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Introduction

The “Canterbury Hockey Association Competition Rules and Regulations, 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). Canterbury Hockey has the power 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 Code of Conduct
- Canterbury Hockey Judicial Policy
- Canterbury Hockey Head Injury Policy
- Senior Playing Dates
- Juniors Playing Dates
- FIH Outdoor Rules of Hockey
- **School Sport Canterbury Rules**

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.

Glossary

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|-------|--|
| 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 |
| NHC | National Hockey Championship |
| Association/Member/ Club/Player | In any instance where these terms are used, they mean "Affiliated..." |
| 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. The current match card format is through PlayHQ. |
| Private Entries | Means a team entered into a competition by an individual rather than by an affiliated club. |



1. Allocation to Divisions

(See Appendix 1 for allocation to division, new teams and re grading variants for junior hockey)

1.1 The entry process invites Members to enter teams into CHA competitions. CHA will determine which level of competition any team will participate in. Members are required to confirm their entries in the manner prescribed by Canterbury Hockey

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

1.3 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 CHA 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.

1.4 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.

1.5 CHA also reserves the right to require grading fixtures to be held at the end of a season or the start of a new season.

2. Competition Structure

2.1 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]"

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



3. Teams Entries

(See Appendix 3 for team entry variants to masters competitions)

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

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

3.3 Unless CHA has communicated to Members otherwise before the commencement of any season, for all grades where rankings from a comparable (as adjudged by CHA) 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.

3.4 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 Canterbury Hockey Season Fees document for the current season.

3.5 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 CHA and the other association endorse the entry. These teams are considered invitational teams and have no claim to entry in a specific grade within the Competition based on results in a previous year. If an entry from an invitational team is accepted, the team will be allocated to the grade deemed most appropriate by CHA. 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').



4. Registration of Participants

(See appendix 1 for registration of participants variants for junior hockey)

(See Appendix 3 for registration of participants variants for masters competitions)

4.1 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).

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

4.3 Clubs are required to have their players registered in the format stipulated by CHA. This information is required prior to any teams' first game.

4.4 Failure of a Member to complete the team registration in the manner prescribed by CHA and by the required time deadline as stated above will result in a penalty payment as specified in the Canterbury Hockey Season Fees for the current season.

4.5 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 CHA. When a player is being re-registered from one team to another (as opposed to a new player), the advice to be received by the CHA office is to include the name of the player and the new team along with the team from which they have been transferred. In situations where it is not possible to submit the revised registration detail electronically prior to the first fixture, typically because the player is only identified immediately prior to the start of a fixture, an email must be sent to the CHA office that this player shall be registered in the manner required by CHA within a week of the completion of the fixture.

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



5. Transfers

5.1 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 CHA. Club administrators will be responsible for ensuring that appropriate clearances are obtained prior to the said player taking the field.

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

6. Secondary Club Participant Release

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

- a) 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.
- b) 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).



7. Participant Eligibility

(See Appendix 2 for eligibility variants for Secondary School hockey)

(See Appendix 3 for participant eligibility variants for masters competitions)

7.1 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.

7.2 Players Year 11 and above are eligible for any senior grade.

7.3 Players must be under 18 as at 1 January in the year of competition to play in Platinum Divisions. Year 9 and 10 players must be registered in Platinum competitions (no higher).

7.4 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.

7.5 To be eligible to play in grass competitions participants must be year 11 or above at high school. Players may also register in an artificial-surface team, including a team in another Club. (See 6.1.a in this document for information detailing the administration of this eligibility.)

8. Code of Conduct

8.1 All participants (i.e. Social Participants and Registered Participants) are required to comply with the CHA Code of Conduct.

9. Match Administration

9.1 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.

9.2 In the Division 1 and CPL Championships, the second goalkeeper must remain on the match card whether or not they take the field. If the goalkeeper is named in a lower team at their club this game will be counted towards their play up tally whether they take the field or not.

9.3 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 (this excludes goalkeepers) and the following process has been followed:



- a) The coach (or equivalent) informs the officials 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;
- b) If the player takes no part in the fixture, then at the completion of the fixture the coach (or equivalent) must request of the officials that the player's name is clearly deleted (i.e. removed from the match card or the officials email CHA and asked that the participant is removed from the match card.)
- c) The officials point out to both team managers prior to leaving the venue that the deletion has occurred. If either manager believes the player took the field and should therefore not have been deleted, they are to advise this to the official who will communicate this with CHA.

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

Any player who was a member of

- a) A national (New Zealand) teams, or
- b) A national (New Zealand) Under 23 or Under 21 teams, or
- c) Any Hockey NZ NHC Tier 1 team, or
- d) The Canterbury Senior A and B 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.

9.5 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:

- a) 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
- b) 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.

9.6 The rules regarding player eligibility take effect from the start of the Championship rounds of the competition.

10. Player Movement Between Teams

(See Appendix 3 for player movement between teams variants for masters competitions)

Note: General rules are listed immediately below; Schedule 2 provides a breakdown of specific conditions for each division.



10.1 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, CHA will review the situation and communicate their decision with the club/s involved.

See Schedule 2 for all play up parameters

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

10.3 If a player breaks the threshold as noted in Schedule 2, 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 Schedule 2. This allows teams to use an unlimited number of players from any lower graded team.

10.4 Year 10 players have additional parameters placed on them and therefore need to refer to Schedule 2.)

10.5 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.

10.6 Penalties for using an illegal participant are covered in section 11.5

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

10.8 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*

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

Participant Eligibility – Threshold

10.9 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.

10.10 Year 8, 9 and Year 10 players have different provisions, which are noted in Schedule 2.

Participant Eligibility Exceptions

10.11 There will be no short term mid-season association to association, or international to domestic transfers accepted, they must be permanent. **Short term is deemed to be less than four consecutive matches.** Failure to comply may result in individual and team penalties. Player registration rules apply. **Below are two clear examples of this situation**

- 1) **A player is coming to Christchurch from another country. To be eligible to play they must be registered and play for a minimum of four consecutive matches. Playing less than the four consecutive matches will deem them a short term transfer.**
- 2) **A player is coming to Christchurch from another association within New Zealand. To be eligible to play they must complete a player transfer and be registered and play for a minimum of four consecutive matches. Playing less than the four consecutive matches will deem them a short term transfer.**

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 **fully contracted** New Zealand National Squad member, is permitted to play for the CPL (only) team of their last registered Canterbury club at any time during the season, including Championship finals. **To be eligible for Championship finals the player must play at least 1 regular season game, and it must be for their most recently registered Canterbury club.**

Dispensation is not required



11. Eligibility For Finals

(See Appendix 3 for eligibility for finals variants for masters competitions)

11.1 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.

11.2 For Porritt Cup finals, any player from that member club may play in finals regardless of how many games they have played as long as they meet all other eligibility requirements.

11.3 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

11.4 Any ineligible player found to have participated in a fixture will be deemed an illegal player and the appropriate penalties applied as found elsewhere in this document. However, CHA reserves the right not to enforce player suspension in the first occurrence by a member of using an ineligible player in each season.

11.5 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 calendar year of the season finishing) and can therefore be dealt with at any time during the Competition or even after the conclusion of the Competition.

12. Fixtures

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

12.2 CHA 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.

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

12.4 CHA will dictate periods of play for all competitions.



Rescheduling Of Fixtures

12.5 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. **This request must first come to Canterbury Hockey for temporary approval before the opposition is contacted.**

Draw Requests

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



Defaults and Forfeits

(See Appendix 3 for default and forfeit variants for masters competitions)

12.7 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 CHA 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. This is payable to the opposition club via Canterbury Hockey. Penalty amounts will be listed in the current seasons fees document.

12.8 The defaulting team must then also advise the appointed officials and the opposing team of the fixture. Failure to comply with any portion of this rule will result in a penalty as per the Canterbury Hockey Season Fees of the Current season.

12.9 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 Canterbury Hockey Season Fees of the Current season for the schedule for penalty payments.

12.10 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.

12.11 For forfeits, the illegal participant(s) will be suspended for two weeks, but unlike the one week suspension applied for a red card or the accumulation of four yellow cards under the card system, a participant's accumulated cards 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).

12.12 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.

12.13 Canterbury Hockey or Hockey NZ variation to rescheduling of fixtures. If your named squad has 5 or more players unavailable due to playing in a Canterbury Hockey representative team, in a tournament involving a Canterbury Hockey representative team (participant may though be playing for another association) or Hockey NZ representative commitments the effected team can request a reschedule of the game which cannot be declined by the opposition. If an individual PLAYS for a Canterbury hockey club team and COACHES a representative team as above they will count towards the quota for reschedule. The game must be rescheduled and played in a timeframe designated by CHA.





13. Fixture Protocols

Timings

13.1 All fixtures shall commence at the time laid down in the Official Draw or at alternative times advised by CHA. 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”.

For the 2026 season, Canterbury Hockey will be piloting a new program where in CPL competitions matches will be played over 15 minute quarters with clock stoppages. A pilot program document has been sent to all clubs.

Hockey Balls

13.2 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. Coloured balls may be used by mutual consent of the teams and officials.

Blood Rules

13.3 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.

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 the officials are 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).

Anti-Doping

13.4 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.

13.5 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

13.6 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.

Please refer to the full CHA head injury policy for full detail.



14. Match Cards

(See Appendix 2 for match card variants for secondary school hockey)

(See appendix 1 for Match Card variants for junior hockey)

14.1 Match cards for all senior games (platinum and above) must be completed prior to the match starting. Match cards for grass hockey are excluded from this requirement and are not required.

(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 in full playing uniform **for at least 50% of the fixture.**

14.2 In the case of CPL, Division 1 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".

14.3 The maximum number of players that may be listed on the Match Card per team is sixteen (16), with the exception of CPL, Division 1, SSP and SSL Division 1 where eighteen (18) players may be listed which must include 2 fully kitted goalkeepers. 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 taking the total number to 4.

14.4 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 officials, 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.

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

- a) The umpires will ensure the final score is correctly recorded on the Match Card;
- b) Any injuries that may require treatment funded by ACC should be reported to the venue supervisor for recording.
- c) Officials sight the Match Card
- d) The venue supervisor, match official or officials will confirm detail before submitting the match card.



- e) In instances where a red card is issued the official is to complete a 'Red Card Report' and submit the completed report to Canterbury Hockey before the conclusion of the next business day.

14.6 Only officials are to record instances of misconduct and/or transgressions of rules by players, and/or coaches, managers and spectators to CHA with 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.

14.7 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 CHA Code of Conduct.

14.8 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 result is communicated to CHA within 72 hours of the fixture to ensure points are credited.



15. Interruptions to a Match

(See appendix 1 for interruptions to a match junior variants)

15.1 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.

- a) The conditions mean the full field can't be seen from one end to the other e.g. fog or smoke.
- b) The conditions present a strong possibility of exposure. Players must take a reasonable level of responsibility to ensure they are 'suitably attired' to withstand cold temperatures.
- c) The ground conditions are compromised by surface water or flooding.
 - a. The guideline for compromised conditions is:
- d) if surface water is showing on more than 50% of either (not necessarily both) circle,
 - a. or, in the absence of an issue inside the circles
 - b. (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.
- e) 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.
- f) 5. Lightning. If the time between the lightning flash and the thunder sound is less than 10 seconds then play should be suspended and not resumed until 30 minutes after the last thunder has been heard.
- g) 6. An injury where it is considered unsafe to move the player.

15.2 The responsibility for making the decision rests with the Venue Supervisor in consultation with the officials of the match. Consideration can be given to consulting with the Venue Supervisor at an alternative venue.

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

1. This is explicitly where a match has not started and cannot start on time (Starts late) – 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, which 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. This is explicitly where a match is unable to be completed after it has started:

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 CHA. If the game needs to be rescheduled to be completed, the same venue and same umpires are not required. Teams may only use players that were playing the originally scheduled game that was not completed.

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

15.5 In the event a match is abandoned/cancelled then the appropriate section of this document for determining competition outcomes will be applied to determine placing of teams when an unequal number of matches has been played by each team will be applied.

15.6 Postponed matches needing rescheduling will be done so by CHA with 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.



16. Uniforms

16.1 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.

16.2 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 NEW playing uniforms must be provided to CHA if their uniform is changing. Teams may not change their uniform if it clashes with the current officials uniforms. There is an exception where it comes to Heritage round uniforms which are approved by CHA. If a team procures a new uniform and it clashes with a club's existing uniform, they must wear an alternate strip (even if previously approved by CHA). CHA takes no responsibility for a club's new uniform clashing with another club.

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

16.4 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, officials will have discretion to require a player (e.g. goalkeeper) wearing a non-registered colour to make a change.

16.5 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 (unless rule 16.2 needs to be applied)

16.6 All participants and officials 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.

16.7 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



Protective Equipment

16.8 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 officials. However, if an official identifies a participant failing to comply with this requirement, they will ask the participant to rectify this immediately and leave the field to do so. If a participant fails to comply with the officials 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 this document.



17. Officials

(See Appendix 1 for officials variants for junior hockey)

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

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

17.3 If Member officials 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 officiate, and CHA will not be involved.

Note: Should there be any instance where the matter of non-appearance of a member appointed official is not managed as directed by the paragraph above, CHA is to be notified appropriately. In such cases a penalty will be imposed on the Member concerned as per the Canterbury Hockey Season Fees of the Current Season.

17.4 Where both named officials or their appointed substitutes do not arrive by the appointed commencement time of the fixture, each team shall be responsible for supplying an umpire.

17.5 Where only one official 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.

17.6 Where possible, all CPL, Division 1 and SSP fixtures will have a match official appointed to police side-lines and dugouts during fixtures. Where match officials are not appointed or present at a fixture, the on-field officials will be in control of the match sole.

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



18. Determining Competition Outcomes

CHA 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:

18.1 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)

18.2 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:

- a) Number of competition points obtained (including any bonus points or deductions)
- b) Number of fixtures won (including any wins by forfeit or default)
- c) Goal differential (total goals scored less total goals conceded)
- d) Goals scored
- e) Apply the process outlined in 1 to 4 above over solely the matches involving the teams yet to be separated
 1. Penalty Shoot Out

18.3 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:

- a) Number of competition points obtained (including any bonus points or deductions) divided by number of fixtures played
- b) Number of fixtures won (including any wins by forfeit or default) divided by number of fixtures played
- c) Goal differential (total goals scored less total goals conceded) divided by number of fixtures played
- d) Goals scored divided by number of fixtures played
- e) Apply the process outlined in 1 to 4 above over solely the matches involving



the teams yet to be separated

- f) Penalty Shoot Out

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

18.4 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:

- a) The team that has the higher score at the end of regulation time
- b) The team that wins a Penalty Shootout competition as per NZHF tournament rules and regulations.
- c) In the event Penalty Shootouts are not possible, the team that finished with the higher ranking (if a previous component of the competition 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).
- d) 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.
- e) Toss a coin.

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



19. Team Penalties for Inappropriate Behaviour

(This section refers solely to Adult competitions.)

19.1 Should a team accumulate either 4 red cards or 14 yellow cards or a combination of cards that satisfies a threshold decided upon by CHA, 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.

19.2 As CHA don't have the manpower available to allocate a match official 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 officials on the field or the venue Supervisors of the day will become involved in any dispute should it occur. **The scoreboard clock shall be the Primary source of time for temporary suspensions. A secondary source such as a stopwatch may be used as a back up to the scoreboard.**

20. Allocation of Titles

20.1 CHA will determine which competitions have trophies, or similar, awarded.



Best Performed Club

(This section refers solely to adult competitions.)

CHA 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 7 for a breakdown of these calculations

21. Protests and appeals

21.1 Protests

If a team wishes to lodge a protest in relation to a completed fixture, then the full nature of the protest must be 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 CHA and 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.

21.2 Right of Appeal

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

- a. The appellant must submit in writing to the CHA CEO 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;
- b. The CHA CEO 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;
- c. The decision made by the Chief Executive Officer will be final.

20.5 CHA Discretion

The appropriate CHA staff 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, where necessary.

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



Appendix 1 Variants to the rules for Junior Competitions

Team entries and Allocations to Divisions

For Mini Sticks, Kiwi Sticks and Kwik Sticks there is no limit to the number of teams clubs can enter 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 rests with CHA.

New teams will be accepted, when possible, at any stage during the season with clubs/schools offering guidance as to ability of each team. The final decision on where a team will be placed and when they will start in the competition will rest with CHA.

If necessary, CHA may re-grade a team between ability bands mid-round if required.

Junior teams can be regraded at any time throughout the junior competition between ability bands. Regrades must be communicated through the club and will be actioned when deemed appropriate by CHA.

Registration of Participants

All juniors must be registered for their appropriate club or school in the manner prescribed by CHA.

Match Administration and Match cards

Match cards do not record player names; Match Cards are used solely for recording the score. (See also the section in this document under the heading “Match Cards”.)

Player Movement Between Teams

See also “Appendix 3 Player Movement Between Teams”

Interruptions to a Match

Junior matches that are cancelled before starting or cancelled once started will not be rescheduled or replayed.

Officials

All Year 7 and 8 (Kwik Sticks) entries must provide one Umpire per team who is school year 9 or higher, for the Junior Umpiring Group.

All Kwik Sticks 7-aside games will be umpired by scheduled officials from the Junior officials Group or a team supplied umpired. From time to time CHA may appoint member clubs to provide officials in place of names umpires.



Each club and school with Kiwi Sticks teams will be allocated a Kiwi Sticks umpiring venue at the beginning of the season. All clubs and schools must provide umpires for each game held at their allocated umpiring venue along with an coach for officials development.

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

Each Mini Sticks team must provide an official for each game. This may be a junior official, parent or coach. If agreed between the teams one umpire can officiate over the whole match.



Appendix 2 Variants to the rules for Secondary School Competitions

Secondary School League

The Secondary School competitions, incorporating the Secondary School Premier (SSP) and Secondary School League divisions (SSL) 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. These competitions are run by CHA under sanction of School Sport Canterbury.

ALL player eligibility rules apply as per the School Sport Canterbury by-laws and take precedence over the CHA rules and regulations. Please refer to the School Sport Canterbury Bylaws for guidance.

All other rules and regulations outside of player eligibility within the CHA rules and regulations will apply and form the basis of secondary school competitions.

Match Cards for 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.

Secondary Schools League player release

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.)



Appendix 3 Variants to the rules for Masters Competitions

Team entries

Team entries, if accepted, are “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.

Participant Registration

Player registration is required through the method stipulated by CHA before a player takes the field. Failure to supply the team registration will result in competition points being forfeited for any following games and until the situation is rectified.

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 an affiliation fee to CHA as specified in the Canterbury Hockey Season Affiliation Fees for the current season.

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.

Participant eligibility

Women must have turned 30, and men 35, before being eligible to play in the Masters competition. For a man to be eligible to play in the local masters competition (which starts in October), they must be turning 35 within the following calendar year following the start of the competition.

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 12. There is no provision for a male player to play in the women’s competition.

Finals eligibility

A participant must have played at least ONE championship game for a team to be eligible for their finals fixtures.

Player movement between teams

Having fewer than eight of your own registered players will require the team to default the game, as described in the CHA Rules & Regulations document.

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 playing at some stage throughout the fixture, 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 altogether (inclusive of these additional players). If further additional players are wanted, taking your team numbers above 12, then the opposition team Captains approval must be gained before the game commences.

Note: Fill-in goalkeepers are an exception to this rule where a team is fielding all their own players and require a goalie only.

Note: any team that utilises this clause must ensure the player/s that are being added to the team list for the game is a fully registered player for another team.

Note: Fill in players do not have to be from an equal or lower ranked graded team.

Defaults

Deadlines for communicating, in writing, a default to CHA:

- (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 officials.
- (c) If communicated after 12.00pm on the day of the fixture, the full penalties as noted to the left will be applied.



Appendix 4 Variants to the rules for Summer Hockey Competitions

Social 6-aside and Mixed 11-aside

All team entries are “private” entries. Registering individual players is not required but team managers must be aware of who is playing and be able to provide contact information of individuals if requested.

Match Cards will not list names of team personnel and are only used for the recording of scores.

Summer 6-a-side specific rules

6-aside Hockey is a game of modified field hockey. Current (F.I.H.) 11-aside field hockey rules apply except as detailed below. However umpires will not call minor infringements, except in the circle, to allow for continuity of play.

Two 12 minute periods with a two minute halftime.

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.

There will be no penalty corners in any summer 6-a-side grades. A free hit will be awarded outside the circle.

Goals may only be scored from within the circle.

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

Summer mixed 11-a-side specific rules

Current (F.I.H.) 11-aside field hockey rules apply except as detailed below. However umpires will not call minor infringements, except in the circle, to allow for continuity of play.

Two 25 Minutes periods with a 5 minute half time



There must always be at least 4 people of each gender on the field.

Players must be secondary school aged or older.



Appendix 5 Variants to the rules for Senior Super 6 Competitions

This document notes the rules Canterbury Hockey use for senior 6-aside competition. This includes the Canterbury Super 6 competition, the South Island Super 6 competition, Juniors Super 6 competition,

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.

Administration

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

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

A team may have unlimited interchange players.

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

South Island Super 6 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.

Juniors Super 6 One of the six players must be a goalkeeper who shall wear suitable protective equipment at all times.

On-Field

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

1. Game duration

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

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



This will be modified if turf resources and the number of entries dictate a shortening of the game duration.

Juniors Super 6: Each match shall consist of two 12 minute halves with a 2 minute break at half time. This will be modified if turf resources and the number of entries dictate a shortening of the game duration.

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

3. Goalkeepers shall be subject to the same rules as noted in the FIH Rules of Hockey.

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

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. When the ball is played over the baseline by the attacking team and no goal is scored a restart is taken by the defending team anywhere inside the defensive circle.

7. Free Hits may be taken at any time by the defending team in the defensive half, opposition players must be 5 meters from the free hit.

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

- all players must be 5 meters 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.

8. Penalty Corners will not occur. If an unintentional offence is committed in the circle by a defending player a free hit will be awarded 5m outside the circle. An 8 second shoot out is awarded if either a) an offence is committed by a defender that prevents a probable scoring of a goal. b) an



intentional playing of the ball over the back line by a defender (including goalkeeper). 8 second shoot outs are taken from the halfway line. A penalty stroke may also be awarded if an intentional offence by a defender against an opponent in possession of the ball or an opportunity to play the ball.

9. Scoring

A team may only score from within the goal scoring circle. All goals are worth 1 point.

10. 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 goals scored.
5. Apply the process outlined in (i) to (iv) above over solely the matches involving the teams yet to be separated
6. If there is still no way of breaking the tie then period/s of golden goal will be played as explained below

11. Post-pool progression/Finals

1. For a match being played to establish post pool progression that ends in a tie the following will occur,

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

- As many periods played as necessary to find a winner with any goal scored finishing the match.
- Scoring options as described above, remain in force.
- There will be goalkeepers on the field at all times.
- The first period shall be played with all 6 players, the second period with 5 players and so on until a winner is decided. If the match gets to 1 field player and 1 goal keeper this period will continue until a winner is found.
- Each period will be played for a maximum of 2 minutes duration, swapping ends and restarting play immediately between periods.
- Rolling substitutions will continue as per normal.



Appendix 6 Variants to the rules for Porritt Cup

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

Porritt Cup playing duration may change from year to year and will be advised at the beginning of the competition.

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.

The format for the Mens and Women's CPL Porritt cups is an 8 team knock out draw. All teams will play all three weekends until a final placing is found

Teams must complete a full match card as they would during their championship matches

Personal player sanctions (green, yellow and red cards) will be applied to participants and carried over into the winter championship competition



Appendix 7: Best Performed Senior Club

The calculation for the best performed senior club is based 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, Sunday 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 | 15 points |
| Division 1 | 10 Points |
| Mid-Week Division 1, Platinum Division 1 and Sunday League Premiership | 6 points |
| All remaining grades | 4 points |

Negative points

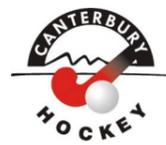
A club will be deducted points by the following amounts:

Red Card – This includes a player getting 4 yellow cards in a season will be deducted 10 points

Any upheld judicial process against a field player resulting in a suspension will be deducted 10 Points

Grand Total

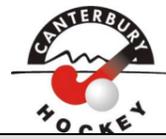
Once all round robin pointed are added, bonus points are added and negative points subtracted, the total will be divided by the number of teams the club had participating to get the final total (to two decimal places). The lowest divisible number is 3 teams.



Schedule 1: Variations to FIH 11-aside Rules of Hockey used in

CHA Juniors competitions

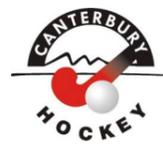
| | Mini Sticks Year 3-4 and Under 9 | Kiwi Sticks Year 5-6 and Under 11 | Kwik Sticks (7-aside) Year 7-8 and Under 13 | Kwik Sticks (11-aside) Year 8 and Under 13 |
|--|--|---|---|--|
| Entries | See "Team Entries" in the main part of the document | | | |
| Concept | | | | |
| Field Size | Games are 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. | 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 9 players. | 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 | 3 x 12 minute periods with 3 minute breaks | 3 x 14 minute periods with 3 minute breaks | 3 x 16 minute periods with 3 minute breaks | 2x 25 minute halves, 2 minute halftime, 3 minute changeover to the next game. |
| Defaults | See "Defaults" in the main part of the document | | | |
| Umpires | See "Umpires" in the main part of the document | | | |
| Goalkeepers Note: FIH Rules state there is no such thing as a "kicking back". A player is either a (fully kitted) goalkeeper or a field player. | Goalkeepers are not permitted | Goalkeepers are compulsory. <u>Note:</u> -See "Team Size and Composition" above. | 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 either 1 metre outside the circle or shooting zone, roughly in line with where the ball crossed the baseline. The ball CAN be played directly into the circle/shooting zone. | 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 taken from halfway between the top of the circle and half way line, in line with where the ball crossed the baseline. The ball must travel 5 meters or be touched by another player before entering the circle. | 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 taken from halfway between the top of the circle and half way line, in line with where the ball crossed the baseline. The ball must travel 5 meters or be touched by another player before entering the circle. | |
| Penalty Corners | No penalty corners – instead a free hit is awarded 1 metre outside of the circle or shooting zone. | Instead of a penalty corner, a power play is taken by the attacking team. See below for power play rules. | Penalty corners are played. 4 defenders (inclusive of the goalkeeper) will take their position behind the baseline as per 11-aside hockey. All other players in the defending team must be in the opposite circle, and must remain | |



| | 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 |
|--------------------|---|-----------------------------------|---|--|
| | | | 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. | | | |

Power Play Rules

1. When a foul is committed inside the attacking circle, a powerplay is awarded.
2. The powerplay will be taken from the long corner mark half way between the top of the circle and half way.
3. The defensive team must set up with three players in the defensive circle (including goalkeeper), while the other four defenders start in the opposite circle.
4. The attacking players can be positioned **anywhere** (including in the circle), as long as the ball starts from the long corner mark.
5. Once everyone is set up, the umpire will blow the whistle to initiate play and the powerplay begins.
6. The ball must move 5m or be touched by another player before entering the circle. At this point, normal play resumes.



Schedule 2: Player Movement Between Teams

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

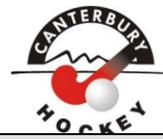
(1) General principles of player eligibility – see Participant Eligibility – and also specifically the section headed “Player Movement Between Teams”, and

(2) Re-grading of players

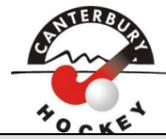
are noted elsewhere in this document.

All play up rules are 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>play up into a combination of higher-ranked team/s within the same division (where a club or school has multiple teams in a division), and/or into a combination of higher ranked team/s in higher divisions; Specific examples of a players play up conditions are found in the below table.</p> <p>Where “Saturday teams” are cited this refers to either Division 1 or CPL.</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 | Note: Year 9 and 10 players are ineligible to play in this division. | n/a | CPL players have no play up eligibility |
| 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 | <p>Can play up into any combination of Saturday teams, and/or any combination of team/s in Mid-Week, both or either to be within the Member club.</p> <p>Note: Year 9 players are ineligible to play in this division.</p> | <p>Any player may play up 6 championship fixtures, for all of the following</p> <p>a) Any combination of higher ranked Sunday League Premiership team/s b) Any combination of Saturday teams (conditions for all situations as described in “Note 1” in the top row of this table) c) Any combination of teams in Mid-Week</p> <p>The threshold is broken in the 7th game for any of the situations described above (“a”, “b” or “c”). The team the player plays their seventh game into is the one they are regraded to and must remain in this grade with no more play up games permitted to any team.</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). |
| Sunday League Championship | Can play up into any Sunday League Premiership Team, and/or any combination of Saturday teams, and/or any combination of Mid-Week teams, all of which must to be within the Member club. | <p>Any player may play up 6 championship fixtures, for all of the following</p> <p>a) Any combination of higher ranked Sunday League Championship teams (conditions for all situations as described in “Note 1” in the top row of this table)</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.) |



| Player Registered In... | Player Can Play Into... | Threshold Level | Comments |
|--|---|--|---|
| | <p>Note: Year 9 players are ineligible to play in this division.</p> | <p>b) Any combination of Sunday League Premiership team/s c) Any combination of Saturday teams c) Any combination of Mid Week Teams</p> <p>The threshold is broken in the 7th game for any of the situations described above (“a” “b”, “c” or “d”). The team the player plays their seventh game into is the one they are regraded to and must remain in this grade with no more play up games permitted.</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 combination of 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 team/s. 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 up to Sunday teams (may play into either Sunday League Premiership or Championship) or, where no such team within the club exists, Division 1, and/or Mid-Week teams. 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 (noted in the column to the left), any player may play up 6 championship fixtures, for <u>all of the following</u></p> <p>a) Any combination of higher ranked platinum teams b) Any combination of Sunday league teams (either premiership and/or championship (conditions for either situation as described in “Note 1” in the top row of this table) c) Any combination of mid-Week teams</p> <p>The threshold is broken in the 7th game for any of the situations described above (“a” “b” or “c”). The team the player plays their seventh game into is the one they are regraded to and must remain in this grade with no more play up games permitted to any team.</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>Can play up into any combination Sunday League team, and/or any combination of Saturday teams, both or either to be within the Member club.</p> | <p>Any player may play up 6 championship fixtures, for <u>all of the following</u></p> <p>a) Any combination of Sunday League teams (conditions for all situations as described in “Note 1” in the top row of this table) b) Any combination of Saturday teams</p> <p>The threshold is broken in the 7th 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 and must remain in this grade with no more play up games permitted to any team.</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 preceding 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>Any combination of higher 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</p> | <p>Any player may play up 6 championship fixture to any combination of higher ranked teams (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>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 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>A Year 8 player can play-up into any combination of Platinum teams within the Member club.</p> <p>Year 7 players cannot play up into the Platinum competitions.</p> <p>Year 6 players can play-up into any Kwik Sticks 7-aside team.</p> <p>Year 5 players have no play up eligibility</p> <p>Year 4 players can play up into Kiwi Sticks</p> <p>Year 3 players have no play up eligibility</p> <p>Note: Canterbury Hockey will not accommodate timetable conflicts between junior grades</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 CHA evaluating the matter and processing any suitable sanction to the participant, coach/es or club involved in the breach of play up rules.</p> | |

