

INTERCITY COMPETITION BY-LAWS

INTERCITY CLUB COMPETITION BY-LAWS

Last Updated: 10th April 2025

INTERCITY COMPETITION BY-LAWS

Introduction, Interpretation & Amendments

These rules are the rules under which the Intercity Competition will be run. These rules are to be read in conjunction with the FIH Rules of Hockey, Rules, Regulations and Policies, any other directives from HNZ or FIH.

If there is any dispute regarding interpretation of these rules a determination will be made by the IWG. In making any determination IWG will be steered by the Guiding Principles.

These rules are binding on all Associations, Clubs, Teams, Players and other related parties that enter teams in the Intercity Competition.

The IWG shall deal with any matters arising that are not specifically dealt with in the Rules in this document.

Guiding Principles of the Rules

- Provide fairness across the competition.
- To encourage participation in hockey.
- Provide a platform for competitive hockey at an Intercity level.
- Provide integrity to the hockey competition, the IWG and its Associations, Clubs and Players.

Amendment Record

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1. DEFINITIONS

"IWG" means Intercity Working Group

"Organising Association" means the Association who has been charged with organising the Intercity Competition by the IWG

"Local Association" means the Association in which hosts the local Club Competition relating to the team/player

"HNZ" means Hockey New Zealand

"NZSCC" means New Zealand Secondary School Council

"FIH" means International Hockey Federation

"Finals" means a game where the winner advances to the next stage of the competition (semi-finals & grand final)

"Affiliated Members" includes clubs and teams who are teams eligible and invited to play as set out in these bylaws

"Competition" means the Intercity Competition

"Local Competition" mean the local Club Competition relating to the team and/or player.

"Entrant" means any team entered into the competition

"Officials" means Umpires and/or Technical Officials appoint to a match

"LNI" Lower North Island

"Competitions Manager" is the person in charge of the competitions space from the lead association. Contact details as of current time ...

2. TEAM ENTRIES

2.1 Teams are invited to compete in this competition by virtue of competing in the highest division club competition, for both men and women, from the LNI Collective Associations listed below:

- (1)** Hockey Manawatu Inc.
- (2)** Wellington Hockey Association Inc.
- (3)** Hawkes Bay Hockey

2.1.1 Additionally, one invitational team for both men and women, is invited to compete from each of the following LNI Collective Associations:

- (1)** Taranaki Hockey

These teams shall play under the banner of the respective association, not a club, and be comprised of players at the associations discretion. Players and teams must still meet the requirements set out in these bylaws.

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2.2 Team entries for the Competition must be submitted to the Organising Association by teams by the specified due date.

2.2.1 Failure to submit entries by this date may result in a team or teams not being accepted into the Competition.

4. TEAM WITHDRAWAL

4.1 A team may withdraw a team from the Competition by written notice to Organising Association at any time.

4.2 After the start of a competition the team to be withdrawn should be the Affiliated Member's lowest ranked team unless otherwise agreed to by IWG.

4.3 If an Affiliate Member withdraws a team:

- (1) On or before team entries close:** Forfeit the 10% deposit payable on team entry
- (2) After the team entry closes, but before the first competition game:** as per 4.3(a) plus an additional \$250.00 fee
- (3) After the first competition game, but before round 4:** 50% of the total affiliation fee
- (4) From round 4 onwards:** 100% of the total affiliation fee

5. REGISTRATIONS/TRANSFERS OF PLAYERS

5.1 Prior to any player taking part in any of the Competitions, they must:

- (1)** be registered as a player of a team that complies with 2.1 or 2.1.1 and;
- (2)** have registered through PlayHQ and;
- (3)** not be in financial arrears or under disciplinary action to any Club, Association (within the LNI Collective or otherwise), unless special arrangements have been put in place.

5.2 Players are required to be registered into a team within an Affiliated Member before the first game is played by that team in round one of the Senior Competition.

5.2.1 New players intending to join an affiliated member or team during the season need to be registered before the first game such player plays for the intended team.

5.3 Registrations are valid for the current calendar year.

5.4 No player shall belong to more than one Affiliated Member or Association at the same time, unless prior consent is given by the Organising Association in writing.

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- 5.5** If a player is transferring from another Association or Affiliated Member, they must have obtained clearance from their previous Association or Affiliated Member to do so via the official HNZ/PlayHQ transfer process.
- 5.5.1** No player may take the field in a fixture (including those not for competition points) until the transfer has been approved by both Affiliated Member and association.
- 5.5.2** Should any Affiliated Member fail to secure the registration/transfer of any player(s) in accordance with these Rules, such Affiliated Member will incur a penalty as outlined in the Penalties Appendix.

6. TEAM COMPOSITION

- 6.1** Each team will require to register a minimum of sixteen (16) players including a goalkeeper
- 6.2** Each team may register a maximum of twenty (20) players.
- 6.2.1**
- Note:** *Teams may only use the maximum number of players in a fixture as per 9.2.1 regardless of how many they have registered in the team.*
- 6.3** Players participating in the competition may play only in a team of their own sex.
- 6.3.1** There may be circumstances when elite senior women players require a higher level of competition to enable them to reach their potential as an international player. In such cases, the player must apply to IWG in accordance with the Women playing in the Men's Competition Policy.

7. GRADING

- 7.1** The grades will be as set out below:

(1) Men's Intercity Competition

Men's Tier 1 (8 Teams)	Men's Tier 2 6 Teams	Men's Tier 3 (4 teams)
Wellington 1	Wellington 5	Wellington 6
Wellington 2	Taranaki 1	Hawkes Bay 4
Wellington 3	Hawkes Bay 3	Manawatu 6
Wellington 4	Manawatu 3	Manawatu 7
Hawkes Bay 1	Manawatu 4	
Hawkes Bay 2	Manawatu 5	
Manawatu 1		
Manawatu 2		
2 Pools		

(2) Women's Intercity

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Women Tier 1 (8 Teams)	Women's Tier 2 (6 Teams)	Women's Tier 3 (4 Teams)
Wellington 1	Wellington 5	Wellington 7
Wellington 2	Wellington 6	Hawkes Bay 5
Wellington 3	Hawkes Bay 3	Manawatu 4
Wellington 4	Hawkes Bay 4	Manawatu 5
Hawkes Bay 1	Manawatu 3	
Hawkes Bay 2	Taranaki 1	
Manawatu 1		
Manawatu 2		
2 Pools		

Note: The number following the Association's name is the ranking in the Association's home competition.

- 7.1.1** The number of teams in each grade may vary depending on entries, however there will be an endeavour to have an equal number of teams in each grade/pool.
- 7.2** Rankings and grade allocation will be determined by the official standings provided by each association at the conclusion of one full round of their home competition. ☐
- 7.3** On the case that Wairarapa don't have a team competing in the Wellington competition. Wairarapa will have a team introduced to the Men's/Women's competition where best fits.
- 7.4** If an association was introducing a new team to the competition, they will be given a tier 3 slot and no other movement would happen until the following year, to what best fits. The only reason there would be a change that year is to avoid a bye.

8. COMPETITION STRUCTURE

- 8.1** The composition and structure of each competition may differ depending on team entries.
- 8.2** The Organising Association will:
 - (1)** be responsible for consulting with the IWG and deciding the composition and structure of each competition and;
 - (2)** endeavour to provide the best possible outcome for each grade and;
 - (3)** publish and communicate to each Affiliated Member the competition structure for each grade, after consultation with the IWG.
- 8.3** The Organising Association may consult the IWG when deciding the competition structure when there are potential material changes required. However, there is no requirement for this to occur for minor changes.
- 8.4** All games will be played on a Saturday.
- 8.5** Points will be awarded as follows:
 - (1) Win** 4 points
 - (2) Shootout Win** 2 points
 - (3) Shootout Loss** 1 point

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(4) **Loss** 0 points

(5) **Abandoned Match** 2 points

8.6 Seedings will be determined according to the number of points that they have accumulated.

(1) If two or more teams have an equal number of points, then they will be ranked according to their respective number of games won outright.

(2) Should there remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against').

(3) Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.

(4) Should there remain equality between two or more teams, then the result(s) of the games(s) played between (only) these teams will be used to determine their ranking according to 8.6 (1), 8.6 (2) and 8.6 (3).

(5) Should there remain equality between two or more teams, then the ranking of these teams will be determined by a shootout competition between (only) these teams (Appendix 8 for shootout rules).

8.7 FORFEITS

8.7.1 Any team wishing to forfeit any championship game must notify the Competition Manager no later than 5.00pm on the Wednesday of the week of the competition. If this is not possible, the Competition Manager and opposing team must be notified at the earliest possible chance.

8.7.2 Where a team forfeits a game the score for the game will be recorded as a 5-0 win to their opponents.

8.7.3 The team that forfeits will be required to meet the associated cost of the turf and a possible fine as shown in Appendix Penalties.

8.9 GAME DEFERMENT

8.9.1 There shall be not game deferments. If a game is unable to be played due to one team being unable to play, then that team shall forfeit and the match shall be declared a 5-0 win to their opponents.

8.10 GAME PLAY ELIGIBILITY

8.10.1 All players must be registered to their team through their local Association's system and be registered to the team in the Intercity Competition team on PlayHQ.

8.10.2 All Players must be registered in accordance with their local Associations player eligibility rules.

8.10.3 A student returning to their local Association for term breaks can request permission from the Intercity Working Group to play for their last registered club.

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- (1) Students who did not play club hockey at their local association (but may have played Secondary School Hockey within the local Association) may request to join and play for a new club. They need to be registered for the club in Play HQ.

Note: *'Student' refers to any player that is actively registered as a student at a relevant tertiary education provider.*

8.10.4 National Representative Players

A National squad member returning to their local Association can request permission from the Intercity Working Group to play for their last registered club (or association team if their IC teams is an association team of combined club teams).

They need to be registered for the/a club in Play HQ, where this is not possible, they must be entered into the system as a guest player. No system transfer is required.

Note: *Where a National squad member is already a member of a team and plays in the local associations club competition, permission is not required. This rule only applies to players who normally play outside their local association's competition and are returning only for a small number of appearances in the Intercity Competition.*

"National Squad Member" refers to current Black Sticks contracted players in the period in which they wish to play in the Intercity Competition.

8.11 PLAY-OFF FORMAT

8.11.1 Due to the variation in quantity of teams between divisions, there will be three play-off formats utilised across the competition:

- (1) Round-Robin competition with the highest place team declared the winner for the following divisions:
- (a) Women's Tier 2
 - (b) Men's Tier 2
- (2) Round-Robin competition with a semi-final and final play-offs to determine the winner for the following divisions:
- (a) Women's Tier 3
 - (b) Men's Tier 3
- (3) Pool play competition with a semi-final and final play-offs to determine the winner for the following divisions:
- (a) Women's Tier 1
 - (b) Men's Tier 1

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8.11.2 Round-Robin Competition:

Divisions utilising this play-off format will play each team once with the winner of the division being the team who accumulates the highest number of points. Where a tie occurs for any position, 8.6 of these bylaws shall be used to determine the higher seeded team.

8.11.3 Round-Robin with Semi-Finals and Final:

- (1) Divisions utilising this play-off format will play each team once with the four-highest seeded teams advancing to the semi-finals.
- (2) The highest seeded team will play the fourth-seeded team in a semi-final. The winner will advance to the final.
- (3) The second-seeded team will play the third-seeded team in a semi-final. The winner will advance to the final.
- (4) The winner of the final shall be determined the winner of the division.

8.11.4 Pool-Play with Semi-Finals and Final:

- (1) Divisions utilising this play-off format will play each team in their pool once with the two highest seeded teams in each pool advancing to the semi-finals.
- (2) The highest-seeded team in each pool will play the second-seeded team in the opposite pool in a semi-final. The winner of each semi-final will advance to the final.
- (3) The winner of the final shall be determined the winner of the division.

8.11.5 The top-seeded team in each play-off game will have the 'home advantage', hosting the game at their home venue.

- (1) If the two competing teams are from regions that require significant travel distances, the match will be played at a neutral venue to ensure fairness and reduce travel burden.

8.11.5 All finals matches must be played on the designated dates and times set by the organisers unless unforeseen circumstances require a reschedule.

8.11.6 Finals games must produce a winner and games that remain tied after the conclusion of time will be decided via Shootout (*Refer latest FIH Shootout Guidelines*).

8.12 PLAY-OFF GAME PLAY ELIGIBILITY

8.12.1 All Game Play Eligibility rules outline in 8.11 apply during finals weeks except where stated in Play-Off Game Play Eligibility rules below.

8.12.2 To play in a play-off, players must have played a minimum of one (1) game across the Intercity Competition.

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- (1) The IWG may at their discretion waive this requirement to allow a team to field a maximum of 15 players or where the IWG believes there are extenuating circumstances.

8.13 UNIFORMS

8.13.1 Goalkeepers must wear apparel which in the opinion of the umpire is sufficient to clearly distinguish them from all other players on the field.

8.13.2 All players' shirts are to be numbered on the back with figures at least 175mm high. Numbers must be of a colour and design that is easily distinguishable to umpires.

- (1) The corresponding number must be shown beside each player's name on the scorecard.

- (2) Players should wear the same distinctive number in a grade for the entire season.

8.13.3 Where the registered playing uniforms of two teams are insufficiently distinctive, as determined by the IWG, the second named (away) team shall wear an alternative distinctive uniform (including socks).

- (1) Opposing teams should do their best to check their opponents uniforms in the week leading up to the game to determine if there is a uniform clash and find a solution, if any.

9. CONDUCT OF MATCHES

9.1 PLAYING RULES

9.1.1 All matches shall be conducted in accordance with the Rules of Hockey subject to:

- (1) Experimental rule(s) declared by FIH to be mandatory
- (2) Experimental rule(s) sanctioned by HNZ
- (3) Any rules specifically adopted by IWG

9.1.2 Players, officials and spectators are to abide by the Code of Conduct. If the Code of Conduct is breached disciplinary action may be taken. (Refer Code of Conduct Appendix)

9.1.4 The provision of a ball shall be the responsibility of the first named team for all matches including Play-Off Matches.

9.1.5 Decisions of the umpires regarding any matters connected with play are final and cannot be protested or appealed by any party.

9.2 GAME DAY TEAM COMPOSITION

9.2.1 At the commencement of a game, Teams will consist of:

- (1) not less of seven (7) eligible players, and;
- (2) not more than sixteen (16) eligible players unless;
- (3) two goalies are named on the card in which case not more than eighteen (18) eligible players.

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Note: For the purpose of 9.2.1(3) the two goalies must remain kitted in goalie equipment for the entire duration of the game and must not play as a field player at any time. Both goalies are not required to take to the field during the game.

9.2.2 A maximum of eleven (11) players can take the field at any one time.

9.3 SCORECARDS

9.3.1 will provide official scorecards for all competition fixtures.

9.3.2 Each team shall complete the same scorecard and hand it to the umpire prior to the commencement of the game.

9.3.3 Players shall be identified on the scorecard using given name, surname and shirt number.

(1) The team captain must be indicated on the scorecard.

(2) No player may take the field until said player's name appears on the scorecard.

9.3.4 After the match the scorecard shall be completed including:

(1) Final score

(2) Goal scorer names

(3) Details of all green, yellow and red cards.

(4) Any players that did not take the field shall be deleted from the scorecard using a single line before the card is signed by the team captain.

(5) Scorecards are to be signed by both umpires and both team's captain or manager.

9.3.5 Once the scorecard is signed by both umpires and both team's captains or managers it's deemed to be final, and no alterations are to be made.

(1) Any change made after this time will be deemed as serious breach of the rules.

9.4 CONVERSIONS

9.4.1 Following the scoring of a field goal or a penalty stroke not arising from a penalty corner, the clock will be stopped immediately.

9.4.2 The goal scorer will then have an automatic shootout with the goalkeeper for the chance of an additional goal. The shootout will be taken in accordance with the FIH guidelines for shootouts.

9.4.3 If either the Goalkeeper or the goal scorer is injured during the scoring of the goal they are permitted to be substituted immediately from any other player in the playing lineup.

9.4.4 If the goalkeeper is suspended during the scoring of a goal they may be replaced as in the case of injury.

9.4.5 As per the rules of hockey time is not allowed for the donning goalkeeping equipment in which case a defending player may take the place of a goalkeeper but may only wear a facemask as protective equipment.

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- 9.4.6** If the goal scorer is suspended immediately following the scoring of a goal they forfeit their right to an automatic shootout and play will restart at halfway with a centre pass.

9.4 GAME TIME AND DURATION

- 9.4.1** The start time of a game may be delayed by up to ten (10) minutes from the scheduled start time if weather conditions, equipment failure or other circumstances would make it unsafe or impractical to start the match at the scheduled time.

- 9.4.2** Responsibility for making a decision to delay a match should be made by Umpire(s) in consultation with team captains.

- 9.4.3** All games will consist of:

- (1)** four periods of fifteen (15) minutes.
- (2)** A break of two minutes at the end of the first and third periods
- (3)** A half time break of five minutes at the end of the second period.
- (4)** A 40s pause in time once a Penalty Corner is called.
 - (a)** Time resumes when the Penalty Corner commences
 - (b)** Where a subsequent Penalty Corner is called, time will be stopped while teams set their positions, however the Penalty Corner shall be taken without hesitation.
- (5)** Where a Technical Official, Umpire, and/or venue is not able to adequately manage a pause for Penalty Corners as detailed above, games shall consist of 17-min quarters with no stoppages for Penalty Corners.

- 9.4.3.1** Umpires will be instructed to restart the match straight after the break even if teams are not ready.

- 9.4.3.2** Teams may not change ends at the end of the first or third periods.

- 9.4.4** The umpires shall have sole responsibility for determining compliance with scheduled match duration and for determining the elapsed time of any match.

- 9.4.4.1** Umpires may delegate responsibility for time keeping to a Technical Official (where appointed).

- 9.4.5** A maximum period of ten (10) minutes may be added for delays or interruptions but the match shall conclude at a time which is the earlier of:

- (1)** No less than five (5) minutes before the scheduled commencement of the next game scheduled to take place on the same field, or;
- (2)** eighty-five (85) minutes after the commencement of play.

9.5 TEAM BENCHES

- 9.5.1** The team bench is for players, team personnel and officials only.

- 9.5.2** The team captain is responsible for the conduct of the bench.

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9.6 ABANDONED MATCHES

- 9.6.1 If, in the opinion of the Officials for the match in consultation with team captains (in that order of priority), weather conditions, equipment failure or other circumstances would make it unsafe or impractical to start the game within ten (10) minutes of the scheduled time then the match will be abandoned.
- 9.6.2 If after the commencement of a game it becomes unsafe to continue the sole discretion to abandon the match lies with the Officials.
- 9.6.3 Any game that is abandoned prior to the start of the second half will be rescheduled if applicable, if not will result in a draw (2 points for each team).
- 9.6.4 Any game that is abandoned with at least played up to half time (except finals) will be deemed to be completed and the score at the time of abandonment will be the final score.

9.7 DISCIPLINARY CARDS

- 9.7.1 A player receiving a green or yellow card is required to sit in the designated area adjacent the technical bench for the duration of the suspension.
- 9.7.2 A player receiving a red card will receive an automatic one-game suspension which is to be served in the next Intercity fixture for that player. A judicial committee shall then convene as per the Code of Conduct to determine any further suspensions, if any.
- 9.7.3 All other disciplinary matters can be found in the HNZ Code of Conduct.

9.8 UMPIRES

- 9.8.1 Where possible, registered accredited umpires will be appointed to fixtures.
- 9.8.2 Where it is not possible to appoint registered accredited umpires, teams will be responsible for supplying their own umpires.
 - (1) Failure to supply an umpire will incur a penalty as outlined in the Penalties Appendix.
- 9.8.3 Where named umpires or their appointed substitutes do not arrive by the commencement time of the fixture each team will be responsible for supplying someone to umpire.
- 9.8.4 Where only one of the appointed umpires is available the two teams shall share the second duty by arrangement. Failure to comply with this requirement will result the offending Affiliated Member forfeiting the match.

10 Breach of Rules

- 10.1 Any breaches of these rules will incur a penalty as outlined in the Penalties Appendix.

11 Complaints

- 11.1 Any Club or Appointed Official, may make a formal complaint about a By-Law breach.
The complaint must:

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- (1) Be received by the Competition Manager within 72 hours of the start time of the match in question.
 - (2) In writing from the Club's designated email address.
 - (3) State the details of the game in question, including the specific Rule number that was breached.
- 11.2** Following the receipt of a complaint, the Competition Manager will;
 - (1) Investigate the complaint and determine whether or not there was a breach.
 - (2) If there was a breach, notify the Club of which the complaint has been made about, offering them the right to provide any evidence.
 - (3) Upon receiving any additional evidence, in consultation with the IWG, determine the relevant penalty in accordance with the Penalties Appendix.
 - (4) Notify both parties of the outcome of the complaint.
- 11.3** Following any determination from the IWG, the Affiliated Member sanctioned has the right to protest the decision. Any protest must:
 - (1) Be received with 24 hours of the notification of penalty. Or a shorter timeframe as determined by IWG from time to time when expedience is required.
 - (2) Outline the grounds for which they are protesting the decision and provide any supporting evidence.
 - (3) Be accompanied by a protest fee of \$250. The fee may be returned to the Club if their Protest is upheld.
- 11.4** If a protest is received, the Competition Manager shall convene a Panel from the Judicial Panel. The Panel will:
 - (1) Consist of at least three (3) individuals.
 - (2) Meeting within seven (7) days of the Competitions Manager receiving the protest.
 - (3) Hear all information provided and make a determination on the protest.
- 11.5** A Club has the right to appeal the Panel's decision to Hockey New Zealand. This must be done in line with Hockey New Zealand's appeals process.

12 Code of Conduct

- 12.1** For clarity, the Code of Conduct referred to in these bylaws is the Hockey NZ Code of Conduct. This Code of Conduct will apply to all participants in the Intercity Competition for all related activities.
- 12.2** Any judicial issues that arise during the Intercity competition a judicial committee is formed to hear the matter and decide appropriate action in accordance with the code of conduct. The Judicial Committee will include one hockey related personal from each association (does not have to be an umpire).

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- 12.2.1** The Intercity Judicial hearings will consist of a minimum of three persons appointed by the competitions manager from the leading association of Intercity.
- 12.3** All sanctions (red card and other suspensions) from Intercity will carry over into the regional competition
- 12.3.1** It is up to the association's discretion whether points from the Intercity competition carry over into the regional competition.
- 12.4** Any matters arising that aren't covered in the HNZ Code of Conduct or this document, will refer to the FIH's current rulings at the time of decision.
- 12.4.1** Any matters not covered in 12.4 will be referred to the Intercity Working Group who will use the guiding principles of these Bylaws to reach an outcome that is aligned with the spirit of those guiding principles.

13 FACILITIES

- 13.1** Damage to any part of the facility (i.e. pavilion, windows, turfs, fences, dugouts) that is caused by intentional or reckless behaviour may result in the person(s) responsible being charged for any necessary repair work
- 13.2** Turfs and dugouts are to be left free of drink bottles and any other rubbish on the completion of each match or training session. It is the responsibility of every team to ensure the facilities are left tidy for following teams.

14 POLICIES

14.1 ANTI-DOPING CODE

- 14.1.1** Association with Hockey New Zealand, the IWG supports the New Zealand Government, Drug Free Sport NZ, the FIH and the IOC in the development of national and international initiatives to deter the misuse of drugs in sport. It recognises the need to take strong and positive action to reduce harm to the individual and to the sport, and to educate and inform those persons and organisations to whom this policy applies.

14.2 HEAD INJURY

- 14.2.1** The IWG insists that a player that has received a head injury with suspected concussion may only commence playing again when a medical certificate clearing the player of concussion has been obtained.

14.3 BLOOD CODE

- 14.3.1** All players must leave the turf if they are openly bleeding and may return when the wound has been covered. All teams should carry sufficient medical equipment to dress wounds.
- 14.3.2** Any blood on the turf must be cleaned up, with the medical alcohol or another appropriate method.

14.4 SERIOUS INJURY FORM

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- 14.4.1** For any serious injuries an Accident/Incident Form should be completed through as per the venue's process. The onus to complete such reporting is on the Management of the Team in which the injured player belongs to.

15 AMENDMENTS TO BY LAWS

- 15.1** Amendments may be made to these Bylaws mid-season by the IWG if considered necessary by the majority of the IWG.

HOCKEY MANAWATU OPEN CLUB COMPETITION BY-LAWS

Appendix 1 – Penalties

Offense	Type	Penalty
Playing an unregistered player	1 st Offence by Team	Forfeit Match; 5-0 loss
	Subsequent Offense by Team	Forfeit Match; 5-0 loss; \$50 fine
	Affiliated Member 5 th and subsequent offenses	Forfeit Match; 5-0 loss; \$200 fine
Playing Ineligible player	1 st Offence by Team	Forfeit Match; 5-0 loss
	Subsequent Offense by Team	Forfeit Match; 5-0 loss; \$50 fine
	Affiliated Member 5 th and subsequent offenses	Forfeit Match; 5-0 loss; \$200 fine
Team withdrawal	On or before team entries close	Forfeit the 10% deposit payable on team entry
	After the team entry closes and before the first competition game	Forfeit the 10% deposit payable on team entry plus an additional \$250.00 fee
	After the first competition game and up to completion of round 3	50% of the total affiliation fee
	After the completion of round 3	100% of the total affiliation fee
Forfeits	Prior to Wednesday 5.00pm of the week of competition	5-0 loss and the association turf game fee
	Prior to Midday on the last business day before match day	5-0 loss, the associated turf game fee and a \$50 fine
	After midday and up to the commencement of the match	5-0 loss, the associated turf game fee and a \$100 fine
	After the commencement of the match	5-0 loss (unless the actual score is higher), the associated turf game fee and a \$150 fine
	Due to breach of rules	5-0 loss unless the actual score is higher and any additional penalty relevant to rule breach
Score cards	Incomplete scorecard	5-0 loss
	Intentionally incomplete scorecard	5-0 loss and \$50 fine
	Intentionally incorrect scorecard	5-0 loss and \$50 fine
Umpires	Failure to provide an umpire 1 st offense	\$50 fine
	Failure to provide an umpire 2 nd an subsequent offense	\$100 fine

