitational teams and have no claim to entry in a specific grade within the Competition based on results in a previous year. If an entry from an invitational team is accepted, the team will be allocated to the grade deemed most appropriate by the appropriate operational Committee. An invitational team is in all other regards required to adhere to the Competition Rules & Regulations (and is from this point forward in these Rules and Regulations deemed to fall under the title 'Affiliated Member').

### **Registration of Participants**

Each team will register a minimum of twelve (12) players. A team can register as many 'unique' names as desired (unique means the name cannot be included in any other team registration). CPL teams must register a minimum of fourteen (14) players.

## **Variations**

### **Juniors**

### **Masters**

### **Secondary School League**

The Secondary School League (SSL), incorporating the Secondary School Premier League (SPL) shall consist of Boys and Girls school teams. Any other boys school teams will be required to play in the designated CHA Youth Boys Competitions. All girls school teams at all levels will play in the SSL competitions. SSL divisions will be played during the week

As a result of this extension to the SSL no *school team* is eligible to compete in any divisions of the CHA men's or women's competitions above Youth Boys grade.

### **Super 6**

### **Social 6-aside & Mixed 11-aside**

### **Juniors**

[11-aside Kwik Sticks:](#)

[6-aside Kwik Sticks:](#)

## **Rules and Regulations**

The playing of unregistered players may result in a team's competition points being deducted from the points table.

Affiliated clubs are all required to have their players registered in the format stipulated by CHA. This information is required 48 hours prior to any teams' second game. Exception: Fixtures clearly defined as grading games; in such cases, the information is required 48 hours before the first championship game.

Failure of an Affiliated Member to complete the team registration within the manner prescribed by CHA by the required time deadline as stated above will result in a penalty payment as specified in the '[year] CHA Season Affiliation Fees'.

At any time during the season that a team gains a new player, the Affiliated Member is required to ensure the player is registered in the manner prescribed by CHA. When a player is being re-registered from one team to another (as opposed to a new player), the advice to be received by the CHA office is to include the name of the player and the new team along with the team from which they have been transferred. In situations where it is not possible to submit the revised registration detail electronically prior to the first fixture, typically because the player is only identified immediately prior to the start of a fixture, the team card shall be suitably endorsed to indicate that this player shall be registered in the manner required by CHA within a week of the completion of the fixture.

Rules regarding the re-grading of players are noted elsewhere in this document.

### **Transfers**

All player transfers whether they involve transferring from another Affiliated Member within Canterbury or another Association in New Zealand, will be handled in the manner prescribed by CHA. Club administrators will be responsible for ensuring that appropriate clearances are obtained prior to the said player taking the field.

Note: Short-term transfers are noted elsewhere in this document under the heading 'Participant Eligibility Exceptions'.

## **Variations**

### **6-aside Kiwi Sticks:**

### **6-aside Mini Sticks:**

### **Masters**

Registration forms are required Monday following the third (3<sup>rd</sup>) game of competition. Failure to supply the team registration will result in competition points being forfeited from the fourth (4<sup>th</sup>) game and until the situation is rectified; at the time the completed registration form is supplied to CHA, points will start to be awarded again.

### **Secondary School League**

### **Super 6**

### **Social 6-aside & Mixed 11-aside**

Registering individual players is not required.

### **Juniors**

**Secondary Club Participant Release**

There are two situations where a player may play for a second Affiliated Member in the same season

1. Where a player wishes to play in both the Grass competition and the artificial surface-based competition (i.e. weekend divisions and Mid-Week) for two different Affiliated Members.
2. Registered players in all Secondary School teams are also eligible to be registered with an Affiliated Club. They are then considered a full member of that affiliated club and therefore play-up opportunities will exist for them. It is not permissible to play for a club and school team that play in the same grade/division.

Requests for such consideration, supported by a completed CHA Temporary Transfer Form, are to be submitted to the CHA office five (5) working days prior to the first instance of the player concerned playing for the secondary club. Players under point two are not required to fill in a CHA Temporary Transfer Form but they must be clearly identified on both their team registration forms. Decisions will be issued by the appropriate operational committee.

**Participant Eligibility****Match Administration**

Note: A player is deemed to have played in a fixture if their name is included on the Match Card at the start of the fixture.

**CPL Exception:**

The only circumstances under which it is permitted to remove a player's name from the Score Card at the conclusion of the fixture is at Canterbury Premier League (CPL) level if a player did not take the field at all and the following process has been followed:

1. The coach (or equivalent) informs both umpires and the opposition coach (or equivalent) that a player has been listed on the Match Card that is unlikely to be used during the fixture;
2. If the player takes no part in the

**Youth Boys and Platinum Divisions**

Players must be under 18 as at 1 January in the year of competition.

**Division 3 Women Gold**

Players must be over 16 years old as at 1 January in the year of competition.

**Secondary Schools League Eligibility**

Players registered in the SSL, incorporating SPL, are eligible to play for another Affiliated Club side in weekend divisions. Players registered in school teams playing in the CHA Youth Boys grade competitions are also eligible to play for another affiliated Club team in CHA weekend divisions, provided that the club and school team are not part of

## Rules and Regulations

fixture then at the completion of the fixture the coach (or equivalent) must request of the umpires that the player's name is clearly deleted (i.e. definite line put through the player's name on the Match Card) and **both** umpires initial beside the player's name.

3. The umpires point out to both team captains prior to the captains signing the Match Card at the end of the fixture that the deletion has occurred. If either captain believes the player took the field and should therefore not have been deleted they are to record this in the 'Comments' section of the Match Card.

All divisions designated as being for 'Men' are for male players only and all divisions designated as being for 'Women' are for female players only.

Playing restrictions are in place for any player who was a member in the previous season of

- The national (New Zealand) teams, or
- The national (New Zealand) Under 23 or Under 21 teams, or
- Any Hockey NZ NHL team, or
- Any Hockey NZ Regional Under 21 team, or
- The Canterbury Seniors teams.

Such players are only eligible to play CPL, unless the club of choice does not have a CPL team in which case it is to be the top-ranked team (as noted elsewhere in this document) of that club.

The rules do not allow for a player to be re-graded to a lower seeded team. If it is identified when Registration Forms are submitted that a player has been playing in the wrong division, the Affiliated Member will be given the option of:

- Adjusting the Registration Forms for the two relevant teams to align with what has occurred to date in terms of which team(s) a player may have played for; or
- Keeping the player in the team for which they were registered and have the team for which they illegally played and the player themselves incur the relevant penalties.

## Variations

the same divisional competition.

## Juniors

## **Rules and Regulations**

The rules with regard to player eligibility take effect from the start of the Championship rounds of the competition.

### **Player Movement Between Teams**

Note: General rules are listed immediately below; Appendix 3 provides a breakdown of specific conditions for each division.

No registered player is permitted to play in any division below that in which the team for which they are registered is playing. In addition, if an Affiliated Member has multiple teams in the same division, no player is permitted to play in a lower seeded team of that Affiliated Member, the higher seeded team being determined by (a) the rankings earned the previous season, or (b) earned in any competition, held in the current season, used for the purposes of grading teams in the current season.

Under parameters outlined below, any player may play a set number of fixtures for

- (a) the next highest team that the Affiliated Member to which they are registered has entered in the Competition, or
- (b) in instances where the Affiliated Member has multiple teams in the same division, the higher team can alternatively draw on a player from the top-ranked\* team of the lower division or

\* in cases where the Affiliated Member has multiple teams in the lower division as well

Note: this will dictate the only team the player utilised can play-up into for the season.

- (c) for a higher ranked team of another Affiliated Member after acceptance by the operational committee having jurisdiction for the higher graded team of a request generated by the completion of a CHA Temporary Transfer Form.

Goalkeepers will be treated as per the wording stated under this section of the Rules & Regulations, however, the Competitions Committee may consider requests for dispensation for additional fixtures.

If a player breaks the threshold as noted in Appendix 3, it is not possible for a player to play again or be re-graded back down to his/her original team. If a team cannot afford to lose a player, then it is the responsibility

## **Variations**

To assist in determining eligibility, competition rankings for the weekend divisions are, from highest to lowest:

### Weekend Competition:

- CPL
- Division 1
- Division 2
- Division 3\*
- Youth Boys Division 1
- Youth Boys Division 2\*
- Junior 11-aside Kwik Sticks\*\*
- Junior 6-aside Kwik Sticks\*\*

*\*Additional divisions, if needed, will be placed here and listed using normal/natural numerical sequence*

*\*\* Divisions not differentiated due to no player registration requirements*

## **Rules and Regulations**

## **Variations**

of Affiliated Member representatives and team officials to ensure the player does not break the threshold that will make them no longer eligible to play for a team.

(Note: Porritt Cup competition fixtures, and any competition that is being used for grading-games (to enable calculated assessment of where teams should be placed for championship competitions) are excluded from the calculation of the number of fixtures that a player has played for the higher ranked team unless noted otherwise in Appendix 3. This allows teams to use an unlimited number of players from any lower graded team.

Juniors-registered players fall under the auspices of these rules. *(This statement is included during the introductory period of the “corrected interpretation”; it will be removed in future as the hockey community become more aware of it.)*

Penalties for being an illegal participant may apply to the lower ranked team.

Re-graded players will have to apply for playing-up another level.

### **Participant Eligibility – Threshold**

Upon breaking the threshold as described elsewhere in the Rules the player’s ability to play up will alter in accordance with these Rules and Regulations and the player will be ineligible to play for the original team or any team beneath that team for the remainder of the season.

### **Juniors**

## **Rules and Regulations**

### **Participant Eligibility Exceptions**

There will be no short term mid-season association to association, or international to domestic transfers accepted, they must be permanent. Failure to comply may result in individual and team penalties. Player registrations rules apply.

Any player who is selected in a Canterbury representative team for the equivalent year to the local competition in question is permitted to play for their last registered Canterbury club (from a previous season) prior to the tournament. The player must be noted as a Player of Origin on the Match card prior to taking the field. Players who are current New Zealand National Squad and National Development Squad members are permitted to play the CPL (only) team for their last registered Canterbury club at any time during the season without dispensation.

There are no player eligibility restrictions with regard to the Senior Grass competitions.

### **For Finals**

For a player to be eligible to play in any fixture designated as a Championship final (e.g. semi-final, final, classification playoff) for a team in the Competition, that player must have participated in at least three non-final fixtures (e.g. round robin fixtures) for that team during the current season and in the case of the Division 1 competition must not have played up into CPL 8 [eight] or more times.

Dispensation can be applied for in writing to the appropriate operational committee for allowing registered players returning from injury or lower grade players from the same Affiliated Member that have not achieved the three (3) fixture threshold to be declared eligible to play in Championships finals fixtures if the team otherwise will have insufficient players.

Fixtures played in Championship finals do not count towards the fixture threshold that requires a player to automatically become a player of the higher ranked team and no longer eligible for the lower team within the Affiliated Member. This allows players to potentially be eligible for two teams during the Championship finals fixtures.

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### **Juniors**

A player selected in a Canterbury representative team in the previous season, regardless of the grade of hockey he/she was playing in that same season, is not able to transfer to another club or school between seasons or during the current season.

### **Juniors**

## **Rules and Regulations**

## **Variations**

### **Penalties for Using Ineligible Participants**

Any ineligible player found to have participated in a fixture will be deemed an illegal player and the penalties applied will be in accordance with the CHA Competitions By-Laws. However, the appropriate operational committee reserves the right not to enforce player suspension in the first occurrence by an Affiliated Member of using an ineligible player in each season.

There is no time restriction in relation to identifying and penalising the use of an ineligible player by a team and can therefore be dealt with at any time during the Competition or even after the conclusion of the Competition.

### **Fixtures**

All fixtures within each competition shall be under the control of the CHA.

The appropriate operational committee shall decide dates, times and grounds for all fixtures in the Competition to create a suitable draw. This will include the provision to rearrange fixtures for any reason for the overall benefit of the Competition.

Due to constraints on available turfs it may not be possible to play full length fixtures for all divisions. Any variations will be notified by CHA.

### **Rescheduling Of Fixtures**

No team has the right to request the deferment of a fixture. If a team considers itself to be unable to field a team in a particular fixture that team has the right to request of its scheduled opponent the ability to reschedule the fixture at a mutually agreed alternate date and time. The following conditions apply with regard to rescheduling a fixture:

- The team wishing to reschedule a fixture must first establish from CHA what timeslots are available. The rescheduled fixture must be played prior to the original scheduled date and can only be played in one of the timeslots identified as available.
- The team wishing to reschedule a fixture must gain written approval from the opposing team, and provide CHA with this confirmation. Approval will include the rescheduled date, time and match officials.

### **Juniors**

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- Each team will receive written notice that CHA has given approval for the rescheduling and will update the competition draw accordingly.
- The turfs at Ashburton or Rangiora maybe considered as an alternative venue.

If conditions for the rescheduling of the fixture cannot be agreed, then the fixture is to take place as originally scheduled.

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### **Draw Requests**

Draw requests will be treated and processed in an identical manner to that described under the section headed "Rescheduling of Fixtures", and, as noted under that section, the team requesting the change will have responsibility for all arrangements, in consultation with all other affected teams, and under the direction of CHA at all times.

### **Defaults**

In instances where a team elects to default a fixture (see also the second paragraph of this section), the intention to default must be communicated in writing to CHA at least seven (7) days prior to the fixture to be defaulted. The defaulting team must then also advise the appointed umpires and the opposing team of the fixture. Failure to comply with any portion of this rule will result in a penalty as per the '[year] CHA Season Affiliation Fees'.

Defaults are not permitted in the CPL, Division 1 and SPL competitions, with it expected that teams in these divisions will fulfil their obligations to field a team for all scheduled fixtures. Any violation will result in penalties being imposed that reflect the severity of the infringement. Please see '[year] CHA Season Affiliation Fees' schedule for penalty payments.

The recorded result for a default will be as stated in the CHA Competitions By-Laws.

## **Fixture Protocols**

### **Timings**

All fixtures shall commence at the time laid down in the Official Draw or at alternative times advised by the appropriate operational committee. If for any reason play has not commenced within 5 minutes of that time, the team unwilling or unable to proceed will be deemed to have defaulted the fixture, and the rules pertaining to defaults will apply as referred to under the heading "Defaults".

### **Match Cards**

CHA shall provide official Match Cards for all Competition fixtures. Match Cards for CHA fixtures can be collected from the respective CHA staff member on duty or receptacle at the venue on the day of the fixture.

### **Juniors**

## **Rules and Regulations**

CHA will distribute Match Cards to teams entered in the Grass competition before the commencement of the season and it is the responsibility of teams to ensure a Match Card is available for each fixture.

Prior to the commencement of a fixture, the captain or coach or manager of each participating team is required to complete the Match Card as follows:

- List the full given name and surname of all players expected to play in the fixture for their respective team, and
- Note the name of the manager and coach, and
- Sign the card to validate the player names recorded as being the players to take part in the match.

Any player playing-up into another team is to be identified as such on the Match Card, with a notation advising the division in which the player is registered.

(Note: Players listed do not necessarily have to take the field, but the minimum requirement is for the player to have been physically present on the bench at some stage during the fixture.)

In the case of CPL, Division 1 and Division 2, and SPL each player's shirt number is to correspond to the number of the player as recorded on the Score Card.

For CPL, see also the section "Participant Eligibility".

The maximum number of players that may be listed on the Match Card per team is sixteen (16). Only the players listed on the Match Card, plus (up to) 3 management personnel, are eligible to be in the dugout during the course of the match.

Note: On production of a practising certificate, a doctor and/or physiotherapist can be added to the management group eligible to be in the dugout.

The minimum number of players on the field of play per team for at least some component of the remainder of a fixture is eight (8). If a team is unable to field at least eight players at any stage of a fixture for the remainder

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### **Juniors**

Match Cards will not list names of team personnel

### **Super 6**

Match Cards will not list names of team personnel

### **South Island Super 6**

Team lists are required as part of the team registration process, however Match Cards will not list names for each match.

### **Social 6-aside**

Match Cards will not list names of team personnel

### **Mixed 11-aside**

Match Cards will not list names of team personnel

of the fixture, the fixture is concluded immediately and awarded to the opposing team by way of forfeit. For the sake of clarity, if a team falls below eight players as a result of a player being off the field temporarily due to injury or as a result of a card issued by the umpires, then that team is not deemed to be at less than eight players for the remainder of the fixture and the fixture is to continue.

On completion of a fixture, the following protocols are to be completed in the order listed:

- The umpires will ensure the final score is correctly recorded on the Match Card;
- Both captains are to sign the Match Card as correct with regard to the final score. This is the appropriate time for a captain to note any protest, complaints and/or comments concerning the fixture in the relevant space on the Match Card (continuing on a separate piece of paper, if necessary, in which case it is to be attached to the Match Card);  
Note: An exception for CPL is noted elsewhere in this document
- Any injuries that may require treatment funded by ACC should be recorded in the appropriate section of the Match Card;
- Both umpires sign the Match Card, having added any comments of their own pertaining to the fixture, and also clearly indicating any cards issued, by recording them as directed by the rules in the CHA Competitions By-Laws;
- In instances where a red card is issued the umpires are to complete a 'Red Card Report' form obtained from the CHA staff member on duty at the venue or from the CHA website and submit the completed report to CHA before the conclusion of the next business day.

All reports of transgression of these rules, or on misconduct, by players and/or managers, coaches and spectators, must be noted on the Match Card and/or complaints report. All such reports, no matter what medium is used, must be received by the CHA office by 5.00pm on the first business day following the fixture. The CHA Chief Executive Officer (CEO) will determine, depending on the nature of the complaint, if the Judicial or appropriate operational committee will hear, and decide on, the issue. If the report is received by the

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CHA office later than the specified deadline, then it is at the discretion of the CHA CEO whether the alleged transgression or misconduct is subject to any review.

The completed Match Card can either be handed to the CHA staff member on duty at the venue or placed in the result drop box at the venue.

For Grass competition fixtures, the winning team of each fixture (in the event of a draw it is asked that agreement is reached that one team take responsibility for the Match Card) will ensure the Match Card is either delivered to the CHA staff member on duty or the venue result drop box or is forwarded to the CHA office within 72 hours of the fixture to ensure points are credited.

### **Interruptions to a Match**

The following are valid conditions in which to stop a match, call a match off, or postpone a game of hockey. This applies across all age groups.

1. The overhead conditions mean the full field can't be seen from one end to the other e.g.: fog or smoke

2. The overhead conditions present a strong possibility of exposure. CHA recommended guideline will apply. Players must take a reasonable level of responsibility to ensure they are 'suitably attired' to withstand cold temperatures.

Note: The guidelines are available from the Venue Supervisor at Nunweek Park.

3. The ground conditions are compromised by surface water or flooding.

The guideline is

(a) particular attention is to be given to the shooting circles. If surface water is showing on more than 50% of either (not necessarily both) shooting circle,

or, in the absence of an issue inside the shooting circles,

(b) if more than 20% of the turf between the two shooting circles has surface water showing,

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and/or the distribution of the flooded area will unfairly bias one team, then

the surface is deemed unplayable.

4. There is ice present on the turf. If ice exists on any part of the field the surface is deemed unplayable and the game is not to proceed.

5. Lightning. If the time between the lightning flash and the thunder sound is less than 30 seconds (30 seconds relates to 10 Kilometres away) then play should be suspended, and not resumed until 30 minutes after the last thunder has been heard.

The responsibility for making the decision rests with the Venue Supervisor in consultation with the appointed umpires. At either Marist Park or Waimakariri Turf, the supervisor may consult the Venue Supervisor on duty at Nunweek Park.

There are two (2) separate, distinct, scenarios.

1. In any case where a match cannot start on time:

A match will be considered to have been completed if the following criteria are met

- (a) Playing time of at least 40 minutes can be achieved, preferably of equal-length periods, that may or may not include a break for "half time", and
- (b) The match must finish 5 minutes before the scheduled start time of the next scheduled match.

2. In any case where a match is unable to be completed due to natural causes once underway:

Note: A match that is shortened without having started is not encumbered with the same influences as a match that is suspended once play has started, so the time period noted in that clause has no bearing on this situation.

Once a fixture is started all effort should be

## **Rules and Regulations**

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made to complete it. If it cannot be re-started to allow completion of the full game to be played before the scheduled start time of the next scheduled match, the result, requirement to replay, and point allocation will be dealt with on a case by case basis in a fair and reasonable manner by the appropriate operational committee.

If fixtures are postponed and it is not practical to reschedule the fixture then teams will receive 2 points each.

In the event a fixture is abandoned/cancelled then the section of the CHA Competitions By-Laws identifying how to determine placing of teams when an unequal number of fixtures has been played by each team will be applied. Similarly, if the fixture was one that required a result to allow one team to progress to the next stage of a competition the CHA Competitions By-Laws will direct the process for achieving this outcome.

Postponed fixtures needing rescheduling will be done so by CHA and times and venues allocated.

### **Uniforms**

CPL, Division 1 and Division 2 and SPL teams must wear player numbers, as recorded on the Match Card. The playing number for each player in a team must be unique for that team for the entire duration of the fixture.

### **Umpires**

Where possible, registered accredited umpires will be appointed to fixtures. Where it is not possible to appoint registered accredited umpires, the draw will specify the Affiliated Members responsible for providing umpires for a fixture.

On a regular basis, clubs will be advised of fixtures for which the Affiliated Member is required to provide an umpire.

If Affiliated Member umpires do not turn up, the team is to supply an umpire, even if this means the team plays with one less player. This will be a private arrangement between the team and the person contracted to umpire, and CHA will not be involved.

Note: Should there be any instance where the matter of non-appearance of an Affiliated Member appointed umpire is not managed as directed by the paragraph above, the Match Card is to be noted appropriately. In such cases a penalty will be imposed on the Affiliated Member concerned as per the '[year] CHA Season Affiliation Fees'.

Where both named umpires or their appointed substitutes do not arrive by the appointed commencement time of the fixture, the FIH Rules of Hockey shall be applied (each team shall be responsible for supplying an umpire).

Where only one official umpire is available, the two teams will share the second duty by arrangement. Failure to comply with this requirement will result in the offending Affiliated Members defaulting the fixture concerned.

Where possible, all CPL fixtures will have a match referee appointed to police side-lines and dugouts during fixtures. Where match referees are not appointed

### **Juniors**

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to fixtures the respective CHA staff member on duty will assume this role.

Umpires will be sole arbiters of each fixture and they will be responsible for the completion of the official Match Card.

**Determining Competition****Outcomes**

The appropriate operational committee will apply the processes outlined in the CHA Competitions By-Laws to determine outcomes in the Competition.

The appropriate operational committee can, for any reason, including the issue of time constraints, recommend to the CHA CEO that alternative rules are applied to determine outcomes. This may include allowing the result of the fixture to be a draw, whereby the two teams will be declared joint-winners.

**Team Penalties for Inappropriate Behaviour**

*(This section refers solely to Adult and Youth competitions.)*

Should a team accumulate either 4 red cards or 14 yellow cards or a combination of cards that satisfies a threshold decided upon by the appropriate operational committee, the team will incur a penalty of \$300. Further increments of \$300 for each additional 3 yellow cards or 1 red card accumulated will apply.

As neither CHA nor Canterbury Umpires Committee has the manpower available to allocate a technical director or timekeeper to every competition game the timing of two minutes on the side-line for a green card issued will be self-regulatory and up to team managements to police or arrange. The two minutes commences from the time the offending player is seated, and remains seated. Neither the Umpires of the game, the Competitions Committee, Canterbury Umpires Committee or the Park Supervisors of the day will become involved in any dispute should it occur.

**Allocation of Titles**

In the CPL divisions four titles are on offer during the season. These titles are:

- Winners of the CPL Championship finals
- Winners of the CPL Championship round robin
- Winners of the CPL Porritt Cup
- End of season holders of the CPL Championship challenge trophy (not contested on Porritt Cup fixtures and Championship finals)

**Juniors**

Not applicable

## **Rules and Regulations**

## **Variations**

In all other divisions there are at most two titles on offer during the season. These titles are:

- Winners of the Division finals
- Winners of the Division Porritt Cup (only where a Porritt Cup has been scheduled).

## **Best Performed Club**

*(This section refers solely to Adult and Youth competitions.)*

Competition points will be accumulated in every fixture by every team from within a club (3 for a win and 1 for a draw) and then at the end of the season bonus points will be awarded to the winners of the championship finals (5 points). Points will be deducted for red cards received (5 points) or when individual players have accumulated 3 yellow cards (5 points).

The grand total will be divided by the number of club teams in the open competition and Premier Grass Grade to determine which club has the most points.

Should a club only have one or two teams then the grand total will be divided by three to obtain their score.

## **Committee Discretion**

The appropriate operational committee shall have the authority to:

- administer and interpret these Rules and Regulations
- decide the outcome of any matter not covered within either the CHA Competitions By-Laws or these Rules and Regulations, with the 'spirit of the game' to be the guiding principle
- consider and determine any application from an Affiliated Member for a dispensation from these rules

However, in any situation where the interpretation is in contradiction to the intent of the CHA Competitions By-Laws the matter will be referred to the CHA CEO to determine.

## **Six Aside Hockey Competition Rules**

This document notes the rules Canterbury Hockey use for 6-aside competition. This includes the Canterbury Super 6 competition, the South Island Super 6 competition, and the social 6-aside series.

This document confirms that FIH Rules of (11-aside) Hockey apply, unless a variation is noted.

**Super 6 competition: all variations are noted in the left-hand column.**

**Social 6-aside : variations need to be referenced from the left-hand column in the first instance, with any *further* variations noted in the relevant places, in the right-hand column**

### **Canterbury Super Six Competition Rules 2017**

### **Variations from Super 6 competition rules (noted left) to be used for Social 6-aside rules**

#### **Administration**

A maximum of six players, one of whom maybe a goalkeeper, are permitted on the field at any one time.

Club Super 6 does not require registration of players. However, if it is deemed that a team has a large variance in players in a playoff game compared with previous weeks, CHA reserve the right to reverse the score.

Explanation: This competition is recognised as one allowing clubs and schools to trial new players.

A team may have unlimited interchange players.

South Island Super 6 requires the registration of players up to a maximum of 14 players. Players may only be registered for one team for the tournament.

Teams will not be eligible to earn points without a completed registration form. Details of when this information is to be supplied will be in the entry form.

Teams are gender specific

Summer 6-aside does not require registration of players.

Reference to the gender of playing personnel is noted on the entry form

#### **On-Field**

Super Six Hockey is a game of modified field hockey. **Current (F.I.H.) 11-aside field hockey rules apply except as detailed below.**

6-aside Hockey is a game of modified field hockey. **Current (F.I.H.) 11-aside field hockey rules apply except as detailed below.**

However umpires will not call minor infringements, except in the circle, to allow for continuity of play.

##### 1. Game duration

Club Super 6: Each match shall consist of three 12 minute periods with a 2 minute break at each interval. This will be modified if turf resources and the number of entries dictate a shortening of the game duration.

Two 12 minute periods with a two minute halftime

South Island Super 6: Each match shall consist of two 12 minute periods with a 2 minute halftime.

2. Interchanges may be made at any time, including a penalty corner or a penalty stroke. Interchanges must be taken from the defensive half of the field.

3. Goalkeepers and players with goalkeeping privileges shall be subject to the same rules as noted in the FIH Rules of Hockey

4. The field dimensions shall be aligned with what can be recognised as half of a full turf, the game to be played across the turf, with 16-yard circles and regulation field hockey goals. The side-lines shall be marked with indoor hockey-style side-boards to assist in keeping the ball in play.

For quarter-turf games, the "circle" will be approximately 8 metres from the backline. It will not be clearly delineated; therefore it is up to the umpire's discretion.

5. The ball is allowed to be hit and/or lifted provided it is not deemed dangerous. A lofted ball which drops into the circle is deemed dangerous. The penalty for infringement is the same as it would be if an attacker committed an offence within the circle.

No hitting, however sweep hitting is permitted. To avoid dangerous play the ball cannot be lifted.

6. When the ball is played unintentionally over the back-line by a defender, and no goal has been scored, play will be re-started by the attacking team on the halfway, in line with where the ball crossed the backline.

##### 7. Penalty Corners

## Canterbury Super Six Competition Rules 2017

## Variations from Super 6 competition rules (noted left) to be used for Social 6-aside rules

In addition to regular rules, a penalty corner shall be deemed to be finished when the ball exits the circle for a second time after having been played into the circle and touched by an opposition player.

Penalty corners can be defended by up to five players. All other players must be in the opposite circle.

### 8. Free Hits

At any free hit taken by the defending team in the defensive half, opposition players must be 5 yards from the free hit.

At any free hit taken by the attacking team in the attacking half:

- all players must be 5 yards from the free hit
- the 11-aside rules covering when the ball may enter the circle for any free hit within a 5 metre perimeter outside the circle, shall apply, with the ADDITION of the option to play the ball off the side-boards (where the ball needs to travel at least 5 metres before it rebounds off the side-boards and then entering the circle).

Note: The halfway-line for the purposes of this rule, is deemed to be in the attacking half. The hit to be taken to start or re-start the game, plus long corners, shall be taken on the halfway-line.

### 9. Scoring

A team may score from anywhere in its attacking half.

Points shall be awarded as follows:

Field goal from within the circle	3 points
Penalty stroke	3 points
Penalty corner	2 points
Field goal from outside the circle	1 point

Any shot from outside the circle must hit (be below) the back board otherwise the shot is deemed dangerous and a defensive hit awarded.

### 10. Player Conduct

Green cards involve a one minute suspension (starting from the moment the player exits the field of play). The time is to be managed by the team management

Yellow cards involve a three minute suspension and time will be managed by the umpire.

### 11. Points

Competition points shall be allocated as follows:

Win:	3 points
Draw:	1 point
Loss:	0 points

In the event of a forfeit or default, the match will be awarded to the opposition team by a score of 15-0.

### 12. Post-pool/round robin progression

After pool play the ranking of teams for the Finals shall be determined by applying the following criteria in descending order until differentiation can be established, with the team with the higher total on any specific criterion awarded the higher finishing position:

Total competition points

Number of matches won (including any forfeits and/or defaults)

Score differential (total points scored less total points conceded); a positive number takes precedence over a negative number

Number of 3 point goals scored

Apply the process outlined in (i) to (iv) above over solely the matches involving the teams yet to be separated

Toss a coin

### 13. Finals

In the event that any Finals match ends in a draw, the team that had the higher ranking at the end of Round Robin play will be declared the winner of the match unless stated otherwise in the Competition Structure.

Divisions that play their games on a "quarter turf" will have all players behind the goal-line at a penalty corner.

Goals may only be scored from within the circle.

Goals scored are not noted, as match results are not recorded.

Match results are not recorded.

Appendix 2

Variations to FIH Rules of Hockey used in CHA Juniors competitions

	Mini Sticks Year 3-4	Kiwi Sticks Year 5-6	Kwik Sticks (6-aside) Year 7-8	Kwik Sticks (11-aside) Year 7-8
<b>Game Duration</b>	2x 18 minute halves, 2 minute halftime, 2 minute changeover to the next game	2x 20 minute halves, 3 minute halftime, 2 minute changeover to the next game	2x 20 minute halves, 3 minute halftime, 2 minute changeover to the next game	
<b>Goalies</b>	Goalies are not permitted	Goalies are compulsory – fully kitted (not a kicking back)	Goalies are strongly encouraged	Goalies are compulsory – fully kitted (not a kicking back)
<b>Long Corners</b>	Any time the ball goes over the baseline off a defenders stick <u>whether deliberate or not</u> the game is restarted with a free hit to the attacking team from half way in line with where the ball crossed the baseline	Balls going over the base line (other than deliberately) result in a free hit to the attacking team from half way, in line with where the ball crossed the baseline	Any time the ball goes over the baseline off a defenders stick <u>whether deliberate or not</u> the game is restarted with a free hit to the attacking team from half way in line with where the ball crossed the baseline	Balls going over the base line (other than deliberately) result in a free hit to the attacking team from the 23 metre line, in line with where the ball crossed the baseline
<b>Penalty Corners</b>	No penalty corners – instead a free hit is awarded 1 metre outside of the circle. Where no circle is present a notional 5 metres from the base line	Penalty corners are played – 4 defenders and goal keeper with the 6th player at half way	No penalty corners – instead a free hit is awarded 1metre outside of the circle. Where no circle is present a notional 5metres from the base line	Defending players breaking at a Penalty Corners are sent back to half way and cannot be replaced until the Penalty Corner is complete. i.e. if Penalty Corner results in a further Penalty Corner being awarded to the defending team
<b>Raised Ball</b>	Raised ball is deemed dangerous – including shots on goal		Raised ball is deemed dangerous – including shots on goal.	
<b>Raised Ball – shots on goal</b>		Raised ball shots at goal are permitted – the danger rule still applies		Raised ball shots at goal are permitted – the danger rule still applies
<b>Attacking Free Hits inside the 23 metres</b>				For free hits within the attacking 23 metre line the ball must travel 5 metres or be touched by a player <b>from either team</b> before entering the circle
<b>Free Hits</b>	Free hits - the 5 metre rule will be stringently applied between attackers and defending players. However the 5 metre rule is not applied to attacking players in the attacking half	Free hits - the 5 metre rule will be stringently applied (in open field play between the taker of the free hit and opposition and within 5 metres of the circle between the taker of the free hit	Free hits - the 5 metre rule will be stringently applied (in open field play between the taker of the free hit and opposition and within 5 metres of the circle between the taker of the free hit	Free hits - the 5 metre rule will be stringently applied; in open field play between the taker of the free hit and opposition and within the attacking 23 metre area between the taker of

	<b>Mini Sticks Year 3-4</b>	<b>Kiwi Sticks Year 5-6</b>	<b>Kwik Sticks (6-aside) Year 7-8</b>	<b>Kwik Sticks (11-aside) Year 7-8</b>
		and all other players)	and all other players)	the free hit and all other players
<b>Free Hits within 5m of the Attacking Circle</b>	The ball does not need to be taken back 5m from the circle for free hits. A free hit can be taken from wherever it is awarded but the ball must move 5 metres or be touched by a defender or a pass completed before it can be hit into the circle		The ball does not need to be taken back 5 metres from the circle for free hits. A free hit can be taken from wherever it is awarded but the ball must move 5 metres or be touched by a defender or a pass completed before it can be hit into the circle	
<b>Use of a stick above the shoulder</b>				Playing the ball above the shoulder is not permitted

**Player Movement Between Teams: Conditions Relating to Specific Grades** (This table should not be used in isolation; reference should also be made to the narrative under the heading **“Player Movement Between Teams”**.)

Rules regarding re-grading of players are noted elsewhere in this document.

Player Registered In...	Player Can Play Into...	Threshold Level	Comments
		<p>Note 1: <b>Except where specifically indicated, all references to games refer to “championship games”, only; they do not refer to Porritt Cup games or games in any competition falling under the category of “grading games”.</b></p> <p>Note 2: <b>The chronology of the 6<sup>th</sup> (or as otherwise indicated) game impacts on, and dictates when, the player cannot play again in the lower ranked team.</b></p>	
CPL	“nil”	n/a	<p>CPL teams are required to call on substitutes or replacements from their Division 1 team.</p> <p>Also note the rules for SPL players playing in Division 1 (see “Division 1” immediately below).</p>
<p><b>Division 1</b> <i>(see “Weekend Open Divisions” also)</i></p>	CPL only	<p>No restriction on the number of games players play in CPL, <u>however</u> if a player plays 8 or more games he/she forfeit their right to play in the Division 1 finals series of fixtures.</p> <p><u>Note:</u> If a Division 1 player is also part of an SPL team, he/she can only play CPL for a maximum of 5 championship games, the threshold is broken in the 6<sup>th</sup> game.</p>	
<p><b>Divisions 1, 2 and 3 Men and Divisions 1 and 2 Women</b>  <b>(Weekend Open Divisions)</b>  <i>(see “Division 1” also)</i></p>	<p>The next team up within the Affiliated Member club, and/or one team of the Affiliated Member in Mid Week competition.</p> <p>Further options are available where the club has multiple teams in a Weekend Open Division (but note that playing-down into a lesser ranked team is not an option).</p>	<p>Any player may play 5 championship fixtures, for <u>both</u></p> <p>(a) the next highest team within the club in Weekend Open Divisions,</p> <p><u>and,</u></p> <p>(b) for players in Division 2 (for women) or Divisions 2 and 3 (for men), one team (only) in Mid Week</p> <p>The threshold is broken in the 6<sup>th</sup> game for either situation described above (“a” or “b”).</p> <p>Note: where the club has multiple teams in any division of competition, the player can only play up into one team; the first team the player plays up into determines which team the player can continue to play up into.</p>	Division 1 players cannot play Mid Week
<p><b>Division 3 Women</b> <b>(a) Gold</b></p>	<p>A team in Division 3 Platinum as long as the age criteria is met, or the next team up (in Weekend Open divisions) within the Affiliated Member club, and/or one team of the Affiliated Member in Mid Week competition.</p> <p>Further options are available where the club has multiple teams in a Weekend Restricted Division (but note that playing-down into a lesser ranked team is not an option).</p>	<p>Any player may play 5 championship fixtures, for <u>both</u></p> <p>(a) one team in Division 3 Platinum (as long as age criteria is met), or the next highest team within the club in Weekend Open Divisions,</p> <p><u>and,</u></p> <p>(b) one team (only) in Mid Week</p> <p>The threshold is broken in the 6<sup>th</sup> game for either situation described above (“a” or “b”).</p> <p>Note: where the club has multiple teams in any division of competition, the player can only play up into one team; the first team the player plays up into determines which team the player can continue to play up into.</p>	

Player Registered In...	Player Can Play Into...	Threshold Level	Comments
<p><b>(b) Platinum</b></p> <p><b>(Weekend Restricted Divisions)</b></p>	<p>A team in Division 3 Gold as long as the age criteria is met, or the next team up (in Weekend Open divisions) within the Affiliated Member club, and/or one team of the Affiliated Member in Mid Week competition.</p> <p>Further options are available where the club has multiple teams in a Weekend Restricted Division (but note that playing-down into a lesser ranked team is not an option).</p>	<p>Any player may play 5 championship fixtures, for <u>both</u></p> <p>(a) one team in Division 3 Gold (as long as age criteria is met), or the next highest team within the club in Weekend Open Divisions,</p> <p><u>and</u>,</p> <p>(b) one team (only) in Mid Week</p> <p>The threshold is broken in the 6<sup>th</sup> game for either situation described above (“a” or “b”).</p> <p>Note: where the club has multiple teams in any division of competition, the player can only play up into one team; the first team the player plays up into determines which team the player can continue to play up into.</p>	
<p><b>Youth Boys</b></p>	<p>A team in Youth Division as long as the age criteria is met, or the next team up (in Weekend Open divisions) within the Affiliated Member club, and/or one team of the Affiliated Member in Mid Week competition.</p> <p>Further options are available where the club has multiple teams in a Weekend Restricted Division (but note that playing-down into a lesser ranked team is not an option).</p>	<p>Any player may play 5 championship fixtures, for <u>both</u></p> <p>(a) one team in Youth Division (as long as age criteria is met), or the next highest team within the club in Weekend Open Divisions,</p> <p><u>and</u>,</p> <p>(b) one team (only) in Mid Week</p> <p>The threshold is broken in the 6<sup>th</sup> game for either situation described above (“a” or “b”).</p> <p>Note: where the club has multiple teams in any division of competition, the player can only play up into one team; the first team the player plays up into determines which team the player can continue to play up into.</p>	
<p><b>Mid Week</b></p>	<p>The next team up within the Affiliated Member club, and/or one team in Weekend Open Divisions, or Weekend Restricted Divisions or Youth Boys (as long as the age criteria is met for the latter two).</p> <p>Further options are available where the club has multiple teams in a Mid Week (but note that playing-down into a lesser ranked team is not an option)</p>	<p>Any player may play 5 championship fixtures, for <u>both</u></p> <p>(a) the next highest team within the club in Mid Week,</p> <p><u>and</u>,</p> <p>(b) (i) one team (only) in Weekend Open Divisions, or. (ii) one team (only) in Weekend Restricted Divisions, including Youth, provided the age criteria is met.</p> <p>The threshold is broken in the 6<sup>th</sup> game for either situation described above (“a” or “b”).</p> <p>Note: where the club has multiple teams in any division of competition, the player can only play up into one team; the first team the player plays up into determines which team the player can continue to play up into.</p>	<p>Cannot play CPL</p>
<p><b>Secondary School League (incorporating Secondary School Premier League – known as SPL)</b></p>	<p>Unlimited play-up. However there is no playing down into a lower ranked team.</p>	<p>Nil</p>	<p>If for any reason a player is to be dropped a division, a dispensation request is required.</p> <p>Note: school teams participating in Youth Boys or Weekend Restricted Divisions are subject to the playing-up rules of the division the team is entered in.</p>
<p><b>Juniors</b></p>			

