



CHA Competition Rules and Regulations 2022

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Introduction

The “Canterbury Hockey Association Competition Rules and Regulations 2020, describe the rules and regulations that apply to all competitions administered by Canterbury Hockey. Competitions include Senior, Grass, Secondary School, Junior, Masters, 6-aside, Mixed 11-aside, and social hockey. All fixtures scheduled by Canterbury Hockey will adhere to these rules and regulations.

This document uses the rules and regulations in use for Senior, Grass, and Secondary School competitions as its founding principles, and these are noted in the left column; any variations that are applicable for different competitions under Canterbury Hockey’s control are recorded in the right column, alongside the pertinent clause(s). The Competitions Advisory Committee, with input from other advisory committees such as the Junior Advisory Committee and the Masters Committee, have the authority of Canterbury Hockey to administer these rules and regulations.

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

- Canterbury Hockey Competitions By Laws
- Canterbury Hockey Code of Conduct
- Canterbury Hockey 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 Canterbury Hockey, in consultation with the appropriate advisory committee.

Glossary

CHA	Canterbury Hockey Association
Adult	Means CPL to Platinum, Grass, and Mid Week competitions (Note: Masters competitions are not included in the use of this term.)
CPL	Canterbury Premier League
SSL	Secondary School League
SSP	Secondary School Premier competition
NHL	National Hockey League
Association/Member/ Club/Player	In any instance where these terms are used, they mean “Affiliated...”
CHA By Laws	Means Canterbury Hockey Competitions By Laws



Match Card	Means the vehicle decided upon by CHA that will record the match details. This could either be physical card, electronic entry or a combination of both.
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<u>Rules and Regulations</u>	<u>Variations</u>
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Allocation to Divisions

The entry process invites Members to enter teams into Canterbury Hockey competitions. The appropriate advisory committee will determine which level of competition any team will participate in. Members are required to confirm their entries in writing.

In the competitions designated CPL, and Division 1, Canterbury Hockey having one of each competition for men and women, no Member may have more than one (1) team playing in each competitions.

All entries received are ranked according to finishing positions the previous year from the championship finals, or, where finals are not played, the championship round robin, with this information used by the Competitions Advisory 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 a 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 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 advisory 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 "Canterbury Hockey Annual Report [year]"

Juniors

In 6-aside and 7-aside competition divisions, new teams will be accepted when possible, with clubs/schools offering guidance as to ability of each team; the final decision will rest with the Junior Advisory Committee.

Kwik Sticks 11-aside

In an event where there are more entries than places for the Division 1 Grade a seeding system is applied based on the prior year's championship round.

Any team that did not participate in the prior year's competition will be treated as a new team and seeded into the appropriate division outside of Division 1.

The final decision on where a team will be placed will rest with the Junior Advisory Committee.

If necessary the Junior Advisory committee may implement mid-season grading fixtures and/or re-grade a team mid-round if required.



Rules and Regulations

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

Variations



Teams Entries

Entry to the competition is open to all Members of Canterbury Hockey.

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

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

In any situation where a team is withdrawn from the competition, the Member to which that team belongs will be liable for a withdrawal fee as specified in the '2021 Canterbury Hockey Season Affiliation Fees' document.

Entry is also open to teams from other Hockey New Zealand associations (e.g. Malvern and Mid Canterbury), whether those teams are representative teams of an association or affiliates of an association, provided both Canterbury Hockey 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 advisory Committee. An invitational team is in all other regards required to adhere to the Competition Rules and Regulations (and is from this point forward in these Rules and Regulations deemed to fall under the title 'Member').

Juniors

Kwik Sticks 11-a-side

Kwik Sticks 11 a-side entry numbers are limited and are approved by the Junior Advisory Committee. The final decision on placement, which may include grading games, rests with the Junior Advisory Committee.

All 11-a-side and 7-a-side (Kwik Sticks) entries must provide one Umpire who is school year 9 or higher, for the Junior Umpiring Group.

Mini Sticks, Kiwi Sticks (6-a-side and 7-a-side) and Kwik Sticks (7-a-side)

There is no limit to the number of teams in these competitions. Clubs/schools are to provide appropriate advice on the skill-level of each entry to assist in the determination of placement into the appropriate grade level. The final decision on placement, which may include grading games, rests with the Junior Advisory Committee.

Masters

Team entries, if accepted, are considered to be "private" entries; entries are still considered "private entries" even if a Member accepts responsibility for administrative matters including financial responsibility. All teams are considered as individual entities, even if the naming of teams suggests a link e.g. making use of suffixes after team names such 1, 2 etc., or A, B etc.

Secondary School League

The Secondary School competitions, incorporating the Secondary School Premier (SSP) and Secondary School League divisions shall consist of Boys and Girls school teams. All school teams at all levels will play in the Secondary School competitions which will be played during the week

Social 6-a-side and Mixed 11-a-side

All team entries are considered to be "private" entries.



Rules and Regulations

Variations



Rules and Regulations

Registration of Participants

CPL and SSP teams must register a minimum of fourteen (14) players. All other teams must 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).

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

Clubs are required to have their players registered in the format stipulated by Canterbury Hockey. This information is required 48 hours prior to any teams' first game.

Failure of a Member to complete the team registration in the manner prescribed by Canterbury Hockey and by the required time deadline as stated above will result in a penalty payment as specified in the '2021 Canterbury Hockey Season Affiliation Fees'.

If a team gains a new player at any time during the season, the Member is required to ensure the player is registered in the manner prescribed by Canterbury Hockey. 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 Canterbury Hockey 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 Canterbury Hockey within a week of the completion of the fixture.

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

Variations

Juniors

11-aside Kwik Sticks:

All teams must register a minimum of thirteen (13) players

Masters

Player registration is required by 5.00pm on the Monday following the third game of competition. Failure to supply the team registration will result in competition points being forfeited for any following games and until the situation is rectified. Financial penalties, as noted to the left, may also be imposed.

As all players must be registered to play in this competition, those not registered with a club team in the winter season immediately preceding the Masters competition being played, will be required to pay a registration fee.

As all teams are private entries, as noted as a variation elsewhere in this document, all players are subject to any constraints a Club, or Association, may have placed on the player.

Super6 and Hockey5s

Teams must register players for the South Island Super6/Hockey5s competition. Players do not need to be registered for Canterbury Super6/Hockey5s.

Social 6-aside & Mixed 11-aside

Registering individual players is not required.

Juniors

All Junior Members must be registered by the manner prescribed by Canterbury Hockey. All junior players must be registered in their playing age group. All 11-a-side teams must be registered and put into specific teams



Rules and Regulations

Variations

Transfers

All player transfers, whether they involve transferring from another Member within Canterbury or another Association in New Zealand, will be handled in the manner prescribed by Canterbury Hockey. 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'.



Rules and Regulations

Variations

Secondary Club Participant Release

There are two situations where a player may play for a second 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 Members.

Requests for such consideration, supported by a completed Canterbury Hockey Temporary Transfer Form, are to be submitted to the Canterbury Hockey office five (5) working days prior to the first instance of the player concerned playing for the secondary club.

2. Registered players in all Secondary School teams are also eligible to be registered with a Club. They are then considered a full member of that club and therefore some restricted play-up opportunities will exist for them. However, there are restrictions on how many fixtures a player can take part in over the course of a weekend (see Appendix 3 for details).

All such players must be clearly identified on the registration forms of both of their teams.

Decisions will be issued by the appropriate advisory committee.



Participant Eligibility

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.

Code of Conduct

All participants (i.e. Social Participants and Registered Participants) are required to comply with the CHA Code of Conduct. CHA has adopted the HNZ Code of Conduct (Appendix 6).

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 Match Card at the conclusion of the fixture is at 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 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.

Playing restrictions apply as stated below, and as noted in variations to the right.

Any player who was a member of

- The national (New Zealand) teams, or
- The national (New Zealand) Under 23 or Under 21 teams, or

Juniors

Match cards do not record player names; Cards are used solely for recording the score, the names of the umpires, and any umpire comments. (See also the section in this document under the heading "Match Cards".)

Platinum Divisions

Players must be under 18 as at 1 January in the year of competition. Year 9 and 10 players must be registered in Platinum competitions.

Year 10 players are eligible to play in the lowest ranked team above Platinum but below Division 1. Normal play-up rules apply. Year 9 players are ineligible to play outside of Platinum.

Secondary Schools League Eligibility

Players registered in the Secondary School competition (SSP and SSL) are eligible to play for a team in a Club. (See elsewhere in this document information detailing the administration of this eligibility.)

Secondary Schools League Restrictions

Provided a player, and this includes any player on a school exchange, is enrolled with the school in question from the first day of term 3 of the school year, the player is eligible to play the balance of the competition.

Masters

Women must have turned 30, and men 35, before being eligible to play in the Masters competition. Dispensations may be requested by males who will turn 35 in the current calendar year. Consideration will be given to a male if they have already represented Canterbury in the 35+ grade at national tournament, have been selected to represent Canterbury in the 35+ grade at national tournament or if they missed selection for the Canterbury 35+ team at national tournament but are confirmed to represent another association.



Rules and Regulations

- Any Hockey NZ NHL team, or
- Any Hockey NZ Regional Under 21 team, or
- The Canterbury Seniors teams

in the previous season, is 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 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.

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 a Member has multiple teams in the same division, no player is permitted to play in a lower seeded team of that 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. In cases where results, following one round of competition for a team belie the original seeding, suggesting a reassessment might be fitting, the appropriate operational committee will review the situation and communicate their decision with the club/s involved.

Variations

If both captains agree, a female player can be accepted to fill in for a men's team to bring the playing numbers for a specific match up to 11. There is no provision for a male player to play in the women's competition.

Grass

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

Players may also register in an artificial-surface team, including a team in another Club. (See elsewhere in this document information detailing the administration of this eligibility.)

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

Weekend Competition:

- CPL
- Division 1
- Sunday League Premiership (Division 2)
- Sunday League Championship (Division 3)
- Platinum*
- Junior 11-aside Kwik Sticks**
- Junior 6-aside/7-aside Kwik Sticks**

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

*** Divisions not differentiated due to match cards not being used.*

Masters



Rules and Regulations

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

- (a) the next highest team that the Member to which they are registered has entered in the Competition, or
- (b) in instances where the 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 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) a higher ranked team of another Member after acceptance by the advisory committee having jurisdiction for the higher graded team of a request generated by the completion of a Canterbury Hockey Temporary Transfer Form.

Goalkeepers will be treated as per the wording stated under this section of the Rules & Regulations, however, the appropriate advisory committee may consider requests for dispensation for additional fixtures with more flexibility to goalies.

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, it is the responsibility of Member representatives and team officials to ensure the player does not break the threshold.

(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.

Year 10 players have additional parameters placed on them, and therefore need to make reference to Appendix 3.)

Variations

Playing in other teams is defined as a variation elsewhere in this document.

Mid Week

If a registered mid week open player played in the Canterbury Premier League (CPL) in the year proceeding the current season. Their only play up eligibility is into a Saturday team from their member club.

Juniors

See also "Appendix 3 Player Movement Between Teams"



Rules and Regulations

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 using an illegal participant are covered in a separate section of this document. See also the Canterbury Hockey By Laws.

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.

Year 8, 9 and Year 10 players have different provisions, which are noted in Appendix 3.

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 registration rules apply.

Any player who:

- a) is named 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.

Note 1: Naming of the team, as opposed to the naming of the squad, triggers this clause

Note 2: This includes the ability to play in Championship finals as defined elsewhere in these rules, if these matches fall within the period prior to tournament.

- b) is a current New Zealand National Squad member, is permitted to play for the CPL

Variations



Rules and Regulations

(only) team of their last registered Canterbury club at any time during the season, including Championship finals as defined elsewhere in these rules.

Dispensation is not required

Variations



Rules and Regulations

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.

For Porritt Cup finals, and finals played (if any) in any competition that is designated as grading games, a player must have played at least one non-final fixture for that team in the current season.

Dispensation can be applied for in writing to the appropriate advisory committee for allowing registered players returning from injury or lower grade players from the same 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 Member. This allows players to potentially be eligible for two teams during the Championship finals fixtures.

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 Canterbury Hockey Competitions By-Laws. However, the appropriate advisory committee reserves the right not to enforce player suspension in the first occurrence by a 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 (other than it must be in the current season) and can therefore be dealt with at any time during the Competition or even after the conclusion of the Competition.

Variations

Juniors

As Match Cards are only used for recording the score, naming of umpires, and umpire comments, players taking part in Finals fixtures are only governed by other, more “generic” rules noted in this document.

Masters

The rules to the left apply, but with the additional provision that Masters variations provide the capability for a player to play Championship finals for more than two teams.

Secondary Schools

Provided any player is enrolled with the school in question from the first day of term 3 of the school year, the player is eligible to play any fixture designated as a Championship final.



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Fixtures

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

The appropriate advisory 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 Canterbury Hockey.

Appropriate advisory committees will dictate periods of play for all competitions.

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 Canterbury Hockey 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 Canterbury Hockey with this confirmation. Approval will include the rescheduled date, time and match officials.
- Each team will receive written notice that Canterbury Hockey has given approval for the rescheduling and will update the competition draw accordingly.
- The turfs at Ashburton or Rangiora may be 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.

Variations

COVID-19 Rule variation to rescheduling of fixtures. If your named squad has 5 or more players unavailable due to COVID-19 protocols the effected team can request a reschedule of your game which cannot be declined by your opposition. The game must be rescheduled and played in a timeframe designated by Canterbury Hockey and any of their advisory committees.

Canterbury Hockey or Hockey NZ variation to rescheduling of fixtures. If your named squad has 5 or more players unavailable due to Canterbury or Hockey NZ representative commitments the effected team can request a reschedule of the game which cannot be declined by the opposition. The game must be rescheduled and played in a timeframe designated by Canterbury Hockey and any of their advisory committees.



Rules and Regulations

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 Canterbury Hockey at all times.

Variations



Rules and Regulations

Defaults and Forfeits

In instances where a team elects to default a fixture (competitions where defaults are not permitted are noted elsewhere in this section), the intention to default must be communicated in writing to Canterbury Hockey at least seven (7) days prior to the fixture to be defaulted. If a team defaults within seven (7) days of the match they will be liable for both teams match fees.

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 '2020 Canterbury Hockey Season Affiliation Fees'.

Defaults are not permitted in the CPL, Division 1 and SSP 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 '2021 Canterbury Hockey Season Affiliation Fees' schedule for penalty payments.

The recorded result for a default and forfeit will be recorded as a 5-0 win in favour of the opposing team. However, if at the time a team defaults or forfeits, the goal difference is more than +5 in favour of the opposing team then that score will stand.

For forfeits, the illegal participant(s) will be suspended for two weeks, but unlike the two week suspension applied for a red card or the accumulation of twelve points under the card system, a participant's accumulated points will not be discarded. Any team that plays an illegal participant will also lose competition point's equivalent to one win (typically three competition points).

In any case where in the reasonable opinion of CHA a default or forfeit is an attempt to manipulate the result of a fixture and therefore standings within a specific competition, CHA is permitted to apply such penalties as deemed appropriate, including the application of an alternate score for the fixture and the deduction of competition points.

Variations

Juniors

Kwik Sticks 11-aside

No defaults of games will be accepted. Lower grade year 7 or 8 players must be used to fill team positions.

Masters

Deadlines for communicating, in writing, a default to Canterbury Hockey:

- (a) before 12.00pm the day before the fixture to avoid any financial penalties.
- (b) If communicated after this time, but before 12.00pm on the day of the fixture, the defaulting team will be required to pay the match fee for their team plus the levies for both umpires
- (c) If communicated after 12.00pm on the day of the fixture, the full penalties as noted to the left will be applied.



Fixture Protocols

Timings

All fixtures shall commence at the time laid down in the Official Draw or at alternative times advised by the appropriate advisory 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".

Hockey Balls

All teams are to supply their own match ball, which should be white and conforms to the Rules of Hockey. The ball provided by each team is to be used for one half of a scheduled fixture, unless the teams agree otherwise. Colored balls may be used by mutual consent of the teams and umpires.

Spitting and Bushman Nose Blowing

Spitting and bushman nose blowing (blowing your nose without a handkerchief or tissue) is not permitted. A green card will be issued to any player or participant caught spitting or bushman nose blowing, with repeat offenders to be issued with a yellow card. Consistent repeat offenders will be subject to a judicial process under the Canterbury Hockey Code of Conduct Policy. Standard suspension rules apply.

Blood Rules

If a player sustains an injury which causes bleeding then that player must leave the field of play as soon as possible and shall not re-enter until the bleeding has ceased and the wound is adequately covered. (Time is stopped for serious injuries.)

Blood stained clothing must be replaced and equipment cleaned before re-entry to the field of play. If it is not possible for a player to wear the same number on a replacement shirt, then the player cannot take the field until an umpire is notified of the change in playing number at an appropriate stoppage in play.

If blood staining to the field of play should occur then immediate cleaning must take place by applying 80% alcohol (if a grass field) or rubbing with a cloth soaked in 80% alcohol (if an artificial surface field) for approximately one minute. (During this operation there will be a time stoppage of play).



Rules and Regulations

Variations

Anti-Doping

All individuals participating in CHA competitions are required to be 'drug free'. CHA endorses regulations governing the control of drug abuse by athletes as stipulated by the New Zealand Olympic Committee (Inc.), the International Olympic Committee, the FIH, Sport New Zealand and Drug Free Sport New Zealand.

Any penalties imposed on an athlete by any of the above organisations in relation to drug abuse will be recognised and applied by CHA.

Head Injuries

CHA insists that a player that has received a head injury with suspected concussion, irrespective of whether the injury occurred while playing hockey, may only commence playing again when a medical certificate clearing the player of concussion has been supplied to the CHA office.

To achieve a safe environment we will require the following steps in relation to head injuries on all Canterbury Hockey turfs:

- If a player is injured in the head the Umpires and/ or Team Manager must require the player to stop playing and move to the Dug-Out
- The Team Manager must require the player to obtain medical treatment either immediately or as soon as practical
- The Umpires must note the injury and player on the Game Card, and advise the Venue Supervisor.
- The Venue Supervisor must complete the Accident/incident Reporting Form - note: this form should be completed for ALL injuries
- The Office Support will record in a register any injured players reported & advise the Club Secretary or School TIC

The injured player will not be able to resume playing until a Doctors Certificate is provided to



Rules and Regulations

the Office Support, who will then advise the Club Secretary or School TIC.

Match Cards

Match cards for all senior games (platinum and above) must be completed digitally prior to the match starting.

Any player playing-up into another team is to be identified as such on the digital Match Card.

(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 SSP each player's shirt number is to correspond to the number of the player as recorded on the Match 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), with the exception of CPL and SSP where eighteen (18) players may be listed. 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 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.

Variations

Juniors

Match Cards will not list names of team personnel. (See also the section in this document under the heading "Match Administration".)

Canterbury Super 6/Hockey5s

Match Cards will not list names of team personnel

South Island Super 6/Hockey5s

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

Secondary schools League (SSL) Divisions 2 and below

May name 18 players on the match card with only one named goalie. All 18 players must be registered with this team. If the team needs to use "fill in" players from lower ranked teams then they may only have 16 on the match card.

Masters

A team may use players from another team, as long as

- (a) in any case, the team has a minimum of eight (8) of their own players on the field of play throughout the fixture; fewer than eight players will require the team to forfeit the game, as described in



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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 electronic 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 incident report section of the electronic Match Card;
- Both umpires sight the electronic Match Card, having added any comments of their own pertaining to the fixture, and also clearly indicating any cards issued
- The venue supervisor or match manager will upload match detail into the digital platform for the game with the electronic scoring pin code
- In instances where a red card is issued the umpires are to complete a 'Red Card Report' form obtained from the Canterbury Hockey staff member on duty at the venue or from the Canterbury Hockey website and submit the completed report to Canterbury Hockey before the conclusion of the next business day.

Only umpires are to record instances of misconduct and/or transgressions of rules by players, and/or coaches, managers and spectators on the Match Card, with any additional information supplied in an appropriate manner. All communications, no matter what medium is used, must be received by the Canterbury Hockey office by 5pm on the first business day following the fixture.

Any protest, complaint and/or comment from team management is to be communicated, via the Club Secretary, to Canterbury Hockey. All such reports, no matter what medium is used, must follow the process outlined in the Canterbury Hockey By Laws.

The completed Match Card can either be handed to the Canterbury Hockey 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 Canterbury Hockey staff member on

Variations

the left-hand column, and

Note: for the sake of clarity, if an injury or a suspension dictates one of the eight players is removed from the field, the team will be required to play with those reduced numbers for that period, (i.e. the additional players as noted immediately below may not be used to replace the player/s not on the field), and

- (b) There is a maximum of 12 players named on the match card (inclusive of any additional players). If additional players are required taking your team numbers over 12 then the opposition team captain approval must be gained before the game commences and must also be noted on the card.
- (c) Exception: Goalies used from other teams will not be counted in additional players number and will not be counted in the minimum of 8 players need to field a team, as in "a" above.

Note: any team that utilises this clause must ensure the player added to the team list for the game is a registered player.



Rules and Regulations

duty or the venue result drop box or is forwarded to the Canterbury Hockey 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 conditions mean the full field can't be seen from one end to the other e.g. fog or smoke
2. The conditions present a strong possibility of exposure. The Canterbury Hockey recommended guideline will apply. Players must take a reasonable level of responsibility to ensure they are 'suitably attired' to withstand cold temperatures.
3. The ground conditions are compromised by surface water or flooding.

The guideline for compromised conditions is:

(a) if surface water is showing on more than 50% of either (not necessarily both) circle,

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

(b) if more than 20% of the turf between the two circles has surface water showing, and/or the distribution of the flooded area will unfairly bias one team, then the surface is deemed unplayable.

4. There is ice on the turf. If ice exists on any part of the field the surface is deemed unplayable and the match 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.
6. An injury where it is considered unsafe to move the player.

Variations



Rules and Regulations

The responsibility for making the decision rests with the Venue Supervisor in consultation with the appointed umpires. Consideration can be given to consulting with the Venue Supervisor at an alternative venue.

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) For all Senior, Secondary School, Grass and Masters competitions 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/or “quarter time” where applicable), 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 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 match has started all effort should be 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 advisory committee.

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

In the event a match is abandoned/cancelled then the section of the Canterbury Hockey Competitions By-Laws identifying how to determine placing of teams when an unequal number of matches has been played

Variations

Juniors

- (a) Playing time of at least 30 minutes for an 11-aside match (and at least 24 minutes for a 6/7-aside match) preferably of equal-length periods, that may or may not include a break for “half time” (and/or “quarter time” where applicable), and
- (b) The match must finish 3 minutes before the scheduled start time of the next scheduled match.



Rules and Regulations

by each team will be applied. Similarly, if the match was one that required a result to allow one team to progress to the next stage of a competition the Canterbury Hockey Competitions By-Laws will direct the process for achieving this outcome.

Postponed matches needing rescheduling will be done so by Canterbury Hockey and times and venues allocated.

Note: The definition of a match includes penalty shoot-outs, or a stroke competition, where either is to be used to establish a match winner.

Variations



Uniforms

CPL, Division 1 and SSP 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.

Uniforms

All affiliated members must ensure the playing colours that will be worn by their teams are registered with CHA. A colour photograph or drawing of the design of all playing uniform variations of the registered colours must be provided to CHA for approval if their uniform is changing.

All affiliated members must also have an alternate strip of contrasting colours.

All teams belonging to an affiliated member in a competition that requires participants to be Registered Participants, must have those teams play in the approved playing colours of that affiliated member. In order to prevent confusion between teams, umpires will have discretion to require a player (e.g. goalkeeper) wearing a non-registered colour to make a change.

If in the opinion of CHA two teams' colours are too closely matched, the team who has registered their colours first with CHA will remain in their colours while the other team will wear their alternate strip.

All participants and umpires are required to adhere to appropriate dress standards. Players are not to wear hard peaked caps and are to ensure socks are pulled up and shirts are tucked in, unless designed otherwise.

Protective Equipment

All participants must wear mouth guards and shin guards when participating. Team Managers are to control the use of mouth guards and shin guards, not the umpires. However, if an umpire identifies a participant failing to comply with this requirement, the umpire will ask the participant to rectify this immediately and leave the field to do so. If a

The Current CHA uniform clashes and fixes are as follows:

Carlton Redcliffs and University – Carlton Redcliffs must change.

Carlton Redcliffs and Harewood – Carlton Redcliffs must change.

Hornby and Rangiora – Rangiora must change.

Marist and Rangiora – Marist must change.

Team managers are free to contact opposition clubs if the above clash happens and if they want to come to a separate exclusive arrangement for that match. If no arrangement can be arranged, then above clash fixes remain



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participant fails to comply with the umpires request, either by refusing to leave the field or returning to the field without both mouth guard and shin guards in place, then the participant will be deemed an 'illegal player' and the fixture will be awarded to the opposing team by forfeit. The participant(s) concerned will be suspended in line with the rules identified under 'Defaults & Forfeits' within these By-Laws.

Field players may wear a smooth flush fitting facemask when defending a penalty corner or penalty stroke. The facemask must be removed safely and dispensed of so it is outside of the field of play before the player takes part in the game outside the circle. (There should be no delay in donning protective equipment at Penalty Corners or Penalty Strokes).

Variations



Rules and Regulations

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 Members responsible for providing umpires for a fixture.

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

If 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 Canterbury Hockey will not be involved.

Note: Should there be any instance where the matter of non-appearance of a 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 Member concerned as per the '2022 Canterbury Hockey 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 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 to fixtures the respective Canterbury Hockey 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.

Variations

Juniors

Kwik Sticks 11-aside

All games will be umpired by scheduled umpires from the Junior Umpiring Group.

Kwik Sticks 7-aside

All games will be umpired by scheduled umpires from the Junior Umpiring Group or a team supplied umpired.

Kiwi Sticks

Each club and school will be allocated a Kiwi Sticks umpiring venue at the beginning of the season.

All clubs and schools must provide umpires aged 19 or under for each game held at their allocated umpiring venue.

Umpires are expected to enforce all rules of hockey, including special rules applying to this grade.

Mini Sticks

Each team must provide an umpire for each game. This may be a junior umpire, parent or coach.



Determining Competition Outcomes

The appropriate advisory committee will apply the processes outlined below

However, unless otherwise specified elsewhere in the 'Rules & Regulations' of a particular competition, the following processes will apply to various formats that may be utilised:

Round Robin

Points will be allocated as follows for fixtures played within a round robin:

Win – three (3) points
(including win by default or forfeit)

Draw – one (1) point, two (2) points if game is called off due to natural causes and not able to be rescheduled as outlined in the Rules and Regulations.

Loss – zero (0) points (including loss by default; loss by forfeit will incur penalty of -3 points)

To determine the placings within a round robin the following criteria will be applied in descending order, with the team with the higher total on any specific criterion awarded the higher finishing position:

1. Number of competition points obtained (including any bonus points or deductions)
2. Number of fixtures won (including any wins by forfeit or default)
3. Goal differential (total goals scored less total goals conceded)
4. Goals scored
5. Apply the process outlined in 1 to 4 above over solely the matches involving the teams yet to be separated
6. Toss a coin



Rules and Regulations

Variations

In the event that it is necessary for a round robin to be concluded with teams having played a different number of fixtures, most likely to occur a result of a cancelled fixture not being able to be rescheduled before the conclusion of the round robin, then the following criteria will be applied in descending order to determine placings within a round robin, with the team with the higher total on any specific criterion awarded the higher finishing position:

1. Number of competition points obtained (including any bonus points or deductions) divided by number of fixtures played
2. Number of fixtures won (including any wins by forfeit or default) divided by number of fixtures played
3. Goal differential (total goals scored less total goals conceded) divided by number of fixtures played
4. Goals scored divided by number of fixtures played
5. Apply the process outlined in 1 to 4 above over solely the matches involving the teams yet to be separated
6. Toss a coin

(Note: Forfeits and defaults are considered to be completed fixtures and therefore those fixtures have been played)

Knock Out or Elimination Matches

In all fixtures where a winner must be identified to allow the competition to progress under its specified format, the following criteria will be applied in descending order to determine the winner:

1. The team that has the higher score at the end of regulation time
2. The team that wins a Penalty Shootout competition as per NZHF tournament rules and regulations.
3. In the event Penalty Shootouts are not possible, the team that finished with the higher ranking (if a previous component of the competition



Rules and Regulations

assigned each team a comparable ranking). (Note: a comparable ranking requires both teams to have advanced from the same pool during a round robin phase of the competition).

4. In the event Penalty Shootouts are not possible and neither team holds a higher ranking, then the team that scored last in regulation time will advance.
5. Toss a coin.

The appropriate advisory committee can, for any reason, including the issue of time constraints, recommend to the Canterbury Hockey 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.

Variations



Rules and Regulations

Variations

Team Penalties for Inappropriate Behaviour

(This section refers solely to Adult 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 advisory 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 Canterbury Hockey nor the 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 appropriate advisory committee, Canterbury Umpires Committee or the venue Supervisors of the day will become involved in any dispute should it occur.

Allocation of Titles

The appropriate advisory committee will determine which competitions have trophies, or similar, awarded.



Best Performed Club

(This section refers solely to Adult competitions.)

The Competitions Advisory Committee will recognise the Best Performed Club, using a system that rewards clubs with points for every fixture played during the season. Please go to appendix 6 for a breakdown of these calculations

Protests

If a team wishes to lodge a protest in relation to a completed fixture, then this must be indicated on the match scorecard by writing 'Under Protest', or any other words to indicate that a protest is to be submitted. The full nature of the protest must then either be included on the scorecard (if space permits), written on a separate piece of paper and attached to the scorecard, or submitted in writing to the CHA office by the end of the next business day following the completion of the fixture. (Protests regarding umpiring decisions cannot be heard. Protests of a technical or procedural nature can be heard).

Protests will be considered by the relevant CHA advisory committee responsible for the specific competition to which the fixture being protested pertains. The committee is permitted to gather whatever information is deemed necessary to assist in determining the outcome of the protest, and will notify the appellant within 48 hours of reaching that decision.

Right of Appeal

The process for any appeal of a decision made by an operational committee responsible for the administration of a particular CHA competition will be as follows:

1. The appellant must submit in writing to the CHA office the aspect of the 'Rules & Regulations' of a specific CHA competition being appealed and/or the interpretation of those 'Rules & Regulations' being appealed and the basis for the appeal;
2. The relevant CHA operational committee will consider the appeal, gathering whatever information is deemed necessary to assist in determining the outcome of the appeal, and will notify the appellant within 48 hours of reaching that decision;
3. If the appellant is not satisfied by the outcome of the appeal, they are entitled to



Rules and Regulations

make a secondary appeal to the CHA Chief Executive Officer. The decision made by the Chief Executive Officer will be final.

Committee Discretion

The appropriate advisory committee shall have the authority to:

- a) Administer and interpret these Rules and Regulations
- b) Decide the outcome of any matter not covered within the Canterbury Hockey Competitions Rules and Regulations, with the 'spirit of the game' to be the guiding principle
- c) Consider and determine any application from a Member for a dispensation from these rules
- d) Determine penalties, after reference to the Canterbury Hockey By-Laws, where necessary

However, in any situation where the interpretation is in contradiction to the intent of the Canterbury Hockey Competitions rules and regulations the matter will be referred to the Canterbury Hockey CEO to determine.

Variations



Appendix 1

Six Aside Hockey Competition Rules

Note: Competitions played at junior level known as *Mini Sticks*, *Kiwi Sticks* and *Kwik Sticks 6-aside* have their own set of rules noted in another appendix in this document; those competitions do not come under the jurisdiction of the playing rules noted in this appendix.

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, Juniors Super 6 competition, and the social 6-aside series.

The foundation of 6-aside rules come from the FIH Rules of (11-aside) Hockey, with reference also being made to FIH, and Hockey NZ, Tournament Regulations; following that, variations are applied, as detailed below.

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

Social 6-aside: variations to FIH 11-aside rules, and regulations, 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	Variations from Super 6 competition rules (noted left) to be used for Social 6-aside rules
<p>Administration A maximum of six players, one of whom may be a goalkeeper, are permitted on the field at any one time.</p> <p><u>Canterbury Super 6</u> 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, Canterbury Hockey reserve the right to reverse the score.</p> <p>Explanation: This competition is recognised as one allowing clubs and schools to trial new players.</p> <p>A team may have unlimited interchange players.</p> <p><u>South Island Super 6</u> requires the registration of players up to a maximum of 14 players. Players may only be registered for one team for the tournament.</p> <p><u>South Island Super 6</u> Teams will not be eligible to earn points without a completed registration form. Details of when this information is to be supplied as per instructions from Canterbury Hockey.</p> <p><u>Juniors Super 6</u> One of the six players must be a goalkeeper who shall wear suitable protective equipment at all times.</p> <p>Teams are gender specific</p>	<p>Summer 6-aside does not require registration of players.</p> <p>Reference to the gender of playing personnel is noted on the entry form.</p>
<p><u>On-Field</u></p> <p>Super Six Hockey is a game of modified field hockey. Current (F.I.H.) 11-aside field hockey rules apply except as detailed below.</p> <p>1. Game duration</p> <p><u>Canterbury Super 6:</u> 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.</p> <p><u>South Island Super 6:</u> Each match shall consist of two 12 minute periods with a 2 minute halftime.</p> <p><u>Juniors Super 6:</u> Each match shall consist of two 12 minute halves with a 2 minute break at half time.</p> <p>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.</p> <p>3. Goalkeepers and players with goalkeeping privileges shall be subject to the same rules as noted in the FIH Rules of Hockey.</p>	<p>6-aside Hockey is a game of modified field hockey. Current (F.I.H.) 11-aside field hockey rules apply except as detailed below. <u>However</u> umpires will not call minor infringements, except in the circle, to allow for continuity of play.</p> <p>Two 12 minute periods with a two minute halftime.</p>



Canterbury Super Six Competition Rules

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.

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.

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

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 in the defending team must be in the opposite circle, and must remain there until the penalty corner injection has been made.

If a player, defender or attacker, breaks at a penalty corner he/she will be sent back to the other circle. If it is the goalkeeper who breaks, the team will nominate a player to go to the other 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 awarded from within the circle (other than during a PC)	3 points
Penalty corner	2 points
Penalty stroke awarded during a penalty corner	2 points
Field goal from outside the circle	1 point
Penalty stroke awarded from outside the circle	3 points

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

10. Player Conduct

Green and Yellow cards will be handled as follows:

Green: 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: three minute suspension and time will be managed by the umpire.

11. Points (Using the variation allowed for in the CHA By Laws)

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.

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

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.

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

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.



Canterbury Super Six Competition Rules

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

12. Round robin progression

At the completion of 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:

1. Total competition points
2. Number of matches won (including any forfeits and/or defaults)
3. Score differential (total points scored less total points conceded); a positive number takes precedence over a negative number
4. Number of 3 point goals scored
5. Apply the process outlined in (i) to (iv) above over solely the matches involving the teams yet to be separated
6. Toss a coin

13. Post-pool/Finals

1. For the match being played to establish 1st and 2nd place that ends in a tie,

(a) golden goal extra-time will be played.

- Up to two periods can be played, any goal scored finishing the match.
- Scoring options as described above, remain in force.
- There shall be no goalkeepers, except for defending penalty corners and penalty strokes.
- The first period shall be played with 4 players, the second period with 3 players.
- Each period can be played to a maximum of 5 minutes duration, swapping ends and restarting play immediately between periods.

(b) If, at the end of these periods, the deadlock has not been broken, the following criteria will be used, making sole reference to the match currently looking for a result, in descending order until differentiation can be established, with the team with the higher total on any specific criterion awarded the win:

- i. Number of 3-point goals (including any penalty strokes of a 3-point nature)
- ii. Number of 2-point goals (including any penalty strokes of a 2-point nature)

Note: For the sake of clarity, calculations made here are completely separate from "i" above.

- iii. Number of 1-point goals

Note 1: there are no "1-point" penalty strokes.

Note 2: For the sake of clarity, calculations made here are completely separate from "i" and "ii" above.

- iv. If there is still no separation achieved, a penalty shoot-out competition shall take place.

2. For any matches where a decision is needed for onward progression, or in any Finals match (other than the match for 1st/2nd place, as described above) that ends in a tie, the winner 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:

(a) Making sole reference to the match currently looking for a result:

- i. Number of 3-point goals (including any penalty strokes of a 3-point nature)
- ii. Number of 2-point goals (including any penalty strokes of a 2-point nature)

Note: For the sake of clarity, calculations made here are completely separate from "i" above.

- iii. Number of 1-point goals

Note 1: there are no "1-point" penalty strokes.

Note 2: For the sake of clarity, calculations made here are completely separate from "i" and "ii" above.

(b) If, after the above criteria has been used, the deadlock has still not been broken, the following criteria will be used:

- i. The team that had the higher ranking at the end of Round Robin, or Pool, play



Canterbury Super Six Competition Rules

- ii. Total competition points of all fixtures played to-date including round robin/pool matches
- iii. Number of matches won (including any forfeits and/or defaults) of all fixtures played to-date including round robin/pool matches
- iv. Score differential (total points scored/awarded-by-a-default, less total points conceded) of all fixtures played to-date including round robin/pool matches; a positive number takes precedence over a negative number
- v. Number of 3 point goals scored of all fixtures played to-date including round robin/pool matches
- vi. Toss a coin

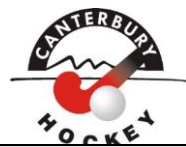
Variations from Super 6 competition rules (noted left) to be used for Social 6-side rules



Appendix 2

Variations to FIH 11-aside Rules of Hockey used in CHA Juniors competitions

	Mini Sticks Year 3-4 and Under 9	Kiwi Sticks Year 5-6 and Under 11	Kwik Sticks (7-aside) Year 7-8 and Under 13	Kwik Sticks (11-aside) Year 8 and Under 13
Entries	<i>See "Team Entries" in the main part of the document</i>			
Concept				
Field Size	Games are played on an artificial surface that is approximately 1/4 of full-sized turf.	Games are played on an artificial surface that is approximately 1/2 of full-sized turf.	Games are played on an artificial surface that is approximately 1/2 of full-sized turf.	Games are played on full-sized artificial surfaces.
Team Size and Composition	Six (6) players (on the field at any one time). Rolling substitutions are encouraged with a recommended team size of 8 players.	For Divisions 1-5, seven (7) players (on the field at any one time), one (1) of which must be a goalkeeper. <u>Note:</u> In any instance where there is no goalkeeper, (for whatever reason), then only six (6) players may take the field at any one time. For Divisions 6 and below, six (6) players are allowed on the field at any one time. Goalkeepers are not permitted. Rolling substitutions are encouraged with a recommended team size of 9 players (for Divisions 1-5) and 8 players (for Divisions 6 and below).	Seven (7) players (on the field at any one time), one (1) of which must be a goalkeeper. <u>Note:</u> In any instance where there is no goalkeeper, (for whatever reason), then only six (6) players may take the field at any one time. Rolling substitutions are encouraged with a recommended team size of 10 players.	11 players, with a maximum team size of 16 players. Rolling substitutions are highly encouraged. <u>Note:</u> In any instance where there is no goalkeeper, (for whatever reason), then only ten (10) players may take the field at any one time.
Game Duration	2x 18 minute halves, 2 minute halftime, 2 minute changeover to the next game	2x 20 minute halves, 2 minute halftime, 3 minute changeover to the next game	Game duration will be determined depending on programme format. 3 x 15 minute periods, 2 x minute intervals in 2021	2x 25 minute halves, 2 minute halftime, 3 minute changeover to the next game.
Defaults	<i>See "Defaults" in the main part of the document</i>			
Umpires	<i>See "Umpires" in the main part of the document</i>			
Goalkeepers	Goalkeepers are not permitted	For Divisions 1-5, goalkeepers are compulsory. <u>Note:</u> -See "Team Size and Composition" above, also. For Divisions 6 and below, goalkeepers are not permitted	Goalkeepers are compulsory. <u>Note:</u> See "Team Size and Composition" above, also. Goalkeepers playing in the Kwik Sticks 11 aside grade may be used in a field position of this grade. Field players in the Kwik Sticks 11 a-side grade may be used in the goalkeeper position of this grade. <u>Note:</u> Canterbury Hockey will not accommodate timetable conflicts between these grades.	Goalkeepers are compulsory- <u>Note:</u> See "Team Size and Composition" above, also.
Long Corners	Any time the ball goes over the baseline off a defender's stick <u>whether deliberate or not</u> will 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 base line off a defender's stick (other than deliberately) will result in a long corner 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 defender's stick (other than deliberately) will result in a long corner to the attacking team from half way, in line with where the ball crossed the baseline.	
Penalty Corners	No penalty corners – instead a free hit is awarded 1 metre outside of the circle. Where no circle is	No penalty corners – instead a free hit is awarded 1 metre outside of the circle. Where no circle is	Penalty corners are played. 4 defenders (inclusive of the goalkeeper) will take their position behind the baseline as per 11-aside hockey. All other	



	Mini Sticks Year 3-4 and Under 9	Kiwi Sticks Year 5-6 and Under 11	Kwik Sticks (7-side) Year 7-8 and Under 13	Kwik Sticks (11-side) Year 8 and Under 13
	present, the free hit is to be taken from a position that is a notional 5 metres from the base line.	present, the free hit is to be taken from a position that is a notional 10 metres from the base line.	players in the defending team must be in the opposite circle, and must remain there until the penalty corner injection has been made.	
Raised Ball	Raised ball above the knee is deemed dangerous – including shots on goal. Umpires will use discretion for a raised-ball below knee-height. Danger will hold a different interpretation at this level than it does at other levels of competition.	For Divisions 6 and below, a shot on goal can be a raised ball, however the umpire is to use discretion in interpreting danger, for anything above the knee. For the sake of clarity, for Divisions 1-5, normal hockey rules apply.		



Appendix 3

Player Movement Between Teams

Conditions Relating to Specific Grades. This table should not be used in isolation; rules regarding

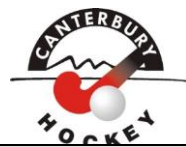
(1) General principles of player eligibility – see Participant Eligibility – and also specifically the section headed “Player Movement Between Teams”, and

(2) Re-grading of players

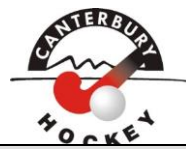
are noted elsewhere in this document.

All play up rules edited for the 2022 season as done in the best interest of player flexibility and are to be used in the spirit of the game

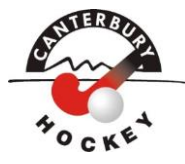
Player Registered In...	Player Can Play Into...	Threshold Level	Comments
	<p>Note 1: Unless expressly forbidden, as noted in the table below, a player can</p> <p>(a) Either play up into a higher-ranked team within the division (where a club or school has multiple teams in a division), or a team in the next division up; the first additional team a player plays for in the season determines the only other team that player can continue to play up into, in the current season. AND</p> <p>(b) in certain instances as detailed in the table below, can also play in Mid-Week competition</p>	<p>Note 2: 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”. Year 10 players have different criteria, noted under “Comments” (to the right).</p> <p>Note 3: The chronology of the 7th game impacts on, and dictates when, the player cannot play again in the lower ranked team.</p>	
CPL	<u>Note:</u> Year 9 and 10 players are ineligible to play in this division.	n/a	CPL players cannot play in the Mid-Week divisions.
Division 1	CPL only Note: Year 9 and 10 players are ineligible to play in this division	Any player may play up 6 Championship fixtures in CPL; the threshold is broken in the 7 th fixture.	Division 1 players cannot play Mid-Week
Sunday League Premiership	Can play up into any Saturday team, and/or any team in Mid-Week, both or either to be within the Member club. Note: Year 9 players are ineligible to play in this division.	Any player may play up 6 championship fixtures, for <u>both</u> (a) Any combination of Saturday teams (conditions for all situations as described in “Note 1” in the top row of this table) AND (b) Any combination of teams in Mid-Week The threshold is broken in the 7 th game for either situation described above (“a” or “b”). The team the player plays their seventh game into is the one they are regraded to	Alternative playing up options are available if the club has multiple teams in this division (but note that playing-down into a lesser ranked team is not an option).
Sunday League Championship	A player can play into any Sunday premierships team but once you play into a Saturday team you are no longer eligible for a Sunday team. A player can also play into any team in Mid-Week from Sunday league championship, any team to be within the Member club, and any age criteria conditions must be met in all/any instances.	Any player may play up 6 championship fixtures, for <u>both</u> (a) up within a day (Sunday or Saturday), (conditions for all situations as described in “Note 1” in the top row of this table) and in the column to the left). Play up count resets to zero if a Championship players become a Saturday play up player AND (b) Any combination of teams in Mid-Week. The team the player plays their seventh game into is the one they are regraded to	Alternative playing up options are available if the club has multiple teams in this division (but note that playing-down into a lesser ranked team is not an option.)



Player Registered In...	Player Can Play Into...	Threshold Level	Comments
	<p>Note: Year 9 players are ineligible to play in this division.</p>	<p>The threshold is broken for the team the players play their 7th game for either situation described above (“a” or “b”).</p>	
<p>Platinum Division</p>	<p>Year 9 players are only eligible to play up within the Platinum competition. These 6 games can be a mixture of any higher ranked platinum team.</p> <p>Year 10 players may only play up to Sunday teams (may play up into either Sunday League Premiership or Championship) and/or Mid-Week. These 6 games can be a mixture of any higher ranked team up to Sunday League Premiership</p> <p>All other players (Year 11, 12 and 13) may play in Division 2 or 3, or, where no such team within the club exists, Division 1, and/or one team in Mid-Week. Standard play up rules apply</p> <p>Any team for any instances and restrictions noted above, is to be within the Member club, and any age criteria conditions must be met in all/any instances.</p>	<p>Along with restrictions for Year 9 and 10 players (specified in the Comments column, to the right), any player may play up 6 championship fixtures, for both</p> <p>(a) a team up, or a team in Division 2 or 3 (conditions for either situation as described in “Note 1” in the top row of this table)</p> <p>AND</p> <p>(b) one team (only) in Mid-Week</p> <p>The threshold is broken in the 7th game for either situation described above (“a” or “b”).</p>	<p>Alternative playing up options are available if the club has multiple teams in this division (but note that playing-down into a lesser ranked team is not an option)</p> <p>Note: Players in the platinum grade can play up within the platinum grade a maximum of 6 times to a mixture of higher platinum teams if the club has more than one.</p>
<p>Mid-Week</p>	<p>The next team up in a higher Mid-Week division, and/or one DAY in Weekend Open divisions or Weekend Restricted divisions, any team to be within the Member club, and any age criteria conditions must be met in all/any instances. You can play into any Sunday team but once you play into a Saturday team you are no longer eligible for a Sunday team.</p>	<p>Any player may play up 6 championship fixtures, for both</p> <ol style="list-style-type: none"> a team up within the club in Mid-Week (conditions as described in “Note 1” in the top row of this table) <p>AND</p> <ol style="list-style-type: none"> one day (only) in a Weekend competition (conditions as described in the column to the left) <p>The threshold is broken in the 7th game for either situation described above (“a” or “b”).</p> <p>If you are playing from Mid-week into any eligible Sunday team the team you play your seventh game for is the one you are regraded into. If you are playing into Sunday teams and then play into a Saturday team (your new fill in day) your games played up gets reset back to zero.</p>	<p>Alternative playing up options are available if the club has multiple teams in this division (but note that playing-down into a lesser ranked team is not an option)</p> <p>Play up variation for players who played in a CPL team in the season proceeding the current season noted elsewhere in this document</p> <p>Year 9 and 10 players cannot be registered in this division; furthermore, Year 9 players cannot play in this division.</p>
<p>Secondary School (incorporating Secondary School Premier League (SSP) and Secondary School League (SSL))</p>	<p>The next highest team within the school SSP and/or SSL divisions</p> <p>There is no playing down into a lower ranked team.</p> <p>Secondary School players are also eligible to register, and play, for a club. Under that (club) registration, the player is then bound by the playing up rules as described above in this table, for adult competition. But with restrictions as noted here and in the columns to right.</p> <p>Any registered Secondary School player can only play one school and one club, fixture a weekend; play up</p>	<p>Any player may play up 6 championship fixtures (conditions as described in “Note 1” in the top row of this table); the threshold is broken in the 7th fixture.</p>	<p>Alternative playing up options are available if the school has multiple teams in a division (but note that a dispensation request is required if a player is needed to play-down, or be dropped, into a lesser ranked team.)</p>



Player Registered In...	Player Can Play Into...	Threshold Level	Comments
	<p>options are described below. A weekend is defined as "Friday, Saturday, Sunday".</p> <p>Note: Goalkeepers are exempt from this requirement, and normal play up rules apply to them</p> <p>Play Up Options:</p> <p>1) If a SSP/SSL player does not play a fixture on a Friday e.g. a "bye", the player is eligible to play 2 (club) weekend games (one being a "play up" game – rules governing such are noted elsewhere in this appendix).</p> <p>2) If a SSP/SSL player plays 2 fixtures on a Friday (one of which is a "play up" game – rules governing such are noted elsewhere in this appendix), the player is <u>not</u> eligible to play a club fixture of any sort in a weekend game.</p>		
<p>Juniors</p>	<p>Year 7 players cannot play up into the Platinum competitions.</p> <p>A Year 8 player can play-up into any combination of Platinum teams within the Member club EXCLUDING Platinum Division 1. For a year 8 to play up into platinum division 1 they must apply for a dispensation and be granted a dispensation for each player.</p> <p>Club/School players in a Kwik Sticks 7 a-side team have 6 play ups into their lowest Kwik Sticks 11 a-side team</p> <p>Note: Canterbury Hockey will not accommodate timetable conflicts between these grades</p> <p>Year 6 players cannot play-up in the Kwik Sticks 11-a-side competition TRANSITION PERIOD</p> <p>Year 6 players can play-up into any Kwik Sticks 7-a-side team.</p>	<p>Any player may "play up" 6 fixtures. Fixtures in this case means any fixtures: grading games, championship games, or games in any other competition.</p> <p>The threshold is broken in the 7th game.</p> <p>Year 8s playing up into platinum can play into a combination of their club platinum teams FOUR TIMES.</p> <p>Breaking the play up threshold will result in the appropriate advisory committee and CHA staff evaluating the matter and processing any suitable sanction to the participant, coach/es or club involved in the breach of play up rules.</p>	



Appendix 4

Porritt Cup Competition Rules, and Variations

Current (F.I.H.) 11-side field hockey rules apply except as detailed below.

1. Match Duration

Porritt Cup playing duration for half length matches will be 2 x seventeen (17) minutes halves with a two (2) minute half time. Full length matches will be four (4) x Seventeen (17) minute quarters with two (2) minute quarter breaks and a five (5) minute half time

Every fixture will end with a shoot-out if the match is drawn at full time. The shoot out will be a three (3) person shoot out.

2. Scoring

The 2022 Porritt Cup has 1 x point per goal scored. The draw is an 8-team quarter final knock out draw.



Appendix 5

Hockey 5s Competition rules

This document notes the rules Canterbury Hockey use for Hockey5s competitions. This includes the Canterbury Hockey5s competition and the South Island Hockey5s Competition.

The foundation of Hockey5s rules come from the FIH rules of (Hockey5s) Hockey which can be found on the following link [Rules of Hockey | FIH](#). CHA reserve the right to change any of the rules due to time/facility constraints. Initial modifications are as below.

Canterbury Hockey 5s Competition Rules variants 2020

Administration

A maximum of five (5) players, one of whom must be a goalkeeper, are permitted on the field at any one time.

Canterbury Hockey5s 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, Canterbury Hockey 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 Hockey5s requires the registration of players up to a maximum of 14 players. Players may only be registered for one team for the tournament. South Island Hockey5s Teams will not be eligible to earn points without a completed registration form. Details of when this information is to be supplied as per instructions from CHA.

On-Field

Hockey5s is a game of modified field hockey. Current (F.I.H.) Hockey5s field hockey rules apply except as detailed below.

1. Game duration

- a. Canterbury Hockey5s: Each match shall consist of two (2) Fifteen (15) 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.
- b. South Island Hockey5s: Each match shall consist of two (2) Twelve (12) minute periods with a 2 minute break at each interval.

- #### **2. The field dimensions**
- shall be aligned with FIH standards with the game to be played across the turf, 48m long by 31.5m wide and regulation field hockey goals. The side-lines and baseline shall be marked with wooden boards of various heights to assist in keeping the ball in play. Court size may be changed by CHA at any time.

3. 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 10-0.

4. Round robin progression

At the completion of 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:

- i. Total competition points
- ii. Number of matches won (including any forfeits and/or defaults)
- iii. Score differential (total points scored less total points conceded); a positive number takes precedence over a negative number
- v. Apply the process outlined in (i) to (iii) above over solely the matches involving the teams yet to be separated
- vi. Toss a coin

5. Post-pool/Finals

a. For the match being played to establish 1st and 2nd place that ends in a tie, Hockey 5s Drop off will be completed. The first 2 minute period is 4 v 4. After this two minutes teams drop one more person so it is 3 v 3. After another two minute period it becomes 2 v 2. Drop off is golden goal. Rolling Substitutions continue.

b. For any matches where a decision is needed for onward progression, or in any Finals match (other than the match for 1st/2nd place, as described above) that ends in a tie the team with the highest round robin placing will progress



Appendix 6

The calculation for the best performed senior club is based on on field performance and does not factor in any other club wide initiatives or club mark details.

The calculations include the following grades:

Platinum, Grass, Mid-Week Open, Sunday League, Sunday Super League, Division 1 and Canterbury Premier League.

The following base calculation is created:

All round robin points accumulated by a clubs above teams in all championship competitions are added up.

Bonus Points

Bonus points are added to teams that won their Championship. For the purpose of this calculation, it is the winner of any final played. If no final is played, then it is the top of the round robin. The following bonus points are added:

Canterbury Premier League	10 points
Division 1	8 Points
Mid-Week Open Division 1, Platinum Division 1 and Sunday Super League	6 points
Lower Platinum/Mid-Week open and grass grades	4 points

Negative points

A club will be deducted points by the following amounts:

Red Card – This includes a player getting 4 yellow cards in a season.

CPL player	10 points
Division 1 Player	8 points
All other grades	5 points
Any upheld judicial process against a field player	5 Points

Grand Total

Once all round robin pointed are added, bonus points are added and negative points subtracted, the total will be divided by the amount of teams the club had participating to get the final total (to two decimal places). The lowest divisible number is 3.