

COMPETITION RULES 2008

GREATER NORTHERN LEAGUE AND HOCKEY NORTH WEST

1 ABANDONED GAMES	<ol style="list-style-type: none">1. When in any finals game 60 minutes or more have been played and there is a minimum 3-goal difference, or in any roster game 36 minutes or more have been played, it shall be declared a game and the score stand.2. When less time has been played and a game is stopped by –<ol style="list-style-type: none">2.1.1. act of God (in cases of fog the umpires cannot see the goals while standing on the centre line, thunderstorm, lightning, flooding, or high winds when the goals have been blown over at least three times),2.1.2. an injured player cannot, or is deemed should not, be moved from the playing field pending appropriate medical assistance,2.1.3. when a game is being played under lights and the lights fail so as to prevent the completion of the game,2.1.4. any circumstance considered necessary by the officiating umpires and match manager,the match shall be abandoned and no score will be recorded.3. An abandoned game will be rescheduled to a date, time and venue in consultation with the affected teams, facility manager, umpire's convener and the roster secretary.4. An abandoned game must be replayed within 23 days of the date of abandonment, however, if both teams agree the game need not be played a score of 0 – 0 will be recorded, however, no premiership points will be awarded.5. Any team failing to participate in the rescheduled match within 23 days will be deemed to have forfeited the game and the relevant "Forfeit" provisions will apply.
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2 CANCELLED GAMES	<ol style="list-style-type: none">1. In the event of all games being cancelled in a grade in a round, no points or goals will be awarded, including where a team has already forfeited the game.
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3 RESCHEDULED GAMES	<ol style="list-style-type: none"> 1. When a club under reasonable circumstances requests a game to be rescheduled – <ol style="list-style-type: none"> 1.1.1. the request must be agreed to by both clubs, 1.1.2. a minimum 14 days notice must be given to the opposing club, 1.1.3. the relevant facility manager, umpire’s convener and roster secretary must agree to the rescheduled date. 2. When a game is rescheduled – <ol style="list-style-type: none"> 2.1.1. it must be played within 23 days of the original scheduled date for the game, and 2.1.2. the team requesting the rescheduling must confirm the relevant information with the facility manager, umpire’s convener and roster secretary. 3. When a team has three (3) or more regular players simultaneously unable to play in a scheduled roster match due to State representation, that team has the right to have the affected games rescheduled.
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4 BYES	<ol style="list-style-type: none"> 1. When any grade has no scheduled roster game in a particular round in which other grades are playing, that will be classed as a bye. 2. When a player plays in a team (in a division where a bye exists) in the round prior to the bye, that player cannot play in a <i>club’s lower division in the next week’s rostered match, unless an exemption is given by Hockey North West, prior to the playing of the relevant game.</i> 3. When a player plays in a team contrary to Rule 2 (as above), that team will incur a loss of 3 (three) premiership points.
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5 CARDS	<ol style="list-style-type: none"> 1. Red card = 10 points and automatic one weekly round suspension in all grades in which their club competes. 2. Major yellow card = 5 points. 3. Minor yellow card = 2.5 points. 4. A total of 10 points from yellow cards will incur an automatic one weekly round suspension in all grades in which their club competes. 5. Points collected during roster games and automatic suspensions resulting from those points shall only apply to roster games. Any stand down due to players following the last roster game shall be carried over to the next roster game in the following season. 6. A player who collects 7.5 points, or more in the same season of finals games will be stood down from playing in the next scheduled finals game in which their club competes, in all grades in that season. 7. Umpires must record in the matchbook whether yellow cards are major, or minor and failing that it will be assumed to be a minor yellow card.
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6 CLEARANCES	<ol style="list-style-type: none"> 1. All players have a clearance unless a club has notified their Association and the Records Secretary of Hockey North West of a player's non – financial status, at the start of each season. 2. No clearance within the Greater Northern League, or Hockey North West competitions will be issued after May 30 in each season, unless otherwise decided by Hockey North West. 3. Any club playing a player while they have been stood down, suspended, without a clearance, or unregistered will be deemed to forfeit such a game.
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7 ELIGIBILITY	<ol style="list-style-type: none"> 1. An underage player within an under age competition may play in both senior and under age competitions without penalty. 2. A goalie may play in a lower grade as a field player and a field player may play in a lower grade as a goalie. 3. A goalie playing as a field player in a lower grade may not play in goal in the lower grade and a field player playing as a goalie in a lower grade may not play as a field player in a lower grade, in the same round, except as per Flexible Interchange rules. 4. A goalie playing as a field player in a lower grade is ineligible to play in the finals unless a minimum of six (6) games have been played as a field player in that lower grade in the same season as the finals. 5. A field player playing as a goalie in a lower grade is ineligible to play in the finals unless a minimum of six (6) games have been played as a goalie in that lower grade in the same season as the finals. 6. In a senior competition, a higher-grade field player playing as a goalie in a lower grade is ineligible to take strokes in a lower grade. 7. Where age is a consideration the age eligibility will be taken as age as at January 1 of the year of competition. 8. Any player may only play 1 game per round in the senior roster, with the exception of: points 2 – 7 above and Section 9 Flexible Interchange and Section 10 Injury Players
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8 ELIGIBILITY FOR FINALS	<ol style="list-style-type: none"> 1. A minimum of five (5) games are to have been played with the club in the same season as the finals. 2. Any players playing four (4) or more games in a higher grade must play at least six (6) games in a lower grade in the same season to be eligible for the lower grade final in that season. 3. Competing in a game as a flexible interchange player does not count in regard to 1, 2, 3, 5 & 6. 4. When a club has two (2) or more teams competing in the same division, that club must name eight (8) players for each respective team before the start of the final full round of roster games. Those named players must then remain in their respective named teams for the remainder of the rostered games and finals series in the same season. 5. Once a player has played a finals game in a division, that player cannot play a finals game in the same season in a lower division, or in a different team in the same division,. 6. Clubs may apply to Hockey North West for an exemption to Rules 1 to 6 inclusive, if there are extenuating circumstances.
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9 FLEXIBLE INTERCHANGE PLAYERS	<ol style="list-style-type: none"> 1. Flexible Interchange players can play not more than 35 minutes in a higher grade and still be eligible for their lower division game in the same weekly round. 2. Flexible Interchange players participating in a finals game are eligible to play not more than an extra 7.5 minutes during the extra time period. 3. Flexible Interchange players may not take penalty strokes during any game, including finals. 4. A maximum of four (4) players from lower divisions within a club can be nominated as flexible interchange players in any one game. 5. Flexible interchange players must be written in the match book and have "FI" written against their name. 6. The match manager is responsible for recording the time a flexible interchange player is on the field. 7. When a flexible interchange player plays more than 35 minutes then takes the field in a lower division game in the same weekly round, the lower division team will forfeit the game and a 0 – 6 score will be imposed against the team, unless recording the actual score of a game is deemed beneficial to the winning team. 8. The only exception to the above is if a FI player plays out the game as an injury substitute.
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10 INJURY SUBSTITUTES	<ol style="list-style-type: none"> 1. When a team can field only 11 players, one injury substitute from a lower division can be named. 2. The injury substitute can only take the field when a player is injured and the injured player cannot return to the field for the remainder of that game. 3. The injury substitute remains eligible to play in the lower division game in that same weekly round. 4. Team sheets must be appropriately documented if the above rules are used. In the details of the injury player, time they went off and details of the injury substitute
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11 BLOOD RULE	<ol style="list-style-type: none"> 1. Where a player has received any injury from which blood is evident that player must leave the field and may not return until the injury is dressed so that no blood is evident. 2. Any clothing with blood evident must be removed before that player may continue. 3. Umpires must immediately order from the field any player who has a bleeding injury, open wound, or blood stained clothing. 4. When blood is evident on the playing surface, umpires must call time – out to enable the blood to be removed in accordance with the provisions of the Hockey Tas infectious diseases policy.
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12 DURATION OF GAMES	<ol style="list-style-type: none"> 1. Except for HNW U16 and U13 competitions, the duration of games for all grades shall be seventy (70) minutes, comprising two halves of thirty – five (35) minutes, including time - out, with an interval of five (5) minutes between halves. 2. The duration of games for HNW U16 and U13 competitions shall be fifty (50) minutes, comprising two halves of twenty – five (25) minutes, including time – out, with an interval of five (5) minutes between halves.
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<p style="text-align: center;">13 POINTS AWARDED FOR ROSTER GAMES</p>	<ol style="list-style-type: none"> 1. Points for roster games in all divisions will be awarded as follows: <ol style="list-style-type: none"> 1.1. for a win – three (3) premiership points to the winning team, 1.2. for a draw – one (1) premiership point to each team, 1.3. for a loss to an opposing team – no points.
<p style="text-align: center;">14 PREMIERSHIP LADDER POSITIONS</p>	<ol style="list-style-type: none"> 1. Should two (2) or more teams be level on points in a grade at the end of the roster, positions shall be determined by goal difference. Goal difference is the number of goals for, less the number of goals scored against, including credits and debits on forfeits. 2. Where two (2) teams have the same number of points and the same goal difference the team with the higher goals for, shall be deemed to be the higher team. 3. If teams cannot be separated by goal difference, or goals scored for, the results of the games played between the two (2) teams will be used to determine the higher team (using points, goal difference and goals for). If the teams still cannot be separated the higher team will be determined by a play – off, at a venue, date and time determined by Hockey North West in consultation with the affected teams.
<p style="text-align: center;">15 FINALS VENUES</p>	<ol style="list-style-type: none"> 1. Semi – finals and preliminary finals are to be played at the home ground of the team with the highest ladder position at the end of the roster series. 2. Grand finals are to be played at the home ground of the winner of the second semi – final.

16
FINALS SERIES

1. The premierships in all grades **APART FROM GNL MEN AND WOMEN** will be decided by a semi – finals, a preliminary final and a grand final between the top four (4) teams in the following sequence:
 - 1.1.1. 1st semi – final: third team against fourth team
 - 1.1.2. 2nd semi – final: first team against second team
 - 1.1.3. preliminary final: winner of first semi – final against loser of the second semi – final
 - 1.1.4. grand final: winner of second semi – final against winner of preliminary final.

GREATER NORTHERN LEAGUE
FINALS FORMAT

Week 1:

3rd Semi – Final 4 v 5

2nd Semi – Final: 3 v 6

1st Semi – Final: 1 v 2

Loser of 3rd Semi – Final eliminated from finals

Lose of 2nd Semi – Final eliminated from finals

Both winner and loser of 1st semi – final go into the preliminary finals

Week 2:

Winner of 1st Semi – Final v Winner of 3rd Semi – Final

Lose of 1st Semi – Final v Winner of 2nd Semi – Final

Week 3 : **(Grand Final)**

Winners of the two preliminary finals play in grand final

17
DRAWN FINALS
GAMES

1. When a finals game is drawn at full time it will proceed in accordance with the provisions under the attached “Annexure A”.

18 FORFEITS	<ol style="list-style-type: none"> 1. A game will be considered forfeited when – <ol style="list-style-type: none"> 1.1.1. a team is unable to have seven (7) eligible players present and ready to commence play within 10 minutes of the scheduled start of play, 1.1.2. a team has commenced a game, but subsequently the number of players falls below seven (7), after 10 minutes of play, provided there is good reason the umpires may allow additional time as is reasonable under the circumstances, 1.1.3. a team fields a player who is not eligible to play for that team. 2. Where a forfeit occurs the team shall lose the match and a score six (6) goals to nil (0) shall be recorded for the game, unless recording the actual score of a game is deemed beneficial to the winning team. 3. A \$100 fine will be imposed on the club of the forfeiting team. 4. Fines will be withdrawn if teams notify the opposing team, facility manager, umpire's convener and roster secretary not less than 40 hours before the scheduled start of the match.
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19 FAILURE TO MEET UMPIRING AND MATCH MANAGING OBLIGATIONS	<ol style="list-style-type: none"> 1. <i>(First Failure)</i> Any player who fails to fulfil umpiring or match managing obligations will be debarred from playing in the next scheduled weekly round of games in all grades. 2. <i>(Second Failure)</i> Any player who fails to fulfil umpiring or match managing obligations will be debarred from playing in the next two (2) scheduled weekly round of games in all grades. 3. <i>(Third Failure)</i> Any player who fails to fulfil umpiring or match managing obligations will be debarred from playing in the next three (3) scheduled weekly round of games in all grades.
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20 ROUND OF HOCKEY	<ol style="list-style-type: none"> 1. A weekly round of hockey is defined as – <ol style="list-style-type: none"> 1.1.1. all games played in a division during the normal roster from Thursday morning to Wednesday night the following week are a round, 1.1.2. all semi – finals are a round 1.1.3. all preliminary finals are a round.
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21 TEAM SHEETS	<ol style="list-style-type: none"> 1. It will be the home team's responsibility to ensure a match score book is provided and placed in the match manager's dug out before the start of each game. 2. A match official must initial all "subs" named on the team sheet and to have taken the field of play. If the "subs" names are not initialled by the match official they will be deemed not to have taken the field. 3. As verification of the accuracy and handing in the team sheets to the ground match box, the home team sheet (still in the book) is to be signed by the umpires, the match manager, and a delegate for both teams. 4. Ground match boxes are to be placed in the dug out. 5. The local roster manager will send match sheets to the Records Secretary at the end of each weekly round by the following Thursday and follow up missing sheets. 6. The penalty for the non – placement of a team sheet in the ground box will result in the loss of three (3) premiership points by the respective home team.
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22 TIME OUT	<ol style="list-style-type: none"> 1. Umpires at all venues will signal the match manager to stop the ground time clock when injury, cards, strokes, or ball replacement bring about a delay in play. 2. It is the teams and umpires responsibility to ensure games start and finish at the designated times. 3. At the conclusion of each game 10 minutes will put on the ground clock by the departing match manager to indicate the time before the start of the next game.
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23 UNIFORMS	<ol style="list-style-type: none"> 1. All players in the Greater Northern League, Hockey North West men's Division 2, and Hockey North West U18, are required to wear numbers on the back of their shirts. 2. When an alternative strip (top and socks) is required, it will be worn by the visiting team. 3. The prior approval of Hockey North West must be obtained for any change of uniform.
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NOTATION:

Where a reference is made to Hockey North West for an interpretation, or decision, that reference will be by at least four (4) representatives, including one (1) representative of each Association of Hockey North West.