

**SYDNEY MASTERS HOCKEY ASSOCIATION**  
(incorporated 1988)

**COMPETITION RULES**  
**2012 PRE SEASON**

**1. COMPETITION**

The Annual Pre Season Competition will be conducted over 3 weeks in February 2012 commencing on Tuesday 7th and Wednesday 8th. All teams will be guaranteed to play 3 games except B Division (ie one each week) against a different opposition team.

**2. ENTRY AND PLAYING FEES**

Playing fees per team for the 3 week preseason competition will be **\$500** to cover ground hire expenses, umpiring fees and player refreshments after final games.

**3. TEAM NOMINATIONS**

23 teams will contest the preseason in the following Divisions –

**Merv Goodridge Cup - A Division (8 teams)**

Briars 1, GNS 1, Macarthur 1, Manly 1, Ryde 1, Sutherland 1, Sydney Uni 1, UNSW

**Tony Cohen Shield - B Division (7 teams)**

GNS 2, Macarthur 2, Moorebank, Penrith, Ryde 2, Sydney Uni 2, UTS

**Kevin Rix Trophy - C Division (8 teams)**

Briars 2, Easts, Macarthur 3, Manly 2, Northern Districts, Northside / GNS 3, Ryde 3, Sutherland 2

**4. COMPETITION DRAW**

A random ballot draw for all Divisions was completed by the Board for the positioning of all teams in the initial week 1 round of games. Winning teams in all Divisions in weeks 1 and 2 will continue to play off until week 3 when the A Division final winners will be awarded the Merv Goodridge Cup, B Division final winners will be awarded the Tony Cohen Shield and the C Division final winners will be awarded the Kevin Rix Trophy. Losing teams in weeks 1 and 2 will continue to play other losing teams until week 3.

The Preseason Competition Co-ordinator (Greg Kay) will record all weekly results then confirm the playing schedule including times and locations for all games in the following week (as detailed in the draw) no later than Friday of the week before the games.

## 5. TEAM UNIFORMS

All players in the team are to play in the same uniforms (ie shirts, shorts and socks) that have previously been approved by the Sydney Masters Hockey Association Board. Any changes to a teams approved uniform for the preseason competition must be forwarded to the Director Administration in writing seeking approval prior to the commencement of the competition.

## 6. COMPOSITION OF PLAYERS IN TEAMS

Teams can play **up to a maximum of 16 players per game** – 15 field players plus goal keeper. Players from A Division teams are not permitted to play in any B or C Division team games and similarly B Division players cannot play in C Division.

One of the team's players for every game **must** be a fully kitted Goal keeper. In the event of a suspension to the goal keeper during any game, another member of the team (on the field at the time of the suspension) shall be required to be nominated by the team's Captain to leave the field as a replacement for the suspended goal keeper and the goal keeper must remain on the field. The actual suspension will be recorded against the goal keeper not the substituted player.

## 7. ELIGIBILITY

To be eligible players must be 40 years of age or will turn 40 by 31 December 2012. In addition **each A Division team ONLY** is permitted to nominate as part of their team, up to 5 underage players, however only 3 can play in any 1 game (1 who will turn 37, 1 who will turn 38 and 1 who will turn 39 by 31 December 2012). The underage players must be approved in writing by the SMHA Board **prior** to playing – those who have previously been approved as an underage player do not need to re-apply, however all new players for 2012 do need to apply on the required Under Age Approval Form – **refer to the specific Underage Form that is required to be completed and approved by the Board.**

## 8. CONDUCT OF GAMES

**Match Cards** – All teams will be required to complete their own match card and list all players (up to maximum of 16) for each game – must be signed off by Umpires

**Playing Conditions** - All games: Up to 10 minutes warm up then **3 x 20 minute periods** with a 5 min break between each period. There will be no time outs for substitutions or injuries. Penalty strokes and penalty corners will be played out. All games will finish 10 minutes before the designated starting time of the following match. Umpires will adjust the length of the 3<sup>rd</sup> / final period to meet this requirement.

**Games** will be played as follows –

5 games per week at **Homebush (3 games on Pitch 2 and 2 games on Olympic fields) on Tuesdays** commencing 7th February – **starting times** of 6.40pm, 8.00pm and 9.20pm for Pitch 2 and 8-10pm and 9-30pm for Olympic

6 games per week at **Homebush (3 games on each fields) on Wednesdays** commencing 8th February – **starting times** of 6.40pm, 8.00pm and 9.20pm.

**ALL TEAMS and PLAYERS MUST SPECIFICALLY NOTE – there are 4 Different Specific Playing Conditions / Rules for all Pre season Games**

### **1. Penalty Corner (PC) – Continuation from 2011**

**When a Penalty Corner (PC) is awarded** the following will take place in lieu of the usual penalty corner set up around the circle –

**Defenders** – Goalkeeper and 2 defenders (ie 3 in total in lieu of the normal 5) will start behind the goal line (can be anywhere from in the goals or within the 5 metre markings as per current rule)

**Attackers** – 1 pusher out (normal spot on either side of the goals) and 3 attackers who must be standing **behind** the 23 metre line – (ie 4 in total rather than unlimited around the circle)

**All other players from both teams** must be behind the half way line – they can run back / forward as soon as the ball is released from the back line

**In essence it is a 4 on 3 in a general play sense from the 23 metre line to the goals**

The ball must be allowed to cross over the 23 metre by the attacking players before the corner can be activated and a shot at goal (same as current PC rule about the ball passing outside circle before shot at goal)

As soon as the push / hit / fling out has been taken attackers can move forward into the 23 – except that a minimum of 1 receiving player must stay outside the 23 to take the ball outside the 23 line before activating the attack and a shot a goal – 1, 2 or all 3 can wait outside the 23 in need – must be minimum 1 to receive the ball.

If an attacker runs into the 23 area **before** the ball is pushed out from the backline then it is a breach and the PC must be re-started (the attacker concerned is to be taken out of the PC and move to half way with remainder of team mates and **NOT** be replaced – ie the attackers will then only have 3

**Note** – at Masters level it is unlikely a defender will deliberately break as there is no requirement to run down a PC strike as per current rule – if this does happen and the Umpire judges this to be the case then the defender concerned goes to the half way with

rest of team mates and the defending team will be reduced to 2 – if for some strange reason all 3 defenders are eliminated for breaking then a goal is awarded when the last player is judged to have broken (highly unlikely)

From the point when the PC is activated from the push out it is just like normal field play rules with the attackers moving as fast as possible to get a shot at goal whilst they have a 4 on 3 advantage – possible outcomes once the ball has initially passed outside the 23 metre line then been taken in by the attackers is - either goal, another PC, long corner, free hits (attackers or defenders depending on who commits any breach of the normal rules)

**All Penalty Corners MUST be played out – as per normal season rules**

**Penalty Corner Awarded after the Siren** (ie any period and end of match)

a) The PC will be played out in full (same as the normal PC hockey rule) – however if a PC is commenced then the siren sounds during the taking of the PC then the game finishes immediately on the sound of the siren (that is generally why teams allow the siren to sound before taking a PC when it is within a reasonable time – say 10-15 seconds of the siren sounding)

b) The PC is only completed when any of the following occurs (otherwise the game continues as per normal field play even though the siren has sounded) –

- a) a goal is scored
- b) the ball goes outside the 23 line a 2<sup>nd</sup> time – ie once it has gone outside once and is taken into the 23 by the attackers
- c) the ball goes outside the field of play – ie over the side line or back line (and a Penalty Stroke or another PC is not awarded)
- d) any breach by the attacking team
- e) any breach by the defending team outside the circle (and another PC is not awarded)

**Note** – the ball is not required to hit the backboard of the goal as the first shot at goal (as per normal PC) – it is just normal field play and the issue in the circle around shots at goal is – dangerous (ie as per usual rules)

## **2. Long Corner (LC) – new in 2012**

**When a Long Corner (LC) is awarded** the following will take place in lieu of the usual long corner.

**Defenders** – Goalkeeper and 4 defenders (ie 5 in total) will start behind the goal line (can be anywhere from in the goals or out to the 10 metre markings on either side of the pitch – ie out as far as the normal push out mark for a PC)

**Attackers** – 1 pusher out (normal 5 metre spot on the sideline on each side of the pitch) and 4 attackers who must be standing **behind** the 23 metre line – (ie 5 in total)

**All other players from both teams must be behind the half way line** – they can run back / forward as soon as the ball is released from the back line

**In essence it is a 5 on 5 in a general play sense from the 23 metre line to the goals**

The ball must be allowed to cross over the 23 metre by the attacking players before the corner can be activated and a shot at goal (same as current PC rule about the ball passing outside circle before shot at goal)

As soon as the push / hit / fling out has been taken attackers can move forward into the 23 – except that a minimum of 1 receiving player must stay outside the 23 to take the ball outside the 23 line before activating the attack and a shot at goal – 1, 2, 3 or all 4 can wait outside the 23 in need – must be minimum 1 to receive the ball.

If an attacker runs into the 23 area **before** the ball is pushed out from the backline then it is a breach and the LC must be re-started (the attacker concerned is to be taken out of the LC and move to half way with remainder of team mates and **NOT** be replaced – ie the attackers will then only have 4

**Note** – at Masters level it is unlikely a defender will deliberately break – however, if this does happen and the Umpire judges this to be the case then the defender concerned goes to the half way with rest of team mates and the defending team will be reduced to 4 – if for some strange reason all 5 defenders are eliminated for breaking then a goal is awarded when the last player is judged to have broken (highly unlikely)

From the point when the LC is activated from the push out it is just like normal field play rules with the attackers moving as fast as possible to get a shot at goal – possible outcomes once the ball has initially passed outside the 23 metre line then been taken in by the attackers is - either goal, Penalty Stroke, PC, another long corner, free hits (attackers or defenders depending on who commits any breach of the normal rules)

**Long Corners will not be played out if the siren has sounded to end the period**

### **3. Penalty Stroke (replaced by Penalty Shootout) – new in 2012**

**The normal Penalty Stroke (PS) when awarded in all games will be replaced by the Penalty Shoot Out process – see below for full details**

Each team will nominate a player who will compete in a 1 on 1 penalty shootout with the opposition goal keeper.

The attacking player will start at the designated spot behind the central point of the 23 metre line and goal keeper on the penalty spot.

The attacking player has 10 seconds to score by advancing into the circle.

When the umpires whistle starts the Goal keeper can move in any direction from the penalty spot, however if they use any part of their equipment or body (except for stick) outside the circle a goal will be awarded.

The umpire will whistle on 10 seconds if a goal has not already been scored and given an attackers shot has not been made by the whistle the shoot out attempt is finished.

**The penalty shoot out is completed on the event of any of the following** – a goal is scored, the ball goes outside any part of the circle area once the attacker has taken it inside the circle area once, the body / equipment of the goal keeper (except the stick) comes into contact with the ball outside any part of the actual arc of the circle - for which a goal is to be awarded, an infringement by the attacker (wherein normally a penalty would be awarded against them) or the expiry of the 10 second time limit.

Also **any infringement committed by the goal keeper** (wherein a penalty corner or another penalty stroke would have usually been awarded) **will immediately result in a goal being awarded** to the attacker.

#### **4. 1 on 1 Shoot Out (End of Game if TIED) – continuation from 2011**

**There must be a winner for every game**, so if the scores are tied at the end of the final period, a 1 on 1 shoot out along the following lines will be played ; -

Each team will nominate 3 players who will compete in a 1 on 1 shootout with the opposition goal keeper.

Players will take in turn on an alternate team basis in a 1 on 1 contest with opposition team goal keeper.

Players will start at the designated spot behind the central point of the 23 metre line and goal keepers on the penalty spot.

Players have 10 seconds to score by advancing into the circle.

When the umpires whistle starts the Goal keepers can move in any direction from the penalty spot, however if they use any part of their equipment or body (except for stick) outside the circle a goal will be awarded.

The umpire will whistle on 10 seconds if a goal has not already been scored and given an attackers shot has not been made by the whistle the shoot out attempt is finished.

**The shoot out is completed on the event of any of the following** – a goal is scored, the ball goes outside any part of the circle area once the attacker has taken it inside the circle area once, the body / equipment of the goal keeper (except the stick) comes into contact with the ball outside any part of the actual arc of the circle - for which a goal is to be

awarded, an infringement by the attacker (wherein normally a penalty would be awarded against them) or the expiry of the 10 second time limit.

Also **any infringement committed by the goal keeper** (wherein a penalty corner or penalty stroke would have usually been awarded) **will immediately result in a goal being awarded** to the attacker.

If the scores are tied at the end of 3 attempts, then each team will nominate **different additional players** on 1 for 1 alternate basis until after an even number of attempts one team is a clear winner.

The final score for the match will be the actual goals scored in the game plus those awarded as part of the shootout.

## **9. FINALISTS**

The three (3) teams who win their respective **Division Finals** will receive a team trophy as follows –

**A Division Final** – (Merv Goodridge Cup)

**B Division Final** – (Tony Cohen Shield)

**C Division Final** – (Kevin Rix Trophy)

## **10. RESULTS**

All teams are responsible for emailing the result of their games to the Pre-Season Competition Coordinator ([administration@sydneymastershockey.com.au](mailto:administration@sydneymastershockey.com.au)) no later than 5.00pm on the Thursday immediately following the game. This will allow early advices to all teams about the following weeks round of matches etc.

## **11. OTHER COMPETITION RULES**

All other Sydney Masters Hockey Association normal competition rules will apply. This relates to issues for completion of match cards, umpiring, suspensions, misconduct and disputes.

All teams must provide / have available for all games a match ball (**Kookaburra dimple only** to be used)