

**Wellington Hockey, Manawatu Hockey, Hawkes
Bay Hockey, Taranaki and Wairarapa Hockey**

**Lower North Island
Intercity
Club Competition
Rules and Regulations
2024**

1. INTRODUCTION

1.1 INTRODUCTION

This document has been compiled by Wellington Hockey, Manawatu Hockey, Hawkes Bay Hockey, Taranaki and Wairarapa Hockey to assist in giving players rules that are consistent, clear & concise for the Intercity competition. Every endeavour has been made to address the important areas of the game, however, should the rules prove to be deficient in any regard; the Intercity Working Group (IWG) reserves the right to deal with all matters not provided for.

1.2 This competition is overseen by a working group with representatives from the five participating associations (IWG).

2. 2024 SEASON INFORMATION

2.1 KEY DATES

Team entries close	Friday 29 March 2023
Draw completed	Monday 13 th May 2023
First round of games	Saturday 18 May 2024
Last round of games	Saturday 22nd June (no Games Kings Birthday)

2.2 COMPETITION FEES

2.2.1 There will be no additional fees to teams on top of what they normally pay their association

2.3 GAME DAYS

Women and Men: Saturday

3. PLAYER REGISTRATION

3.1 PLAYER ELIGIBILITY

All players must be registered team members through their local Association's system.

3.2 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. Students who did not play club hockey through their Secondary years can request to play for a new club. They need to be registered for the 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 – 'Student' refers to any player that is actively registered as a student at a relevant tertiary education provider.

3.3 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 - "National squad member" refers to a current Black Sticks contracted player in the period in which they wish to play.

3.4 Finals in all cases, players must have played at least one pool play match for that team to be eligible to play any finals format matches. However an Association can request permission from the Intercity Working Group for dispensation.

3.5 No female players are to compete in the Men's Intercity competition unless officially requested by Vantage Blackstick Coaching Staff and agreed to by the IWG. This will be on a case-by-case basis. A request can only occur when a female player plays for a Men's Division 1 team locally and that club does not have a women's team playing in the Intercity competition.

4. GAME DAY

4.1 UMPIRES

4.1.1 Umpires are the sole judges of rules and duration in conjunction with IWG.

4.1.2 Umpires will enforce the current FIH Rules of Hockey, including approved amendments, as well as the provisions of these rules and regulations.

4.2 NUMBER OF PLAYERS

4.2.1 An Intercity team may play a maximum of 18 players, of whom two must be bona fide goalkeepers wearing full protective equipment. If a team chooses not to include a second goalkeeper, they are limited to using a maximum of 16 players in a game.

4.2.2 A game may not be started unless both teams have a minimum of 7 players.

4.2.3 A team that does not have at least 7 players at the designated start time for the game will be deemed to have defaulted the game.

4.3 GAME CARDS

4.3.1 Only players listed on the Game Card may play in that game.

4.3.2 Game Cards must be clearly printed with First Name, Surname and Shirt Number of each player. No two players may be allocated the same shirt number.

4.3.3 Teams must complete a Game Card before the game, then hand it to an appointed official.

4.3.4 Teams must review the Game Card after the completion of the game and the coaches or captains must sign their confirmation of the result before posting it in the Game Card Box.

4.3.5 Umpires must print and sign their names on the Game Card and check that penalty cards and noting/reporting of head injuries are recorded correctly. All other injuries if serious to be reported/managed by teams.

4.4 DURATION OF GAMES

4.4.1 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

If time cannot be managed properly then the four periods will extend to 17.5 mins – for situations where matches do not have a technical official appointed to manage time on the sideline.

4.4.2 Time and play is stopped after a penalty corner is awarded and re-started when the teams are ready. Teams should take as little time as possible to take their positions for the taking of a penalty corner.

4.4.3 Time and play is stopped after a penalty stroke is awarded and restarted again by the umpires at the completion of the penalty stroke or an automatic shootout.

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

4.4.5 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 procedures for taking a shootout detailed in the shootout appendix.

4.4.6 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.

4.4.7 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.

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

4.4.9 If the goalkeeper is not on the field due to being substituted for a field player when a field goal is scored, the team may substitute the goalkeeper with a field player to take part in the shootout.

4.4.9 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.

4.4.10 Time will not stop on any other occasions, unless for serious injuries requiring additional person(s) to enter the field of play to assist with removing the injured person or at the discretion of the match officials.

4.5 RESULTS OF GAMES

4.5.1 Umpires or Results Officials will update the game result via Play HQ

5. DEFERMENTS

5.1 DEFERMENTS

5.1.1 No deferments are permitted

6. INTER-CITY COMPETITION STRUCTURE

See attached Appendix 1

7. COMPETITION FINER DETAILS

7.1 Game results and Competition points

All matches must have an outright winner with drawn matches decided on a shootout competition (see shootout appendix).

Points System:

Outright win – 4 points

Shootout win – 2 points

Shootout loss – 1 point

Outright loss – 0 points

Seedings for finals:

Seedings will be determined by pool play points, where teams are on even points the following will be applied (in order):

- Number of games won
- Goal difference
- Goals for
- Result of game played between teams in question
- A shootout competition

7.2 JUDICIAL

7.2.1 All Judicial Issues will be dealt with by a participants home association in accordance with their Code of Conduct under advisement to the IWG. All decisions of a home judiciary will be binding in this intercity competition.

7.2.2 The competition will sit separate to the local competitions therefore points accumulated prior to the Intercity competition will not carry over, nor will points accumulated in the Inter-City competition carry over back to the local competition, with the exception of red cards or any other reason a ban on playing occurs.

8. ADDITIONAL INFORMATION

8.1 Any issues arising from matters not covered in these rules and regulations will be referred to the Intercity Working Group who will decide on the appropriate decision. Local associating rules will be utilised to inform a decision, but will not be a default position regarding a decision.

APPENDIX 1: 2024 Competition Structure

Men's Competition

17 teams entered, to be played in 3 tiers

Men Tier 1 (8 Teams)	Men Tier 2 (5 Teams + Bye)	Men Tier 3 (4 Teams)
Wellington 1	Wellington 4	Wellington 5
Wellington 2	Taranaki 1	Hawkes Bay 4
Wellington 3	Hawkes Bay 3	Manawatu 5
Wairapapa 1	Manawatu 3	Manawatu 6
Hawkes Bay 1	Manawatu 4	
Hawkes Bay 2		
Manawatu 1		
Manawatu 2		
<i>2 Pools, SF, Finals</i>	<i>RR (no finals) (incl. bye)</i>	<i>RR, SF, Finals</i>

Women's Competition

18 teams entered, to be played in 3 tiers:

Women Tier 1 (8 Teams)	Women Tier 2 (6 Teams)	Women Tier 3 (4 Teams)
Wellington 1	Wellington 4	Wellington 6
Wellington 2	Wellington 5	Wellington 7
Wellington 3	Hawkes Bay 3	Hawkes Bay 5
Wairarapa 1	Hawkes Bay 4	Manawatu 4
Hawkes Bay 1	Manawatu 3	
Hawkes Bay 2	Taranaki 1	
Manawatu 1		
Manawatu 2		
<i>2 Pools, SF, Finals</i>	<i>RR (no finals)</i>	<i>RR, SF, Finals</i>

APPENDIX 2: Shootout

The procedure for taking shoot-outs for determining a winner is:

1. 5 players named on the Game Card will be nominated by each team and their names given to the umpires (no red carded players).
2. The umpires choose the goal and will toss a coin with the captains. The winner of the toss decides whether to take or defend the first shoot out.
3. All team members may be on the field of play but must remain behind the half-way line.
4. The manager and other shoot out players must be behind the 23m line and 10m away from where the shootout starts. The non-engaged goalkeeper may be on the backline, outside the circle.

TAKING A SHOOT OUT

5. The goalkeeper starts behind the goal line. The attacking player starts behind the 23m line. The ball is placed on the centre of the 23m line.
6. When the whistle is blown, both shoot out players may then move in any direction.
7. The shoot-out is complete when:
 - 8 seconds have elapsed;
 - A goal is scored;
 - the attacker commits an offence;
 - the goalkeeper commits an unintentional offence, which will result in a retake by the same shoot-out player;
 - the goalkeeper commits an intentional offence, which will result in a stroke being awarded. Attacking player may be switched for another player on the Game Card who has not been suspended, or;
 - the ball goes out (including if the goalkeeper intentionally plays the ball out).
8. If the attacking player or goalkeeper is injured at any point, they can be replaced by one of the players on the Game Card.
9. If the goalkeeper is suspended at any point, they can be replaced by one of the players on the Game Card.
10. If the attacking player is suspended at any point, their goal and any future shoot outs will count as a no goal. Any previously converted shoot outs will count as a goal.
11. If the scores are tied after each of the 5 shoot-outs, a further round is played involving the same players who can take the shoot-outs in any order. The team which went first in the 1st round will go second in the 2nd round.
12. In the second and subsequent rounds, sudden death will apply.