



JUNIOR COMPETITION RULES
NEPEAN HOCKEY ASSOCIATION Inc.
2024

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1 PLAYER REGISTRATION AND TRANSFER

- 1.1 A player and non playing officials will be considered to be registered with Nepean Hockey Association (NHA) only after an affiliated Club or member of NHA has input details into the Revolutionise Sport System.
- 1.2 All players and non playing officials are to be entered into the Revolutionise Sport System by 31st March each year. In the event the competition commences prior to the 31st March then a player must be registered with NHA Inc for the new season prior to taking the field.
- 1.3 Lists of registered Club members together with payment of Registration Fees are to be paid to NHA by the 3rd competition game or 1st May each year whichever comes first.
- 1.4 In the event that a player or non playing official commences with a Club after the registration date the Club is to provide the details of the player or non playing official together with the appropriate Registration Fee to the Association Secretary and Treasurer before the player takes the field for the Club.
- 1.5 It is the responsibility of Clubs to provide the Association in writing with the details of any unfinancial players prior to the commencement of the competition. These details are to be updated by the Club in the event that the player's unfinancial status changes. Unfinancial members will be notified to HNSW.
- 1.6 Any player resigning from a Club during a playing season shall be required to obtain a clearance in writing from such Club before being eligible to represent any other Club in competition matches. Such clearance will not be unreasonably withheld. Grading for any player that is granted a transfer will recommence with the new club
- 1.7 A copy of such clearance is to be given to the Competition Convenor who shall have the transfer ratified at the earliest available Council meeting.
- 1.8 Notice of any dispute arising from a ruling made by the Competition Convenor pursuant to these Competition Rules, may be made in writing to the Management Council within seven (7) days of the ruling.

2 MATCH CARDS

- 2.1 Each Club is responsible to ensure that Match Cards for games in which they compete are properly completed and that a players surname and first name is clearly and correctly recorded.
- 2.2 Only the players who are in attendance at the commencement of the match can be recorded on the Match Card. Players arriving late shall have their details added to the Match Card at half-time or at the conclusion of the match as appropriate.
- 2.3 The minimum number of players for Modified matches is four (4), while full-field competitions must have at least seven (7) players, inclusive of a fully padded up goal keeper from the start of the match.

- 2.4** A maximum of ten (10) players for Modified matches and sixteen (16) players for full-field matches may have their names recorded for a team on a Match Card.
- 2.5** The Managers of both teams, as well as both umpires, shall sign the Match Card at the conclusion of the game, ensuring that all details are correct. Ground Marshalls are to place the signed match card/s into the game card box.
- 2.6** Ground Marshal for each game in the full field Competition will be provided by the teams playing e.g. 1 person from each team. Ground Marshal must be 16 years of age or over.
- 2.6.1** Ground marshals on duty are required to wear a fluoro Safety Vest at all times. This will help to distinguish Ground Marshall from other persons in the dugout.
- 2.6.2** The ground marshals hold match cards during the game and are to record all necessary information on the match card during the match.
- 2.6.3** Clubs failing to supply a Ground Marshall as per 2.6 shall incur a twenty five dollar (\$25) fine.

3 PLAYERS

- 3.1** No player is allowed to participate in an age group below that in which they were registered, or another team within the same age group.
- 3.2** When a club has (2) two teams or more in a grade below or above that in which a player is age eligible to play, that player may play down or above in only one team.
- 3.3** Players will only be permitted to play in matches after Round 3 of the competition if they are in full club uniform.
- 3.4** Teams participating in full field competitions must have a fully padded up goalkeeper on the field at all times.
- 3.5** Any player receiving a red card will appear before a Judiciary Committee as per NHA Constitution 12.5.
- 3.6** In accordance with 2.4.2 of the NHA Judiciary Disciplinary Policy – Penalties by way of suspension shall be by number of matches from within the competition that the match was played and extend into a subsequent season if necessary. For Mandatory Reporting offences 1-5 (refer Appendix A), suspension shall also be extended to all competition games conducted by NHA. This suspension will also prevent the player from umpiring and performing an official duty in the Dug-out during competitions (including, but not limited to: Umpire; Coach; Manager; Ground Marshall).
- 3.7** All players under the age of 18 must wear proper fitting mouth guards and shin pads during competition games and at training.

4 UMPIRES

- 4.1 If playing immediately before or after your allocated umpiring commitment then a yellow shirt must be worn and your clubs playing socks and shorts/ skirt may be worn (including club jacket for inclement weather). All other occasions the dress will be black trousers/skirt long black socks, fluoro yellow shirt and fluoro yellow or club jacket for inclement weather. A fine of \$25 (twenty five) dollars will be imposed for incorrect attire. Thongs and scuffs are not acceptable footwear. Fine will be imposed to the Club
- 4.2 Fines of \$10 (ten dollars) will be imposed for any score card/sheet that does not include the umpires printed name and the club for whom they are umpiring.
- 4.3 Umpires are not to switch umpiring duties if they are a named Umpire or the change will result in the Umpire umpiring their own club, fines of \$25 (twenty five) dollars will be imposed. Umpires are to record on the match card the club name they are umpiring for.
- 4.4 A fine to the Club will be imposed for failing to fulfil their rostered umpiring duties on the following scale – all other junior games \$40 fine. From these fines 50% (fifty per cent) will be payable to the umpire who fulfilled the commitment. The remaining 50% (fifty per cent) will be payable to the association.
- 4.5 Umpires will be appointed to all games by the Umpires' Convenor.
- 4.6 Where one appointed umpire is not present, the team mentioned first on the draw shall be responsible for providing one umpire.
- 4.7 Where both appointed umpires are not in attendance, the teams shall be responsible for providing one umpire each.
- 4.8 No full field game is to begin until **two (2)** umpires are present.
- 4.9 Umpires are not permitted to umpire more than two (2) competition matches per day. Fines of \$25 (twenty five) dollars will be imposed for any breach.
- 4.10 Umpire payments will be standard for all competition games: \$30.00 for Senior Games and \$20.00 per Junior Games (excluding U8's)

5 STARTING AND FINISHING TIMES OF MATCHES

- 5.1 Starting and finishing times of matches will be determined by the Junior Competition Convenor.
- 5.2 Should a match fail to commence on time, any time lost shall be taken from the first half.
- 5.3 The match will begin and end on the sounding of the Umpires whistle. Timing of the game will be central timing hooter. In the event of no central timing hooter the Umpires will keep time.

- 5.4** During the Minor Premiership games there is no time out for any reason. The game may be stopped for injuries, but time must keep going.

6 FORFEITURE OF MATCHES

- 6.1** If an opposition team is unable or refuses to take the field of play with at least the minimum number of players who are eligible to play within five minutes after the scheduled starting time of the match, a forfeit may be claimed.
- 6.2** The team/Club forfeiting the match will be liable for the full field hire that would have been payable by both Clubs had the match progressed. However, if the teams notify the Competition Convenor of a forfeit a minimum of five (5) days prior to the scheduled date/time of the match no costs will be incurred.
- 6.3** To claim a forfeit, on the day at the fields a team must:-
- i. Be on the field of play with sufficient number of players eligible to play,
 - ii. Five (5) minutes after the starting time of the match advise the umpires that they wish to claim a forfeit,
 - iii. The umpires, on being advised that a team is claiming a forfeit will warn the opposition who will then have an additional five (5) minutes to take the field,
 - iv. If, within five (5) minutes of the warning, the opposition have not taken the field, the match will be awarded to the team taking the forfeit.
 - v. Teams have 5 (five) minutes from the schedule start time, to have a fully padded up goal keeper on the field. Failure to do so will result in a forfeit.
- 6.4** The umpires, on awarding the forfeit, will sign and record the reason on the match card while ensuring that the number of players on the field agrees with the match card. Any discrepancy with the card is to be corrected before the players leave the field.
- 6.5** A match card is required from a team receiving forfeit from any game and shall be recorded as a win with a 3-0 score.
- 6.6** Any disputes between Clubs involved in a forfeit must be notified to the Junior Competition Convenor in writing within seven (7) days after the set game time.

7 POINTS ALLOCATION

- 7.1** Allocation of points for Minor Premiership shall be as follows:
- i. 3 points for a win.
 - ii. 1 points for a draw.
 - iii. 0 points for a loss.
 - iv. 0 points for a loss by forfeit.

8 MATCHES NOT PLAYED IN ACCORDANCE WITH THE DRAW

- 8.1** The Competition Convenor reserves the right to reschedule a match, at any time and for any reason and will provide the teams involved with 5 days notice with a new match time and date.
- 8.2** Any team which has three (3) or more players absent due to their involvement in a NHA Inc representative team may request to have their competition game deferred. The request for the deferred match must be requested no later than 2 weeks from time selected in team. The date for the deferred game will be determined by the Competition Convenor and Clubs will be notified minimum 7 days of the new time and date.
- 8.2** Due to any unforeseen circumstances the match cannot be played on the agreed date, a date and time will be set by the Junior Competition Convenor.

9 THE MINOR PREMIERSHIP

- 9.1** The competition shall be played in Divisions (Based on Age), the number of which shall be determined by the Committee.
- 9.2** Each team shall play the equal number of games against all teams in that Division.
- 9.3** For the U/11's, U/13's & U/15's competition the Coach (1 person) from each team is allowed to be on the pavers on the dugout side of the field.
- 9.4** The team finishing with the most match points in a Division at the completion of the Minor Premiership will be declared the Minor Premiers.
- 9.5** Within any Division if more than one team finished on equal match points, then the placings will be determined as follows:
- Goal difference, i.e. goals "For" minus goals "Against" for each team. The team having the better goal difference declared Minor Premiers
 - If the goal difference is the same. Then the team having the higher number of goals scored will be declared Minor Premiers.
 - In the event that both goal difference and the number of goals are the same between the two teams then a playoff match will be arranged mid week the timing of which will be determined by the competition convenor.

10 ELIGIBILITY OF A PLAYER FOR THE MAJOR PREMIERSHIP

- 10.1** No player shall be eligible to play in the Major Premiership unless they have participated in at least five (5) games in the Minor Premiership.
- 10.2** Where unforeseen circumstances arise and a player is ineligible to participate in the

Major Premiership because of the above, an application may be submitted by the Club for consideration by the Junior Competition Convenor.

11 THE MAJOR PREMIERSHIP

- 11.1 Based on placings in the Minor Premiership, a Final series will be played for Divisions competing at full-field. This is to be determined prior to the commencement of the Competition. No final series will be played for modified competitions, with the winner being the team with the most points at the conclusion of the Minor Premiership. For modified games if teams finish on equal points they should be declared Joint Premiers.
- 11.2 The structure of the Final Series will be determined by the number of teams participating in each Division.
- 11.3 The team that wins the Grand Final shall be declared Premiers.
- 11.4 Time out will be allowed for injury or unexpected stoppages of play during the final series.

12 RESULT PROCEDURE FOR THE MAJOR PREMIERSHIP

- 12.1 In the event of a draw at full time, in the Minor Semi Final or Final the teams shall have a (3) three minute break, and then play (5) minutes each way "Golden Goal" i.e. the first team to score will be declared the winner. No extra time will be played in a Major Semi Final.

If after extra time the teams remain equal:-

- 12.2 In other than the Grand Final the team ahead in the Minor Premiership will advance to the next game.
- 12.3 In the Grand Final for U13 and U15 Competition in the event of a draw at full time the teams shall have a (3) three minute break, and then play (5) minutes each way "Golden Goal" i.e. the first team to score will be declared the winner.
- 12.4 If the Grand Final remains a draw after the two periods of extra time both teams will be declared "Joint Premiers" in the U/13 & U/15's competition.
- 12.5 For the U/17 Grand Final competition in the first five (5) minutes only nine (9) players will take the field and this will include a fully "padded up goalkeeper". For the second five (5) minutes only seven (7) players will take the field and this will include a fully "padded up goalkeeper". If after this time the scores are still level, then the game will go to Penalty Shoot Out as per instruction in Attached "B" to decide the winner.

13 ALL MATCHES

- 13.1 All matches will be played in accordance with the FIH Rules unless a NHA domestic ruling is in place for Junior Competition Rules.

See Attachment A

For U8's & U11's

14 UNDER 9 (Modified) RULE VARIATIONS

- 14.1** The stick is not to be raised above the shoulder in either direction when hitting or pushing the ball and the ball is not permitted to be raised off the ground above ankle height.
- 14.2** All players must retreat four (4) metres from ball at a free hit.
- 14.3** Under 9 (Modified) games may be played on a quarter or half field. When played on a quarter fields the following rules apply:
 - 14.3.1** a circle or "D" will not be marked at each goal and the Rules of Hockey that apply to the circle will not apply.
 - 14.3.2** penalty free hits awarded to the attacking team within 15 metres of the goal will be taken from a position closest to the infringement but no closer than 15 metres from the goal and
 - 14.3.3** a goal cannot be scored from a free hit and a goal can only be scored if touched by an attacking player in the attacking quarter of the field.
- 14.4** When played on a half field where the circles are marked, penalty corner rules will apply with the exception that the ball is not permitted to be intentionally raised off the ground.
- 14.5** One coach from each team is permitted on the field.
- 14.6** Substitutes must not stand behind the goals or within 10 metres either side of the goals. For fields 2 & 3 then the substitutes and managers must stand on the brick on the dugout side of the field.
- 14.7** The NHA Junior Competition Rules that apply to "half field" games (Clauses 2.3, 2.4 and 11.1) shall apply to the Under 9 (Modified) competition.
- 14.8** Only one umpire is required to umpire a game.
- 14.9** Goals may be formed by placing orange traffic cones in post positions.
- 14.10** Parents are not permitted onto the field in quarter field games.

15 INCLEMENT WEATHER/TURF CONDITION POLICIY

- 15.1** A decision should be made by both coaches and both ground marshals as to the match starting/continuing. All four (4) persons must be in agreement, or the match will be cancelled or suspended.
- 15.2** The conditions to be considered are:
 - a Amount of water on turf
 - b Storms i.e. electrical/hail
 - c High winds

d Damaged turf or any other issue that could be unsafe or not meet the requirements of "Duty of Care".

15.3 If there is excess water on turf or damage to the turf a photo is to be taken and sent to the Secretary of Nepean Hockey Association who will on forward to UWS.

15.4 The match card is to be noted as to whatever decision was decided.

16 Head Injuries

16.1 If a player is injured by an on field incident and displays dizziness or a confused state the players Team Management/Captain is to be called to escort them from the field. A mandatory ten (10) minutes is to be enforced before Team Management/Captain can request the players return to the field

16.2 If a player is unresponsive standard First Aid procedures are to be implemented an the player will not be permitted to return to the field.

16.3 Should a player be Under 18 years of age and the parent/guardian is present at the field care and responsibility is to be handed to them.

ATTACHMENT A – Thursday Evening Junior Competition

Under 8's

Training	5:30pm – 6:00pm	Games	6:10pm – 6:40pm
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Ground Marshalls will keep time.

NB: Water field to use scoreboard timer & siren; Sand field to use stopwatch timer & manual siren

- Set the scoreboard timer & stopwatch for 12 mins
- Sound siren at 6:10pm to start the game
- Start scoreboard timer & stopwatch – halves run for 12 mins
- Scoreboard siren will sound at 12mins (6:22pm) to signal the end of the first half
- For sand field, sound the manual siren at 12mins (6:22pm) to signal the end of the first half
- Teams to stay on the field for ½ time talks
- Half time break goes for 5 mins - monitor this 5 min break manually
- After 5 min break, reset the scoreboard timer & stopwatch for 12 mins
- Sound siren at 6:27pm & start scoreboard & stopwatch timer to start second half
- Scoreboard timer will sound at 12 mins (6:39pm) to signal the end of the game
- For sand field, sound the manual siren at 12mins (6:39pm) to signal the end of the game

Under 11's

Game Periods	6:15pm – 6:35pm; 6:40pm – 7:00pm; 7:05pm – 7:25pm
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Ground Marshalls will keep time.

NB: Water field to use scoreboard timer & siren; Sand field to use stopwatch timer & manual siren

- Set the scoreboard timer & stopwatch for 20 mins
- Sound siren at 6:15pm to start the game
- Start scoreboard timer & stopwatch – periods run for 20 mins
- Scoreboard siren will sound at 20 mins (6:35pm) to signal the end of the first period
- For sand field, sound the manual siren at 20mins (6:35pm) to signal the end of the first period
- First break goes for 5 mins - monitor this 5 min break manually
- After 5 min break, reset the scoreboard timer & stopwatch for 20 mins
- Sound siren at 6:40pm & start scoreboard & stopwatch timer to start second period

- Scoreboard timer will sound at 20 mins (7:00pm) to signal the end of the second period
- For sand field, sound manual siren at 20 mins (7:00pm) to signal the end of the second period
- Second break goes for 5 mins - monitor this 5 min break manually
- After 5 min break, reset the scoreboard timer & stopwatch for 20 mins
- Sound siren at 7:05pm & start scoreboard & stopwatch timer to start final period
- Scoreboard timer will sound at 20 mins (7:25pm) to signal the end of the game
- For sand field, sound manual siren at 20 mins (7:25m) to signal the end of the game

ATTACHMENT B – Penalty Shoot-Out Competition

In a shootout competition, five players from each team take a one-on-one shootout alternatively against a goalkeeper from the other team as set out in this annexe. The shootout competition comprises all series of shootouts required to determine a result.

The following sets out both playing rules and the procedures to be followed.

1. Respective Team Managers or Coaches nominate five (5) players to take and one (1) player to defend (Goalkeeper) to defend the shootouts on the Match Card except as excluded below. A player nominated to defend (Goalkeeper) the shootouts can also be nominated to take a shootout. No substitutions or replacements are permitted during the shootout competition other than specified below.
2. Team Managers or Coaches sign the shootout competition form to confirm the nominations of the five (5) players and the sequence of the players to take the shootouts and submit the form to the Technical Official on duty.
3. If the shootout competition takes place after the end of a match, the above procedure must be carried out promptly so that the first shootout can take place within five (5) minutes of the end of the match.
4. A player who is still serving a disciplinary suspension by the Judiciary Convenor at the time the shootout competition takes place or has been excluded permanently (red card) during the match which leads to the shootout competition, cannot take part in the shootout competition. Any player serving a suspension (Green or Yellow card) at the conclusion of the extra time periods is permitted to participate in the Penalty Shootout Competition.
5. The umpires will specify in advance the goal to be used.
6. A coin is tossed; the team which wins to toss has the choice to take or defend the first shootout.
7. All persons listed on the Match Card other than any player who has been excluded permanently (red card) during the match which leads to the shootout competition are permitted to enter the field of play outside the 23 metre area used for the shootout but must be at least 10 metres from the spot where the ball is placed at the start of the shootout.
8. The goalkeeper of the team taking a shootout may be on the backline outside the circle.
9. A player taking or defending a shootout may enter the 23 metre area for that purpose.

- 10.** Players taking a shootout and also defending the shootouts taken by opponents are allowed reasonable time to take off their protective equipment to take their shootout and subsequently to put back on their protective equipment.
- 11.** Five (5) players from each team take a shootout alternatively against a Goalkeeper of the other team making a total of ten (10) shootouts.
- 12.** Taking a shoot-out:
 - a. the Goalkeeper starts on or behind the goal-line between the goal posts;
 - b. the ball is placed on the nearest 23 metre line opposite the centre of the goal;
 - c. an attacker stands outside the 23 metre area near the ball;
 - d. the Umpire signals to the field that the time may start;
 - e. one Umpire starts the clock and blows a whistle which issues an audible signal that the shoot-out has started. This Umpire is not watching the shoot-out and will blow the whistle loudly again after eight (8) seconds as per Rule 12.g.1 regardless of whether a whistle has been blown by the engaged umpire
 - i. If a Technical Official or third Umpire is present then two umpires must watch the play and one time the eight (8) seconds
 - f. the attacker and the Goalkeeper may move in any direction;
 - g. the shoot-out is completed when:
 - i. eight (8) seconds has elapsed since the start signal;
 - ii. a goal is scored;
 - iii. the attacker commits an offence;
 - iv. the goalkeeper commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper;
 - v. the goalkeeper commits an intentional offence inside the circle, in which case a penalty stroke is awarded and taken;
 - vi. the ball goes out of play over the backline or sideline; this includes the goalkeeper intentionally playing the ball over the backline;
- 13.** If a Penalty Stroke is awarded as specified above, it can be taken or defended by any eligible player on the Match Card.
- 14.** The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
- 15.** A player may be suspended by a yellow or red card but not a green card during the shoot-out competition

- 16.** If during a shoot-out competition (including during a penalty stroke which is awarded) a player is suspended by a yellow or red card:
- that player takes no further part in that shoot-out competition and, unless goalkeeper, cannot be replaced;
 - the replacement of a suspended goalkeeper can only come from the five (5) players of that team nominated to take part in the shoot-out competition:
 - the replacement goalkeeper is allowed reasonable time to put on protective equipment similar to that which the goalkeeper they are replacing was wearing;
 - for taking their own shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it back on again.
 - any shoot-out due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as goal.
- 17.** If during a shoot-out competition, a goalkeeper is incapacitated:
- the goalkeeper may be replaced by another player from among the players listed on the Match Card for that particular match, except as excluded in this Regulation or unless suspended by an Umpire during the shoot-out competition;
 - the replacement goalkeeper:
 - is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper was wearing;
 - if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it back on again.
- 18.** If during the shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the Match Card for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.
- 19.** If an equal number of goals are scored after each team has taken five (5) shoot-outs:
- a second series of five (5) shoot-outs is taken with the same players, subject to the conditions in this Appendix;
 - the sequence in which the attackers take the shoot-out need not be the same in the first series;
 - the team whose player took the first shoot-out in a series defends the first shoot-out of the next series;
 - when one team has scored or been awarded one more goal than the opposing team after each has taken the same number of shoot-outs, not necessarily being all five (5) shoot-outs, that team is the winner.

- 20.** If an equal number of goals are scored after a second series of five (5) shoot-outs, additional series of shoot-outs are taken with the same players subject to the conditions specified in this Appendix:
- a. the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - b. the team which starts each shoot-out series alternates for each series.
- 21.** Unless varied by this Regulation, the Rules of Hockey apply during a shoot-out.