



Wellington Hockey Association



2022 Secondary School Competition Handbook

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1. 2022 SEASON INFORMATION

1.1 KEY DATES

Team Registrations Close	8 th April 2022
Player Registration Closes	6 th May 2022
Finals Week Begins	26 th August 2022
Competition Review Meeting	25 th October 2022

1.2 COMPETITION FEES

- 1.2.1 The 2022 Affiliation Fee for each 11 a side team is **\$539.00**, and **\$181.00** for each 7 a side team, and must be paid no later than 10th June 2022.
- 1.2.2 The fee includes an HNZ player affiliation fee, and partially funds the administration of the competition.
- 1.2.3 The rate for a turf is **\$49.00** per game per team for P1, P2 & P3 teams, and **\$39.00** per game per team for teams in all other 11 a side grades. The rate for 7 a side games per team is **\$30.00**.
- 1.2.4 The turf invoices will be sent at the beginning of the season and can be paid monthly divided up over the season. We will do a wash up at the end of the season and invoice or reimburse as required.
- 1.2.5 COVID contingency, should the competition be interrupted by a government lockdown or sanction, WHA will endeavour to complete the season by extending it's length or providing an alternative competition/ festival that would take into account the games missed. Where this is not possible, and the season is affected by a loss of games equating to 30% or more of the season WHA will provide a refund of training and game hire costs minus a fee for any fixed costs.

1.3 GAME DAYS

Tuesday	R1 & R2
Wednesday	7 A Side
Thursday	P3
Friday	P1 & P2

2. TEAM REGISTRATION

2.1 WHERE TO REGISTER TEAMS

2.1.1 Schools must register their teams no later than 8th of April 2022. The link to the PlayHQ team registration will be emailed to all secondary school contacts. *Note there is a different link for individual registrations if you require this please email emma@wellingtonhockey.org.nz (refer 3.1).*

2.2 NUMBER OF TEAMS

2.2.1 Schools can register the following maximum number of teams per grade:

P1	1 Team
P2 & P3	2 Teams
R1, R2, 7 a side	Unlimited

2.2.2 At registration, all teams must be ranked from highest to lowest, with 1 being the highest.

2.3 STANDINGS AND SEEDINGS

2.3.1 The start of the 2022 season will start how the 2021 season finished.

(a) If teams wish to change grades they will need to go through the challenge process (refer to 2.4).

(b) If a school already has the maximum number of teams in the higher grade, no team will be eligible to challenge in that grade.

2.4 CHALLENGE PROCESS

2.4.1 After the final of each grade, the winning team may request to challenge the bottom team of the grade above. The request must be made by the 31st of January 2023.

(a) If there is already the maximum number of school teams in that grade no challenge will take place (refer to 2.2).

2.4.2 The challenge match will be played prior to the start of 2023 season. Teams playing in the match must be the same team to then go on to play that season.

2.4.3 If no team wishes to challenge, then the placement of schools within the grades, will stay the same.

2.4.4 WHA holds the ability at their discretion to move teams in-season to up-hold

meaningful competition and in the interest of Hockey.

2.5 NEW TEAM

2.5.1 Subject to paragraph (a) any new team into the competition must be entered into the lowest grade.

(a) A school may apply for a team to be placed in a better suited grade. This will be decided on a case-by-case basis and will be at the discretion of WHA. Applications must be made before the deadline date of team registrations (8th April 2022).

2.6 NUMBER OF PLAYERS PER TEAM

2.6.1 The minimum number of players to be registered in each 11-a-side teams 12.

2.6.2 The minimum number of players to be registered in each 7-a-side team is 7.

2.7 UNIFORM REGISTRATION

2.7.1 Please send a photo of your uniform when you register your team to emma@wellingtonhockey.org.nz. This is to ensure no clashes occur during the season. If this happens, the second named team on the draw will be required to wear an alternative strip or bibs.

3. PLAYER REGISTRATION

3.1 WHERE TO REGISTER

3.1.1 Schools must register all players by the 6th of May. This must be through the PlayHQ registration format.

3.1.2 All players must be registered before taking to the turf.

3.2 NEW PLAYERS

3.2.1 New players may be added to a team during the season but must be entered before they take the field and before the end of the competition round which finishes on Friday 29th July. Email WHA for approval and following approval add the player to the registration form.

3.3 GRADING OF PLAYERS

3.3.1 If a player plays three times in a higher graded team than they are registered, they cannot return to their original lower graded team. They must be re-registered by the school in the higher graded team by contacting emma@wellingtonhockey.org.nz.

3.3.2 A player may only be regraded once in a season at the discretion of WHA.

3.3.3 A goalkeeper may be registered as a field player for a lower or a higher graded team. An application form for such registration must be completed and submitted to WHA for approval.

- 3.3.4 Players may be regraded during the final's rounds. Teams needing players from lower grades may apply to WHA. The intention of this rule is to allow schools to field teams but not regard a higher-grade player to a lower team. This would need to be done prior to finals and in line with rule 3.3.2.
- 3.3.5 An application for regrading must be completed and submitted to WHA for approval.
- 3.3.6 Subject to 3.3.7 Every player must:
- (a) Be a bona-fide pupil of the school; or a member of an approved cluster school or be taking a minimum of four subjects; and
 - (b) Be in Year 9-13
- 3.3.7 Dispensation can be requested for up to three players who are not attending the school either to make up numbers or for the development of that player:
- (a) An application for such registration must be completed and submitted to WHA for consideration and approval on a case-by-case basis.
- 3.3.8 All teams competing in the WHA Secondary Competition will adhere to the NZSSSC and College Sport Wellington by-laws 'New to School' students and 'Non Domestic' students.
- 3.3.9 WHA will adopt the NZSSSC & College Sport Wellington by-laws in relation to the creation of new schools entering teams for the first time in WHA competitions, as all players will be identified as 'new to school'.
- 3.3.10 A Starred Player is one who can play in a higher grade than that in which they are registered. Teams may have a maximum of 3 Starred Players to assist with one of the following;
- * To enable the school to field another team (NUMBERS).
 - * To facilitate the development of younger players (DEVELOPMENT).
- Starred Players must be approved by WHA. Requests for players to be starred, along with reasons why they are to be starred must be emailed to WHA, by 13th May 2022. Each Starred Player will be registered in the lower team and play up when required.
- 3.3.11 Schools can apply for dispensation. This will be considered in the best interest of Hockey. Email emma@wellingtonhockey.org.nz with any requests.
- 3.3.12 Schools must register all players through the registration form by the 6th of May 2022.
- 3.3.13 All players must be registered before taking to the turf.

4. ON MATCH DAY

4.1 UMPIRES

- 4.1.1 The umpires are the sole judges of the match rules and duration in conjunction with WHA and the Hockey Operations Officer (it is their interpretation of the handbook).
- 4.1.2 The umpires shall enforce the Rules of the Game 2022 as issued by the International Rule Board under the authority of the FIH, and this 2022 Secondary School Handbook.
- 4.1.3 Where possible WHA will provide umpires for P1, P2 and P3 games. Where WHA has not appointed an umpire for a game, each team must provide an umpire.

4.2 NUMBER OF PLAYERS

- 4.2.1 A team may name a maximum of 18 players for a game, of whom two must be bona fide goalkeepers wearing full protective equipment. If a team does not include a second goalkeeper, it may only name a maximum of 16 players for the game, including a goalkeeper.
- 4.2.2 A 11 a side game cannot start or continue unless both teams have a minimum of 7 players present on the field of play.
- 4.2.3 A 7 a side game cannot start or continue unless both teams have a minimum of 4 players present on the field of play.
- 4.2.4 A team which does not have the minimum number of players to play or continue a game, must default the game (*refer to 5.1.7*).

4.3 MATCH CARDS

- 4.3.1 Match cards can be found on the PlayHQ competition system.
- 4.3.2 Match cards must contain the names of no more than 18 players (two bona fide goalkeepers) or 16 players (one bona fide goalkeeper) and no less than 7 players (11-a-side) or 4 (7-a-side).
- 4.3.3 Match cards must record First Names, Surnames and, in the case of P1 games, Shirt Numbers.
- 4.3.4 Teams must complete their line up on PlayHQ before entering the field of play.
- 4.3.5 Teams must review the match results after the completion of the game and input any incidents into the PlayHQ game record.
- 4.3.6 Goalkeepers playing “down” as a field player and Starred Players playing “up” must be clearly marked on the Match Card.

4.4 DURATION OF GAMES

Games will be played for the following durations:

P1 – P3 GRADES	
First quarter	15 minutes

Break	2 minutes
Second quarter	15 minutes
Half time	5 minutes
Third quarter	15 minutes
Break	2 minutes
Fourth quarter	15 minutes

R1 & R2 GRADES	
First half	25 minutes
Half time	5 minutes
Second half	25 minutes

7 A Side GRADES	
First quarter	12 minutes
Break	2 minutes
Second quarter	12 minutes
Break	2 minutes
Third quarter	12 minutes
Break	2 minutes
Fourth quarter	12 minutes

4.5 GAME RESULTS

- 4.5.1 Umpires check that the score, the penalty cards and any injuries are recorded correctly.
- 4.5.2 The winning team, or first named team in the case of a draw, should input the result and any incidents (including cards) into PlayHQ or send through the results to Emma at WHA on emma@wellingtonhockey.org.nz or 027 387 5127. Please ensure you list the date, grade, teams, score and incidents.

4.5.3 Any incorrect information must be reported to WHA (emma@wellingtonhockey.org.nz).

4.6 EQUIPMENT

4.6.1 Each team must supply a white ball for each game, with one to be used in each half. A coloured ball may be used as an alternative if playing under lights makes a white ball difficult to see.

4.6.2 No player may take the field unless they are wearing shin pads and a mouth guard.

4.6.3 No player may wear a peaked cap, although collapsible sun visors may be worn.

4.6.4 Each team must carry a first aid kit including water and ice.

4.7 UNIFORMS

4.7.1 Goalkeepers must wear protective equipment and a different coloured shirt from that of both teams.

4.7.2 Track pants may not be worn as a playing uniform.

4.7.3 Each P1 player must wear a shirt with a number on the back at least 30cm in height. Each P1 goalkeeper must have the number on the back.

4.8 BLOOD BINS

4.8.1 If a player is bleeding or has an open wound, they must leave the turf and are not to return until the injury has been treated.

4.8.2 Blood-stained clothes must be replaced.

4.8.3 Blood stains on the turf must be cleaned up immediately.

4.8.4 Alcohol for cleaning up bloodstains is available at:

National Hockey Stadium - Under notice board near match cards.

Fraser Park - In the foyer.

Kapiti - Kiosk first aid box.

Elsdon and Maidstone do not have alcohol available. Please advise WHA if blood is spilled on the turf.

5. DEFAULTS AND CANCELLATIONS ABANDONED GAMES

5.1 DEFAULTS

- 5.1.1 If a team wishes to default a scheduled game, WHA must be notified by phone call no later than noon on the day of the game. Defaulting a game without giving due notice will result in a 2-point deduction.
- 5.1.2 WHA will communicate this to school contacts.
- 5.1.3 A team winning by default is credited with 3 points and has 5 goals awarded to it.
- 5.1.4 The defaulting team will incur the full of cost of the turf.
- 5.1.5 If two teams defaulting a game are from the same school, the school will pay the fee and no points will be credited to either team.
- 5.1.6 Any team which defaults 2 games in succession, or 3 at intervals, may at the discretion of WHA be withdrawn from the competition with no games played by such team counting.
- 5.1.7 A 11-a-side game may not be started or continued unless both teams have at least 7 players. If, 10 minutes after the scheduled start time a team does not have at least 7 players, they will default the game. The game will still finish at the allocated time.
- 5.1.8 A 7-a-side game may not be started or continued unless both teams have at least 4 players. If, 10 minutes after the scheduled start time a team does not have at least 4 players, they will default the game. The game will still finish at the allocated time.
- 5.1.9 If a team is late due to circumstances out of its control, and it is deemed appropriate by WHA, the game may be rescheduled.

5.2 CANCELLATIONS

- 5.2.1 WHA rarely cancels games. If a game is cancelled before the scheduled start time WHA will communicate this to the teams through its Facebook page and where possible school contacts.
- 5.2.2 Custodians or an umpire will make the final decision to cancel if the decision was not made earlier.
- 5.2.3 Cancelled games will be rescheduled where possible. If it is not possible, the game will be deemed a draw.
- 5.2.4 If a team refuses to play a game when conditions have been deemed suitable, the other team will be declared the winner.
- 5.2.5 A game in progress that is cancelled, will be recommenced at the point of stoppage with the original players listed on the Match Card.

5.3 ABANDONED MATCHES

- 5.3.1 If for whatever reason a game once started is abandoned or called off, the following protocols will be applied:
 - a. If a game is abandoned or called off before the second half of a match starts, the competition points will be shared between the two teams.

b. If a game is abandoned or called off after the second half has started, then the score at the time of the abandonment shall stand and competition points be awarded accordingly.

5.4 Deferrals

5.4.1 Due to no turf availability there will be no deferrals granted. Please email WHA on emma@wellingtonhockey.or.nz to explore other options.

6. P1 or 8 TEAM COMPETITION STRUCTURE

6.1 COMPETITION FIRST ROUND - 8 Team Competition format – 7 weeks

6.1.1 Each team will play each other once in round one.

6.1.2 All teams begin with 0 points.

6.1.3 Teams are then sorted into the top 4 and bottom 4 for Round 2.

6.2 COMPETITION SECOND ROUND – 6 weeks

6.2.1 Each team will play each team within their pool twice in round two.

6.2.2 Each team will start on 0 competition points.

6.3 FINALS ROUND – 4 weeks

6.3.1 Teams will be seeded based on points table from previous rounds pool play.

6.3.2 4-week finals round including friendlies (which are to be treated as significant games).

Final's week 1 – 26 th August 2022			
Game A 1 st v 4 th <i>Winner to Game I</i> <i>Loser to Game E</i>	Game B 5 th v 8 th <i>Winner to Game E</i> <i>Loser to Game G (Friendly)</i>	Game C 6 th v 7 th <i>Winner to Game H</i> <i>Loser to Game F (Friendly)</i>	Game D 2 nd v 3 rd <i>Winner to Game L</i> <i>Loser to Game H</i>
Prelim Finals week 2 – 9 th September 2022			
Game E Loser Game A v Winner Game B <i>Winner to Game L</i> <i>Loser to Game J</i>	Game F (Friendly) Loser Game C v Winner Game A	Game G (Friendly) Winner Game D v Loser Game B	Game H Winner Game C v Loser Game D <i>Winner to Game I</i> <i>Loser to Game K</i>

Semi Finals – week 3 16th September 2022

Game I	Game J	Game K	Game L
Winner Game A	Loser Game C	Loser Game B	Winner Game D
v	v	v	v
Winner Game H	Loser Game E	Loser Game H	Winner Game E
<i>Winner to 1st Place Final</i>	<i>Winner to 5th & 6th</i>	<i>Winner to 5th & 6th</i>	<i>Winner to 1st & 2nd</i>
<i>Loser to 3rd place Final</i>	<i>Loser to 7th & 8th</i>	<i>Loser to 7th & 8th</i>	<i>Loser to 3rd & 4th</i>
Final's week 4 – 25 th September 2022			
Final	3rd & 4th	5th & 6th	7th & 8th
<i>Winner Game I</i>	<i>Loser Game I</i>	<i>Winner Game J</i>	<i>Loser Game J</i>
v	v	v	v
<i>Winner Game L</i>	<i>Loser Game L</i>	<i>Winner Game K</i>	<i>Loser to Game K</i>

6.4 DETERMINING A WINNER (FINAL GAMES)

- 6.4.1 All qualifying playoff games and classification games must have a declared winner.
- 6.4.2 Only 1st/2nd and 7th/8th playoffs will require a winner. In the event of a draw at full time, both teams will be declared an equal winner of that position.
- 6.4.3 If any of games end in a draw, the result will be decided by shootouts. No extra time will be played (*refer to 12.2*)

7. P2 or 6 TEAM COMPETITION STRUCTURE

7.1 6 team competition format ROUND ROBIN – 15 weeks

7.1.1 Each team will play each other three times.

7.1.2 All teams begin with 0 points.

7.2 FINALS FORMAT – 2 weeks

7.2.1 FINALS ROUND 1

Game A

1st v 4th - winner to play in Final, loser to play in 3rd place playoff.

Game B

2nd v 3rd winner to play in Final, loser to play in 3rd place playoff.

Game C

5th v 6th two game series playoff for 5th and 6th.

7.2.2 FINALS AND PLAYOFFS

Final

Winner Game A v Winner Game B – winner finishes 1st in grade, loser finishes 2nd.

3rd place playoff

Loser Game A v Loser Game B - winner finishes 3rd in grade, loser finishes 4th.

5th place playoff

Winner Game C v Winner of Game D based on combined score line from two game series – winner finishes 5th in grade, loser finishes 6th.

7.3 DETERMINING A WINNER (FINAL GAMES)

7.3.1 All playoff games and classification games must have a declared winner.

7.3.2 Only 1st/2nd and 7th/8th playoffs will require a winner. In the event of a draw at full time, both teams will be declared an equal winner of that position.

7.3.3 If any of games end in a draw, the result will be decided by shootouts. No extra time will be played (*refer to 12.2*).

8. P3 & R1 Girls COMPETITION STRUCTURE

8.1 ROUND ROBIN – 14 weeks

8.1.1 Each team will play each other Twice.

8.1.2 All teams begin with 0 points.

8.1.3 Teams are then sorted into the top 4 and bottom 4.

8.2 FINALS FORMAT – 2 weeks

8.2.1 FINALS ROUND 1

Game A - 1st v 4th - winner to play in Final, loser to play in 3rd place playoff.

Game B - 2nd v 3rd winner to play in Final, loser to play in 3rd place playoff.

Game C - 5th v 8th winner to play in playoff for 5th, loser to play in playoff for 7th.

Game D - 6th v 7th winner to play in playoff for 5th, loser to play in playoff for 7th.

8.2.2 FINALS AND PLAYOFFS

Final

Winner Game A v Winner Game B – winner finishes 1st in grade, loser finishes 2nd.

3rd place playoff

Loser Game A v Loser Game B - winner finishes 3rd in grade, loser finishes 4th.

5th place playoff

Winner Game C v Winner Game D – winner finishes 5th in grade, loser finishes 6th.

7th place playoff

Loser Game C v Loser Game D – winner finishes 7th in grade, loser finishes 8th.

8.3 DETERMINING A WINNER (FINAL GAMES)

8.3.1 All playoff games and classification games must have a declared winner.

8.3.2 Only 1st/2nd and 7th/8th playoffs will require a winner. In the event of a draw at full time, both teams will be declared an equal winner of that position.

8.3.3 If any of games end in a draw, the result will be decided by shootouts for P3 and strokes for R1. No extra time will be played (*refer to 12.2 and 12.1*).

9. P3 Boys COMPETITION STRUCTURE

9.1 ROUND ROBIN – Two Rounds 10 weeks

9.1.1 Each team will play each other twice (two pools of five play twice).

9.1.2 All teams begin with 0 points.

9.1.3 Top 6 round robin play each other once – 5 weeks.

9.1.4 Bottom 4 teams - 2 rounds of round robin – 6 weeks.

9.2 Finials Round

9.2.1 Top six teams play.

Game A

1st vs 2nd – Winner to place 1st in grade and loser to place 2nd in grade.

Game B

3rd vs 4th – Winner to place 3rd in grade and loser to place 4th in grade.

Game C

5th vs 6th – Winner to place 5th in grade and loser to place 6th in grade.

9.2.2 Bottom 4 teams.

Final standing will be based on positions at the completion of the two round robins.

10. R1 Boys & R2 Girls COMPETITION STRUCTURE

10.1 R1 Boys & R2 Girls FORMAT

10.1.1 The competition format for R2 boys and R3 girls will depend on number of registrations received. The competition format will be communicated to teams prior to the season commencing with the view of creating a meaningful competition. This competition will be 11 a side full field.

11. 7 A Side COMPETITION STRUCTURE

11.1 7 A Side FORMAT

- 11.1.1 The 7 a side competition format will depend on number of registrations received. The competition format will be communicated to teams prior to the season commencing with the view of creating a meaningful competition. This competition will be 6 aside (plus optional GK) and played on a half field.
- 11.1.2 Dependent on numbers of registrations, teams may be split into a competitive or social grade.

12. EXTRA TIME PROCEDURES

12.1 STROKES – Reserve grades (excluding 7 A Side)

- 12.1.1 In Reserve grade finals no extra time will be played, the game will be decided on penalty strokes as set out below:
- 12.1.2 5 players from the Match card will be chosen and their names given to the umpires (no red carded players).
- 12.1.3 All team members except the stroke-taker and red carded players should stay behind 23m line.
- 12.1.4 Umpires will choose the goal to be used and will toss a coin, with the captain who wins the toss choosing which team will go first.
- 12.1.5 The stroke taker must stand behind and within playing distance of the ball before taking the stroke.
- 12.1.6 The goalkeeper must stand with both feet on the goal-line and must not leave the goal line or move either foot until the ball has been played.
- 12.1.7 The stroke will take place once the whistle has been blown.
- 12.1.8 No delay may occur when taking the stroke.
- 12.1.9 The stroke-taker must not feint at the ball and must push or scoop it.
- 12.1.10 The stroke-taker must play the ball once and not approach the ball or goalkeeper after taking the stroke.
- 12.1.11 If a stroke-taker is suspended, their goal will not count. Any future strokes taken by that player will not count as a goal but any goals before the suspension will be counted.
- 12.1.12 If a goalkeeper is suspended, they may be replaced by a stroke-taker only. They must wear protective head gear, and any other goal-keepers' equipment. They may also continue to take strokes.
- 12.1.13 If a stroke-taker or goalkeeper is incapacitated, they may be replaced by another

player on the team sheet, excluding red carded players.

12.1.14 If the score is tied after each team has taken five strokes a second series of sudden death strokes will take place. The same five players are able to take a further stroke in any order if required. The team which went first in the first round will go second in the second round.

12.1.15 The winning team is that which has scored more goals after each team has taken the same number of strokes. i.e., sudden death.

12.2 SHOOTOUTS– P1 to P3

12.2.1 Respective team managers or coaches nominate five players to take, and one player to defend, the shootouts from the match card. A player nominated to defend the shootouts can also be nominated to take a shootout. No substitutions/replacements are permitted during the shootout competition, other than as specified below.

12.2.2 A player who has been excluded permanently (red card) during the match which leads to the shootout competition, cannot take part in that shootout competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shootout competition even if the period of their suspension has not been completed at the end of the match.

12.2.3 The Match Director or Umpire will specify in advance the goal to be used.

12.2.4 The Match Director or Umpire will specify in advance of any possible shootout competition the method of timing taking account of the facilities available and the need to control time accurately.

12.2.5 A coin is tossed; the team that wins the toss has the choice to take or defend the first shootout.

12.2.6 All players on the team entry form, 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 23m area used for the shootout but must be at least 10m from the spot where the ball is placed at the start of the shootout.

12.2.7 The goalkeeper/defending player of the team taking a shootout may be on the backline outside the circle.

12.2.8 A player taking or defending a shootout may enter the 23m area for that purpose.

12.2.9 If a player taking a shootout is also defending the shootouts taken by opponents, he/she is allowed reasonable time to take off his/her protective equipment to take his/her shootout and subsequently to put his/her protective equipment on again.

12.2.10 Five players from each team take a shootout alternately against the goalkeeper/defending player of the other team making a total of 10 shootouts.

12.2.11 Taking a shootout:

- (a) The goalkeeper/defending player starts on or behind the goal-line between the goal posts.
- (b) The ball is placed on the nearest 23m line opposite the center of the goal.
- (c) An attacker stands outside the 23m area near the ball.
- (d) The umpire blows the whistle to signal the start of the shootout; the attacker and the goalkeeper/defending player may then move in any direction.

12.2.12 The shootout is completed when:

- (a) 8 seconds has elapsed since the starting signal, or
- (b) A goal is scored, or
- (c) The attacker commits an offence, or the goalkeeper/defending player commits an unintentional offence inside or outside the circle in which case the shootout is re-taken by the same player against the same goalkeeper/defending player, or
- (d) The goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken, or
- (e) The ball goes out of play over the backline or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the backline.
- (f) If a penalty stroke is awarded as specified above, it can be taken by anyone on the match sheet who has not been suspended.

12.2.13 A player may be suspended by a yellow or red card but not by a green card during the shootout competition.

12.2.14 If during a shootout competition (including during any penalty stroke which is awarded) a player (either an attacker or a goalkeeper/defending player) is suspended:

- (a) that player takes no further part in that shootout competition and, unless a goalkeeper/defending player, cannot be replaced.
- (b) the replacement for a suspended goalkeeper/defending player can only come from the five players of that team nominated to take part in the shootout competition:
 - i. the replacement goalkeeper/defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player (s)he is replacing was wearing.
 - ii. for taking his/her own shootout, this player is allowed reasonable time to take off his/her protective equipment to take his/her shootout and subsequently to put it on again.

12.2.15 Any shootout (or penalty stroke) due to be taken by a suspended player counts as no goal; the shootouts taken by this player and scored before being suspended count as a goal.

12.2.16 If during a shootout competition, a defending goalkeeper/defending player is incapacitated;

- (a) that goalkeeper/defending player may be replaced by another player from among the players listed on the match card for that particular match, except as excluded in Clause 12.2.2) of this handbook or unless suspended by an umpire during the shootout competition (*in this situation, clause 12.2.14 applies*).
- (b) The Replacement goalkeeper is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper/ defending player was wearing.
- (c) If this replacement is also nominated to take a shootout, this player is allowed reasonable time to take off his protective equipment to take his shootout and subsequently to put it on again.

12.2.17 If during a shootout competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the team match card for that particular match, except as excluded in Clause 12.2.2 of this handbook or unless suspended by an umpire during the shootout competition.

12.3 SHOOT OUT BETWEEN TWO TEAMS

12.3.1 During a shootout between (only) two teams, if an equal number of goals are scored after each team has taken five shootouts;

- (a) A second series of five 'sudden death' shootouts is taken with the same players, subject to the conditions specified in this handbook.
- (b) The sequence in which the attackers take the shootouts need not be the same as in the first series.
- (c) The team whose player took the first penalty shootout in a series defends the first penalty shootout of the next series.
- (d) When one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shootouts, not necessarily being all five shootouts, that team is the winner (*viz.*, 'sudden death').

12.3.2 If an equal number of goals are scored or awarded after a second series of five shootouts, an additional series of shootouts are taken with the same players subject to the same conditions as 12.3.1.

- (a) The sequence in which the attackers take the shootouts need not be the same in any subsequent series.
- (b) The team which starts each shootout series alternates for each series.
- (c) All series remain sudden death as explained in 12.3.1.

12.4 SHOOT OUT BETWEEN THREE OR MORE TEAMS

12.4.1 During a shootout between three (or more) teams.

12.4.2 A round of shootouts is played between each of the teams i.e. Each team plays each other once.

12.4.3 Teams will play in the order determined by the WHA.

12.4.4 Rule 12.2.11 of this handbook will apply to each shootout (viz., five players from each team will take a shootout, making a total of ten shootouts). *NB. Rules 12.3 and 12.3.2 of this Appendix will **not** apply (viz., no shootout will go to 'sudden death').*

12.4.5 A ranking will then be established based upon the results of the round of shootouts only.

12.4.6 In each shootout points will be awarded.

(a) Three (3) points to the team having scored or been awarded the highest number of goals,

(b) One (1) point to each team having scored or been awarded an equal number of goals and,

(c) Zero (0) points to the team having scored or been awarded the lowest number of goals.

12.4.7 After each team has played a shootout against every other team, a ranking will be established based upon the total number of points awarded during the round of shootouts.

12.4.8 If equality remains between any two or more teams, then the teams having an equal number of points shall be ranked:

(a) According to their respective number of matches.

(b) 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').

(c) Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'. Applied to goals recorded during the shootout competition.

12.4.9 If equality remains between two teams, then procedure in 12.3.1 and 12.3.2 above shall be used to rank the teams.

(a) between three (or more) teams, then procedure 12.3 above shall be repeated until a ranking is determined.

13. COMPETITION FINER DETAILS

13.1 TEAM SEEDING

Competition Round

- 13.1.1 Teams all start with 0 points.
- 13.1.2 Team Seedings at the end of the Competition Round will be based on competition points.
- 13.1.3 If at the end of a round, 2 or more teams have the same number of competition points, they will be ranked by the number of games won.
- 13.1.4 If there still remains equality between 2 or more teams, then the following order will be used;
- (a) Goal Difference.
 - (b) Goals for.
 - (c) Games played between teams in question.
 - (a) Goal Difference between teams in question.
 - (e) Goals For between teams in question.
- 13.1.5 If there remains equality, a penalty stroke competition for R1-R2 and shootouts for P1 to P3 will determine the seedings (See rules 12.1 and 12.2 respectively).
- 13.1.6 If there remains equality between more than two teams, the strokes/shoot outs will involve all such teams, with at least five shootouts to be taken. A ranking will then be established based upon the results, 3 points will be awarded to the team with the highest number of goals, 1 point to teams with an equal number of goals and 0 points to teams with the least number of goals.
- 13.1.7 If there remains equality between more than two teams, those teams having an equal number of points in the penalty stroke/shoot out will be ranked according to rule 12.3 or 12.4.
- 13.1.8 If there still remains equality between more than two teams the same procedure will be repeated until the teams can be ranked.

Final Round

- 13.1.9 No points will be carried over from the competition round over into the final round.

13.2 COMPETITION POINTS

- 13.2.1 Win – 3 points.
- 13.2.2 Draw – 1 point.
- 13.2.3 Loss – 0 points.
- 13.2.4 A team winning by default – 3 points with 5 goals awarded.
- 13.2.5 A team failing to appear for a scheduled game, which has not given notice as per 5.1.1 will have 2 points deducted. Opposing team will be given the win by default.

13.3 CARD SYSTEM

13.3.1 Umpires may issue the following cards (as per FIH);

Green card	2 minutes suspension	1 point
Yellow card	5 minutes suspension	3-6 points (3 when school umpire)
Red card	Sent off	12 points

13.3.2 All players issued with a card must identify themselves to the umpires or WHA. Failure to do so will result in a red card. If a school does not identify the player within 48 hours WHA may suspend the team.

13.3.3 Players who swear on the field of play may be temporarily suspended. No points will be incurred. Umpires can impose a minimum of 5 minutes suspension time. Suspensions for swearing will be recorded and repeat offenders may be required to appear before a Judicial Committee.

13.3.4 If a coach/manager or team official breaches the Code of Conduct, the umpires may suspend a player from the turf. This player will be the captain. Points will be incurred by the offender and WHA will inform the school of the incident.

13.3.5 Points incurred by a player will have a playing season life, after that the points are automatically removed, unless there is a judicial outcome awaiting.

13.3.6 Players who reach 12 points, receive an automatic one game suspension and it is at the discretion of the Judicial Committee if they would like the offender to attend a hearing.

Green & Yellow Cards

- (a) A minimum of 1 game suspension.
- (b) Players who incur 12 points will be notified via written notice through the school, of when their suspension will occur.
- (c) WHA will confirm the suspension in writing via the school and state any requirements for the player to appear before the Judicial Committee.
- (d) The Judicial Committee may require the player to appear before it and may impose an additional suspension if considered necessary. WHA will confirm the penalty in writing to the school.
- (e) The player may challenge any card issued, with a \$30 fee, which will be forfeited if the challenge is not upheld.
- (f) 6 points will remain on the player's record for the duration of the season.

Red Cards

- (a) A minimum 1 game automatic suspension.
- (b) The suspension will be automatic.

- (c) WHA will confirm the suspension in writing via the school and state any requirements for the player to appear before the Judicial Committee.
- (d) The Judicial Committee may require the offender to appear before it and may impose an additional suspension if considered necessary. WHA will confirm the penalty in writing to the school.
- (e) 6 points will remain on the player's record for the duration of the season.

14. JUDICIAL COMMITTEE

14.1 JUDICIAL SYSTEM

14.1.1 The purpose of the Judicial Committee is to deal with any matters arising from breaches of the Code of Conduct.

- (a) The matters may include individuals or umpires. The incidents may be automatic through accumulation of the penalty card points or complaints raised by an individual or school.
- (b) Complaints relating to matters that have been dealt with by an umpire during a game will not usually be considered unless the umpire or a school that was involved raises the complaint.
- (c) The WHA CEO will deal with whole team or school-related behavior, on or off the field, and if necessary, may involve the WHA Board.
- (d) The Code of Conduct and the full Judicial Rules can be found on the WHA website.