



2024 Operations Manual

Men's Masters State Championships

Tournament Regulations - Outdoor

Version 1.0 released January 2024

## Table of Contents

### Contents

1.	Purpose.....	3
2.	Rules of Competition .....	3
3.	Tournament Equipment .....	3
4.	Tournament Officials.....	3
5.	Tournament Medals, Trophies and Awards .....	4
6.	Player Registration and Eligibility .....	4
7.	Team Nomination and Entry.....	6
8.	Player Eligibility for State Team/Squad Selection.....	7
9.	Pre-Tournament Briefings .....	7
10.	Composition of a Team for a Match.....	7
11.	Team Uniform, Colours and Equipment .....	8
12.	Timing.....	9
13.	Points and Equality of Points .....	9
14.	Player/Official Conduct .....	12
15.	Interruptions to Matches .....	14

## 1. Purpose

The Men's Masters State Championships Tournament Regulations (Outdoor) of the Hockey Queensland Operations Manual provide procedures and guidance to officials and participating Associations to enable better understanding of competition regulations for Hockey Queensland tournaments. Supplementary to this document are the Tournament Forms and Appendices.

Hockey Queensland ("HQ") continually reviews and improves regulations, and this document (and the supplementary documents) is revised annually and from time to time as new regulations are officially adopted.

## 2. Rules of Competition

The Men's Masters State Championships shall be conducted in accordance with these regulations, the current FIH Rules of Hockey and any FIH Variations to the Rules approved for use at State Competitions and in force on the first playing day of competition

In all situations the first reference point is these HQ Tournament Regulations and Appendices with the second point of reference being the HQ Operations Manual (including attachments).

If neither the HQ Operations Manual nor the HQ Tournament Regulations manual specifically addresses the competition situation, then guidance is by default deferred to the Hockey Australia rules and tournament regulations and lastly the FIH rules and tournament regulations.

HQ reserves the right to make amendments to tournament formats as and when required.

## 3. Tournament Equipment

### Match Balls

Each participating team is required to supply a HQ approved white FIH- standard dimpled Kookaburra Match ball for preliminary round matches and finals.

### Host Association Responsibilities

Tournament equipment to be supplied by the Host Association is set out in Host Centre Responsibilities & Venue Requirements Policy.

<https://www.hockeyqld.com.au/info-hub/forms-information/>

## 4. Tournament Officials

HQMMC will appoint the following Tournament Officials for all Tournaments:

1. Tournament Director (TD) (Funded)
2. Technical Manager (TM) (Funded)
3. Umpire Manager (UM) (Funded)
4. Umpire Coach (Self-Funded)

The Tournament Director has the full power and authority of HQMMC in relation to all matters concerning the conduct of the tournament in accordance with these regulations. The Tournament Director shall be the final arbiter in all matters of contention arising during all HQ tournaments.

The Tournament Director will ensure that all participants abide by the relevant Code of Conduct and shall have authority to take action in accordance with the Code when required. For further information refer to ***Roles of Officiating Personnel*** of the HQ Tournament Operations Manual.

## 5. Tournament Medals, Trophies and Awards

### Medals and Player Awards

For all State Championships (unless specified otherwise), HQMMC (sourced from HQ) will provide the following:

- 20 medallions per Division (18 x Players + Coach and Manager)
- Perpetual Trophies

HQMMC will provide perpetual trophies per division for each Tournament, except where a Division is not expected to be played annually.

Winners of perpetual trophies must not take the perpetual trophy back to their home Association. Teams are required to hand perpetual trophies to the TD after presentation once photographs have been taken. Should a team inadvertently take a perpetual trophy back to their Association it must be immediately returned to HQ at the Association's expense. Perpetual trophies not returned after nine (9) months will be deemed lost.

Lost or damaged perpetual trophies that require replacing will be at the expense of the previous year's winner. HQ will invoice the Association for the cost of replacement, plus the engraving for all previous winners. HQ will organise to have all perpetual trophies engraved.

## 6. Player Registration and Eligibility

### Age Eligibility

1. Over 34's turning 34 by 31 December in the year the tournament is held
2. Over 45's turning 45 by 31 December in the year the tournament is held
3. Over 55's turning 55 by 31 December in the year the tournament is held

### Player Eligibility

For a player to be eligible to participate in a HQ tournament they must:

- a) Be registered online with HQ via their playing Association for the relevant winter season (must have completed an online registration form and have paid the relevant Hockey Australia and HQ registration fees) or be registered online with Hockey Qld Men's Masters and paid the relevant registration fee for non-club members
- b) Be financial with their Club, Association and HQ;

- c) Be a person who is not under suspension or disqualification by any Club, Association or any state association affiliated with Hockey Australia; and
- d) Meet the age eligibility requirements detailed in section Age Eligibility above

The HQMMC shall rule on the eligibility of players to represent Associations at Men's Masters tournaments. Should a situation related to player eligibility arise that is not covered by these rules, HQMMC, after consideration of the circumstances, will determine the outcome according to the spirit of the game.

All requests for players who do not meet the age eligibility criteria above need to be approved by the HQMMC prior to the player taking the field.

A player can be registered with one team only at a tournament. If an Association has more than one team entered, no player from one team may play any part of a match with any other team without the approval of the Tournament Director prior to the commencement of any game.

If, in a tournament, an ineligible player plays in a match, the player's team shall be deemed to have forfeited every match in which the ineligible player has taken part.

A player is eligible to play in a Semi-Final or Final match on the condition they have participated in at least 1 prior match (pool game or cross over game) at the tournament unless an exemption is provided by the Tournament Director prior to the commencement of the game.

#### Player Clearances (to represent an Association other than the Primary Association)

Each player belongs to a Primary Association which is the Association in which the player is registered online to play with as the Primary Association.

A player is only eligible to represent their Primary Association in the first instance at a State Championships, unless the Primary Association provides a clearance for a player to play for another Association.

A player may be granted a clearance by their Primary Association for any of the following reasons:

- a) The player wishes to represent their Association of origin
- b) The player who is dual registered (more than one (1) Association) and wishes to represent their Secondary Association (Primary Association has the right of first refusal)
- c) The player has stood for selection for their Association but has not been selected/required
- d) The Primary Association of the player is NOT participating at a relevant State Championships and the player wishes to participate with another Association
- e) Should a player wish to play for an Association other than their Primary Association, they must apply for player clearance from their Primary Association in accordance with Hockey Queensland Policies and Procedures as available on the HQ Website.
- f) Should an Association refuse to grant a player clearance, the Association is required to inform HQMMC in writing and provide justification for the refusal. HQMMC can review and overturn any refusal to grant a clearance from an Association.
- g) HQMMC may issue a clearance where the Primary Association has failed to respond

to the clearance request within a reasonable timeframe.

## 7. Team Nomination and Entry

All processes pertaining to Team Nomination for HQ State Championships will be completed online. Only eligible team nominations at the time of the deadline specified by HQ will be accepted for the relevant competition.

### Team Nomination

- Each participating team must be nominated online through the link provided on HQMMs website by the deadline specified.
- (<https://www.gldmensmastershockey.com/nominations/team-nominations/> )
- The submission of a team nomination advises of the intent to enter an Association team/s into the relevant State Championship.
- The Championship Draw is based on the number of Association teams nominated. As such, late nominations of Association Teams may not be accepted by HQMM. Any late team nominations which are accepted by HQ may incur a **Late Team Nomination Fee**.
- Withdrawals of any nominated team at any time following deadline for submission of Team Nomination will incur a Late Withdrawal Fee.

### Team Entry

- There is a **\$220(inc GST) Team Entry Fee** applicable to competing teams in the HQMM State Championships.
- To constitute an eligible team entry, all of the following requirements must be met by participating teams.
  - Each participating team must complete and submit **Team Entry Form** via RevSPORT Teams to HQ as per the instructions provided to Associations by HQMM.
  - **Team Entry Form** must be completed prior to the deadline specified by HQMM. Late submissions may incur a **Late Team Entry Fee**.
  - A minimum of 11 players must be assigned to a team by the Team Entry deadline
  - A team entry must meet the team composition requirements detailed in section 10.
  - All players included in a Team Entry must meet the *Player Eligibility* requirements outlined in Section 6
  - Participating teams must follow any further regulations regarding 'team entry' as outlined by HQ prior to the tournament including the process for submitting 'Clearances'.
  - Team Entries which do not meet the above requirements may be deemed ineligible by HQ and may not be accepted to participate without financial penalty.
  - The following information is compulsory and must be submitted when entering a team for the State Championships:
    - *Team Players / Numbers* – A list of team players and shirt numbers.
    - *Team Manager (Non-Playing preferred)* – If a non-playing manager is not able to be provided by an Association a designated playing manager will be allowed. The non -playing manager must remain the same person for the duration of the tournament unless the change is approved by the

Tournament Director. If a team provides a playing manager, they must provide a designated non player in the dugout for the duration of the game who becomes the Technical Officials contact and responsible for player behaviour in the dugout. This does not need to be the same person in each game.

- *Team Coach*
- *Umpire* – each Member Association who enters a team must supply a qualified Umpire (minimum Community Badged) to assist with umpire duties throughout the competition. A non-playing umpire is preferred.
- *Technical Official* – each Member Association who enters a team must supply a technical official to assist with technical duties throughout the competition. If a non-playing technical official is not provided the team must provide a technical official for the game following the game they played.

#### Provision of Umpires to State Championship

Each team participating in a State Championship is required to supply an umpire (preferably non-playing) who is available for the entire duration of the tournament. Associations who cannot provide an umpire are required to make arrangements with the Host or another Association for the provision of an umpire.

Any Association that does not provide an Umpire will be fined \$500 per nominated team. A non-playing umpire can be allocated to a maximum of 3 teams. A playing umpire can be allocated to 1 team only.

## 8. Player Eligibility for State Team/Squad Selection

Nomination Process and Selection Policy – Men's Masters Queensland Teams

<https://www.qldmensmastershockey.com/nominations/>

## 9. Pre-Tournament Briefings

Tournament Director will schedule a Managers' Meeting for each tournament. Notionally this meeting will happen online one week prior to the tournament.

It is compulsory for all Team Managers to attend the pre-tournament Managers' Meeting. Should a Team Manager not be able to attend, the team must nominate another person to attend and advise the Tournament Director of this prior to the Meeting. Team Managers should familiarise themselves with the Hockey Queensland Team Managers Responsibilities document.

Technical and Umpire Pre-Tournament briefings will be undertaken by the TD and UM prior to the commencement of the Championship.

## 10. Composition of a Team for a Match

A maximum of 18 players may be used by a team in a match, of whom two (2) must be goalkeepers wearing full protective equipment.

A maximum of 16 Field players can be included in a Match.

If a player(s) has been suspended by the Tournament Director for one or more matches then, for those matches, the number of players the team concerned may use will be reduced by the number of players suspended.

At a time and place to be agreed upon by the Tournament Director during the Managers' Meeting, each Team Manager must submit prior to each match their team list in the format required by the Tournament Director nominating the following:

- a) The eleven (11) players who will be on the field of play at the commencement of the match (A Goalkeeper is not required to commence a game but no Goalkeeper privileges are available to Field Players);
- b) Up to seven (7) reserve players who will start on the team bench (unless one or more players has or have been suspended for that match in which case the relevant player(s) should be marked as "*Suspended*";
- c) The Captain and goalkeeper(s) for the match;
- d) The Team Manager for the match;
- e) Maximum of three (3) other team personnel (plus team doctor if applicable)
- f) A team may not begin its game with fewer than nine (9) players
- g) Extra time will not be allowed to complete a team.

In the case of serious injury or illness, where an Association has two or more Teams participating, they may replace the seriously injured or ill player by promoting a player from their lower team/s or an older division to make a maximum twelve (12) Field Players.

Players replaced in this manner may take no further part in the tournament

Where an Association does not have another team in a lower Division to supply players in case of illness or injury and cannot reasonably call up a player from their Association, the Host Association may, upon request, supply eligible players for the duration of the tournament.

An Association with two (2) teams in the one Division cannot exchange players between these two teams in any circumstances except for Goalkeepers as outlined below.

### Special Provision for Goalkeepers

In the case of illness or injury to a Goalkeeper, a replacement Goalkeeper may be promoted from the same or a lower Division to a higher Division, and still play with their own team. (i.e. play in two Divisions for the duration of the tournament).

The Goalkeeper replaced in this manner may take no further part in the tournament. Prior approval from the Tournament Director must be sought in all instances for any replacement or promotion of players.

## 11. Team Uniform, Colours and Equipment

Each team participating in a tournament must play all matches in the approved uniform for their Association. In addition, teams must bring their approved alternate socks to the tournament. Should a team arrive at a tournament in an unapproved uniform, or without the approved alternate socks, the team may not be allowed to take the field.



All participating teams must conform to HQ Outdoor Uniform Register (Men and Women)  
<https://www.hockeyqld.com.au/info-hub/forms-information/>

Each field player's number and goalkeeper's number must remain the same throughout the competition.

## 12. Timing

A match will consist of 2 halves of 25 minutes with a 5 minute break at half time.

In the event of hot weather, a half may be paused to allow for a 1 minute drinks break when there is a break in play approximately halfway through a half if directed by the Tournament Director or if deemed necessary by both umpires or agreed to by both Team Captains prior to the start of the game. The clock does not stop and play resumes on the halfway line with the same team starting that started the game or the second half.

Should a draw have to be amended during a tournament due to bad weather this is at the discretion of the Tournament Director.

Teams are not permitted to leave the field of play or dugout during the break.

Unless otherwise directed by the Tournament Director, all games will be commenced and concluded by a central timekeeper.

For the duration of the event refer to the draw for the relevant tournament information. No time out shall be allowed for injuries. The Tournament Director may exercise discretion for time out in finals.

## 13. Points and Equality of Points

### Points

For all Tournaments the following points will be awarded for qualifying matches: three (3) points for a win, one (1) point for a draw and nil (0) points for a loss.

### Equality of Points

Shootouts will only occur for Grand Final to determine a winner. In the event of Equality of points at the end of Round matches and/or a draw in crossovers and/or Semi Finals no shootout will occur and a winner will be determined by steps a-e covered in this Section – Equality of Points.

If teams are equal on points at the completion of the qualifying matches, the method for deciding upon positions of teams shall be as follows:

- a. Goal difference - goals "for" less goals "against"

*If a tie still exists;*

- b. Highest total number of goals scored in the qualifying or cross over matches

*If a tie still exists;*

- c. Count-back (result of match in qualifying round if teams played each other)

*If a tie still exists;*

- d. the team with the least amount of Personal Penalty Points as determined in Section 14

*If a tie still exists;*

- e. Toss of a coin

### Shoot-Out Competition

In a shoot-out competition, five players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this Regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.

The following sets out both the playing Rules and the procedures to be followed:

1. The respective Team Managers provide five players to take and one Goal Keeper to defend the shoot-outs from those on the Match Report except as excluded below. No substitutions / replacements are permitted during the shoot-out competition other than as specified below.
2. A player who is still serving a disciplinary suspension by the Tournament Director at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, cannot take part in that shoot-out competition. A player who has been temporarily suspended (green or yellow card) may take part in the shoot-out competition even if the period of their suspension has not been completed at the end of the match.
3. The method of timing shoot-outs shall be as per Clause 11 below.
4. The Tournament Director will specify the goal to be used.
5. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
6. All persons listed on the Match Report other than any player who has been excluded permanently (red card) during the match which leads to the shoot-out are permitted to enter the field of play outside the 50m area used for the shoot-out
7. The goalkeeper of the team taking a shoot-out shall wait on the back-line outside the circle.
8. A player taking a shoot-out may enter the 23m area for that purpose.
9. Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment.
10. Five players from each team take a shoot-out alternately against the goalkeeper of the other team making a total of 10 shoot-outs.
11. Taking a shoot-out:
  - a. the goalkeeper starts on or behind the goal-line between the goal posts;
  - b. the ball is placed on the nearest 23m line opposite the centre of the goal;

- c. an attacker stands outside the 23m area near the ball;
  - d. the Umpire signals to an official to prepare for the time to start and blows a whistle to signal the start of the shoot-out
  - e. an official with their back to the action starts a stopwatch
  - f. the attacker and the goalkeeper may then move in any direction;
  - g. the shoot-out is completed when:
    - i. 8 seconds has elapsed since the starting signal;
    - ii. a goal is scored;
    - iii. the attacker commits an offence;
    - iv. the goalkeeper commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper;
    - v. the goalkeeper commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken
    - vi. the ball goes out of play over the back-line or side-line; this includes the goalkeeper player intentionally playing the ball over the back-line.
12. The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
  13. A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
  14. If during a shoot-out competition (including during any penalty stroke which is awarded) a player is suspended by a yellow or red card that player takes no further part in that shoot-out competition and, unless a goalkeeper cannot be replaced;
  15. any shoot-out due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as a goal.

If during a shoot-out competition, a goalkeeper is incapacitated that goalkeeper/defending player may be replaced by another player from among the players listed on the Match Report for that particular match.

The replacement goalkeeper is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper was wearing.

If during a shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the Match Report or that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.

If an equal number of goals are scored after each team has taken five shoot-outs an additional series of shoot-outs are taken with the same players until one team is one goal ahead after completing the same number of shoot outs.

- a) the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
- b) the team which starts each shoot-out series alternates for each series.
- c) The team that started the original shoot defends first in the next series of shoot outs.

Unless varied by this section the FIH Rules of Hockey apply during a shoot-out.

## Forfeits

If a forfeit occurs during a qualifying match, the Team receiving the forfeit will be allocated three (3) points and have the game recorded as a 3.0 win (3 goals for).

### Forfeits during a qualifying match

- a. *Forced Forfeit* as a result of insufficient players, sickness, injury, etc, will result in no penalty being incurred
- b. *Unforced Forfeit* refers to a team forfeiting a match without an acceptable reason e.g. the team will not play on a 'grass' field; will not accept the match time etc. Should an unforced forfeit occur, that team shall be disqualified from the tournament and any goals scored by its players during the tournament shall not be recorded.
- c. *Mutual Forfeit* - If two teams scheduled to play a round robin match mutually agree to forfeit for any reason, those teams shall be excluded from the tournament.

## 14. Player/Official Conduct

As an affiliated State Association of Hockey Australia, HQ has adopted the following Hockey Australia Codes of Conduct which are applicable to all Hockey Queensland sanctioned tournaments:

- Players Code of Conduct
- Team Officials Code of Conduct
- Officials Code of Conduct

All players participating in any tournament must adhere to Hockey Australia's Players Code of Conduct. This code of conduct was accepted by all players when registering to their Association prior to the start of the season.

All players and team personnel must observe the Host Association's venue rules.

The Member Protection Policy of HQ and the penalties and sanctions specified in that policy will apply to all Tournament matches and to all players, officials and associated persons behaviour during any tournament.

No player, official or associated person will act in an inappropriate manner (as determined by HQMMC at their sole discretion) or act in any manner that may affect the bringing of the game of hockey and/or a tournament into disrepute.

Breaches of the Player, Team Official and/or Officials Code of Conduct shall be dealt with by the Tournament Director who shall have the power to disqualify players and officials for one or more matches.

### Personal Penalty Cards issued to Players

Personal Penalty Cards will be recorded as:

Green = 2 points; Yellow = 4 points; Red = 12 points.

Points are cumulative for the duration of a tournament including semi-finals and finals, but

shall lapse at the end of the tournament.

Once a player has received a total of twelve (12) points, that player shall be automatically suspended for the next match due to be played by their team in the tournament, except that if the player has been awarded a red card, the Tournament Director may impose a harsher penalty. Following the serving of a suspension, a player's penalty points total shall revert to zero points.

The Player shall have the right of appeal against the awarding of a red card suspension. This appeal must be in writing and handed to the Tournament Director within ten (10) minutes of the completion of the game. Any such appeal shall be heard by the Tournament Director.

## Penalties

The penalty for non-compliance with the player eligibility rules is the automatic loss of the points and goals from any game in which an ineligible player participated.

In any other circumstance, the Tournament Director (at any time during a tournament) may impose any one or more of the following penalties where a breach of the above rules has occurred:

- a. Issue a warning to the relevant person to cease their offending behaviour;
- b. Suspend the transgressing player or official from a match if the offending behaviour occurs during a game;
- c. Disqualify the team from the game in which a transgression has occurred whether the transgression has been affected by one or more than one player, coach, manager or associated person;
- d. Disqualify the player, official or team from the tournament

In all circumstances the transgression, details of the penalty and the name of person and/or team penalised, should be forwarded to both the HQMMC and the Association with which the player or team are registered or to which the associated person belongs for the imposition of such further penalties and/or sanctions as that club or association may wish to impose (if any).

Repeated transgressions will result in the imposition of harsher penalties.

## Protests & Appeals

Before, during or after each match, the Tournament Director may be faced with a protest, complaint or inquiry from the competing teams or any of the officials involved. Only matters brought forward by a Team Manager, appointed Umpire or other appointed official shall be dealt with. The Tournament Director should not entertain any subject brought before them by any team member/coach, supporter, spectator or other unappointed persons in relation to the match.

Where a team wishes to lodge a protest over matters relating to a match the Team Manager must indicate intention to do so under their signature on the Match Report or Shoot-out Form.

Protests must be lodged in writing to the Tournament Director within ten (10) minutes of

the completion of the match. Failure to do so will indicate no protest is registered. The Tournament Director will advise the outcome of a protest within two (2) hours of the match concluding. However, any inquiry, complaint or matter of dispute that requires an urgent decision to be made can be lodged with the Tournament Director directly who shall adjudicate on the matter accordingly.

The Tournament Director may elect to resolve any matter immediately or may, if circumstances dictate, call together the Tournament Jury to conduct a hearing.

Complaints in relation to behaviour or other dispute not involving a protest on a particular match shall be dealt with by the Tournament Director in accordance with the provisions of the HQ Operations Manual and/or the relevant Code of Conduct and Policies.

There is no appeal on a decision by the Tournament Director.

Notwithstanding the provisions of this Regulation, a protest from a decision of an umpire or a technical official during a match or shoot-out competition may not be made to or considered by the Tournament Director.

## 15. Interruptions to Matches

### Interruptions due to Weather

Where tournament playing conditions are affected by weather, including but not restricted to rain, hail, storms, lightning, floods, fog, dust storms, fire and excessive heat, sleet, frost, ice and snow, any stoppages or cancellations of a match, matches, or the tournament, shall be at the sole discretion of the Tournament Director. No protest or appeal shall apply to decisions made by the Tournament Director.

The Tournament Director shall seek advice from local Ground Staff and local officials with knowledge of weather patterns, field drainage and drying out times etc., and may also consult the Umpires' Manager and Senior Umpires. The Tournament Director shall primarily exercise a Duty of Care to players, umpires and officials and shall also give due consideration to the care and preservation of playing fields.

Where there is lightning, the Tournament Director shall continually monitor the conditions and exercise necessary precautions. Local knowledge of storm patterns should be relied upon as well as Bureau of Meteorology warnings and observations if available. Where there is uncertainty a thirty (30) second rule should be applied in determining whether a match is to be suspended or abandoned. (The 30 second rule is where there is less time than 30 seconds between a strike of lightning and thunder). A five minute window is to be observed following the last occurrence of a strike outside the 30 second rule to ensure a safe environment for the resumption of play.

In the case of excessive hot weather conducive to heat exhaustion, the Tournament Director shall take a responsible attitude to the safety of players and participants, and should venue specific details not be available shall consult the Bureau of Meteorology website and apply the following:

1. (i) Where the ambient temperature is between 31 – 35 degrees Celsius, with humidity exceeding 50% - consult with the team managers to instigate a drinks break at each quarter of the match.

2. (ii) Where the ambient temperature is in excess of 36 degrees Celsius, with humidity exceeding 30% - consult with the team managers to postpone and reschedule matches to cooler periods of the day where time, fields and the restrictions of the draw allow.

The Tournament Director may consider the following options:

1. (a) Wait and see if conditions clear and the fields become playable, and resume play.
  2. (b) Where a tournament is so disrupted by weather, as described herein, that the tournament cannot continue in accordance with the published draw and schedule, the Tournament Director may;
    - i. Adjust the match times for the balance of the tournament. It is recommended that matches not be shortened to less than twenty (20) minutes per half, but where prevailing conditions are such that this is not possible then matches may be shortened to a time and formulae that will allow the Championship to proceed to an outcome.
- and/or
- ii. Adjust the Tournament Draw (where possible and convenient) to allow for earlier and later match playing times.

#### Interruptions due to Player Injury

Due and responsible care must be exercised when removing injured players from the field of play. An injured player must be removed from the field of play as soon as possible and having due regard to the type of injury.

Should a seriously injured player not be able to be removed from the field of play in a reasonable time, the match shall resume immediately on another field where available. On resumption, the score, interchange of players and penalty infringements, etc., shall be the same as those in place at the time of the stoppage. For interrupted matches played on artificial turf, the match should resume on an artificial turf where possible, but if no artificial turf is available, then matches may be resumed on grass fields at the discretion of the Tournament Director. Should the match not be able to be resumed immediately on a reallocated field, it may be rescheduled and resumed at a later time at the sole discretion of the Tournament Director taking into consideration time restraints and other tournament schedules and considerations. Should the match not be able to be resumed, the result of the match will be determined in accordance with Clause - Results of Matches which cannot be resumed or rescheduled below.

#### Resumption of Play and/or Rescheduling of Matches after Interruptions due to Weather

On resumption of play in interrupted matches, the score, interchange of players and penalty infringements, etc., shall be the same as those in place at the time of the stoppage.

In order to keep the program running closely to schedule, no match interrupted by a weather event (except in the case of a final) shall be resumed in the same time slot if the balance of playing time left in the match upon resumption exceeds fifteen (15) minutes after the normal end of playing time for that match. Such matches shall be temporarily abandoned and resumed at a re-scheduled time and/or on a reallocated field, where

possible, taking into consideration time restraints and other tournament schedules and considerations.

Matches unable to commence within fifteen (15) minutes of their scheduled start time due to a weather event shall be temporarily abandoned. Such matches shall be played at a re-scheduled time and/or on a reallocated field, where possible, taking into consideration time restraints and other tournament schedules and considerations.

Scheduled matches not reached on a particular day because of earlier interruptions and stoppages shall be played at re-scheduled times and/or on reallocated fields on a subsequent day, where possible, taking into consideration time restraints and other tournament schedules and considerations. Should it not be possible for all the matches not reached on a particular day to be rescheduled and played on a subsequent day in any division, then all such matches shall be declared a draw and the results and any points or goals awarded shall be as outlined in Clause - Results of Matches which cannot be resumed or rescheduled below.

#### Results of Matches which cannot be resumed or rescheduled

Where a pool or round robin match interrupted in the first half is unable to be resumed or rescheduled under these rules, then the match will be declared a draw irrespective of the score at the time of the stoppage. Each team will receive one (1) match point and the score will be recorded as three (3) goals to each team. No protest or appeal shall apply to this rule.

Where a pool or round robin match is interrupted in the second half and is unable to be resumed or rescheduled, the match will be declared complete at the time of the stoppage. Scores, interchange of players, penalty infringements etc., shall be confirmed as those in place at the time of the stoppage, and match points awarded accordingly. No protest or appeal shall apply to this rule.

Crossover matches and Semi-Finals stopped in the first half and unable to be resumed or rescheduled shall be declared a draw irrespective of the score at the time of the stoppage. The team placed highest in their respective pool or the team highest on the round robin ladder shall be declared the winner.

Crossover Matches and Semi-Finals stopped in the second half and unable to be resumed or rescheduled will be declared complete at the time of the stoppage and the team with the highest score shall be the winner. In the case of a draw at the stoppage the result will be determined by a shoot-out provided that a playable half field is available for this purpose. If a shoot-out is not possible, the team placed highest in their respective pool or the team highest on the round robin ladder shall be declared the winner.

Classification matches not requiring a result for promotion and relegation purposes which are stopped in the second half and unable to be continued will be declared complete as at the time of the stoppage. In the case of a draw, teams shall share equal place.

Where a Final is unable to be resumed or rescheduled under this rule, and a match is stopped in the first half, the teams shall be declared joint winners irrespective of the score at the time of the stoppage.

Where a Final is unable to be resumed or rescheduled under this rule and a match is



stopped in the second half, the match will be declared complete as at the time of the stoppage. In the case of a draw at the stoppage the result will be determined by a shoot-out provided that a playable half field is available for this purpose. If a shoot-out is not possible, the teams in the Final shall be declared joint winners and the teams in the relegation match declared equal last. No protest or appeal shall apply to these rules.

#### Notification of Alterations to the Tournament Program and Rescheduled Matches

Communication and lines of communication are of paramount importance at a tournament. Managers or appropriate team representatives must attend all Managers' meetings held prior to and during the tournament so that alternatives can be discussed and future meetings scheduled.

In circumstances where there is a likelihood of stoppages and cancellations, each team shall maintain a representative at the venue to attend urgent unscheduled meetings and to obtain relevant information.

Teams shall provide accurate telephone numbers and locations of accommodation, so that they may be reached with urgent and pertinent information.

Managers of teams leaving the venue must telephone the Tournament Director at arranged times to receive current and relevant information as to the status of the program. All tournament officials (including but not limited to the Umpire Manager, Convenor of Selectors, Tournament Convenor and Stadium Manager) shall check with the Tournament Director to ensure they are aware of any rescheduling, and shall inform their relevant officials, volunteers and workers of the changes.

Where teams do not contact the Tournament Director or are not contactable by the Tournament Director as per the arrangement, and the program is further disrupted, then forfeits and points penalties may apply to the defaulting team or teams at the discretion of the Tournament Director.