
GOULBURN DISTRICT HOCKEY ASSOCIATION

BY-LAWS

JANUARY 2024
AMENDED AND ADOPTED 29TH JANUARY, 2024

2024 HOCKEY SEASON BY-LAWS

These By-Laws are adopted by the Goulburn District Hockey Association to facilitate the organisation of hockey. Such By-Laws shall be read in conjunction with the rules of the Incorporation Body (Goulburn Hockey Inc) and in the event of any conflict the rules of the Incorporated Body shall have preference. The powers of the various committees shall be subject to the provisions set out in Rule 21 of the Incorporated Body Model Rules.

The DELEGATE Committee shall consist of the Executive Committee plus two delegates from each nominated and financial Club in the competition. A member of the Executive may be classed as a delegate. Refer to Delegate Meetings (n) for penalties for non attendance at meetings.

- a) For voting rights at a Delegates Meeting, each Club is allowed one delegate.
- b) The Delegate Committee shall meet at least once every month during the season, and it may make motions to regulate the necessary procedure for the conduct of its business. Motions unless changed into By-Laws at the A.G.M. or S.G.M. remain in force only until the next A.G.M. two-thirds members present at any meeting shall constitute a quorum.

In matters of urgency a quorum of three officials may act in the interest of the Association. The order of procedure for forming such a quorum shall be President, Secretary, Treasurer, Vice President, Competition Secretary, Representative Secretary, Communication and Media Officer.

The By-Laws shall at all times be used in conjunction with and be subservient to the Model Rules of the Incorporated Body Act where applicable.

EXECUTIVE OFFICERS
President
Vice President
Secretary
Treasurer
Representative Secretary
Competition Secretary
VOLUNTEER (STILL ACTIVE COMMITTEE MEMBERS)
Media Officer
Umpire Coordinator
Minkey Coordinator

STANDING SUB COMMITTEES
Judiciary
Masters (Womens)
Masters (Mens)

Contents

DUTIES AND FUNCTIONS OF THE DELEGATE COMMITTEE	2
1. DELEGATE MEETINGS	0
2. COMPETITIONS	2
3. REGISTRATION AND FEES	0
4. MATCH RULES	0
5. FORFEIT	5
6. FORFEIT GAMES COMMUNICATION REQUIREMENTS	6
7. FINAL GAMES	0
8. TEAM DUTY – OC DUTY	0
9. UMPIRES	0
10. CARD PENALTIES AND SUSPENSIONS	0
11. APPEALS	0
12. INJURIES	1
13. REPRESENTATIVE TEAMS	0
14. ASSOCIATION COACHES AND MANAGERS	2
15. CARNIVALS	2
16. CHANGES TO THESE BYLAWS	0
ANNEXURE A	1
ANNEXURE B	2
<i>Appendix 11 from FIH General Tournament Regulations Outdoor Competitions April 2018</i>	3
ANNEXURE C	6
ANNEXURE D	9

DUTIES AND FUNCTIONS OF THE DELEGATE COMMITTEE

The Delegate Committee shall be the Committee involved with the actual running of the various competitions and shall be entitled to make recommendations to the Goulburn District Hockey Association in relation to the actual running of the competition. Two members are required to attend each Delegate Meeting (preferable not an Executive member).

Only one vote per Club will be accepted on any motions or decisions.

1. DELEGATE MEETINGS

- a) At all meetings of the Association the chair shall be taken by the President and in the case of their absence Chairperson (Vice President) to be elected by those present at the beginning of the meeting.
- b) The Chairperson shall have a deliberate as well as a casting vote.
- c) All decisions shall be decided by a 2/3rd majority of physical and electronic attendance.
- d) No motion shall be discussed unless it is seconded and when seconded shall not be withdrawn without the consent of the seconder.
- e) When a motion shall have been moved and seconded, any member may move an amendment thereon, which shall not be discussed until it is seconded: such a motion or amendment, if required by the Chairperson, to be stated in writing by the member proposing the motion or amendment.
- f) No second amendments shall be taken into consideration until the previous amendment shall have been disposed of, but any member may give notice of a further amendment.
- g) If any amendment either upon the original motion or upon an amended motion, shall be negative, then a further amendment may be moved upon the original motion and so on provided that not more than one question and one proposed amendment thereon shall be before the meeting at the one time.
- h) That each delegate at the monthly meetings be asked their opinion, this is done around the table.
- i) No member other than the mover of a motion shall speak on any motion or amendment for a period longer than three minutes without the consent of the meeting. The mover of a motion shall not speak thereon for a period longer than five minutes without the consent of the meeting.
- j) Any member at any stage of a discussion move: "that the question be now put". Such motion shall forthwith be put to the meeting without further debate and, if carried, the original motion then shall be voted on.
- k) The voting at Meetings, except where specified in the rules or on matters of a personal nature, shall be by the show of hands, which shall be conclusive on declaration of the Chairperson, unless a vote by ballot be immediately demanded.

- l) No motion to rescind a resolution of a meeting shall be entertained except at a subsequent meeting and after due notice shall have been given.
- m) This shall not apply to a rescission of a motion at the same meeting at which the motion has been passed.
- n) Any Club who fails to have one (1) representative present at a Delegate Meeting, AGM or any Special Meetings called shall be given:
 - i. First meeting – a written warning;
 - ii. Second meeting \$50.00 fine plus a written warning to the Club;
 - iii. Third meeting (which equals 3 warnings) all senior teams in the Club will be deducted 3 points.

2. COMPETITIONS

- a) Competitions will be conducted in as many grades as decided by the Executive Committee.
- b) Teams will compete in the grade to which they are allocated by the Executive Committee and endorsed.
- c) The Executive Committee will decide the length and duration of the competition.
- d) Games to be played in format as follows for relevant grades:-
 - a. SENIORS – TOTAL GAME DURATION 69MINS**
 - i. 15mins qtrs
 - ii. 2 mins between qtrs
 - iii. 5 mins half time
 - b. U18s & U16s – TOTAL GAME DURATION 69MINS**
 - i. 15min qtrs
 - ii. 2mins between qtrs
 - iii. 5mins half time
 - c. U14S – TOTAL GAME DURATION 61MINS**
 - i. 13min qtrs
 - ii. 2mins between qtrs
 - iii. 5mins half time
 - d. U12S – TOTAL GAME DURATION 49MINS**
 - i. 10min qtrs
 - ii. 2mins between qtrs
 - iii. 5mins half time
 - e. U10S – TOTAL GAME DURATION 45MINS**
 - i. 20min halves
 - ii. 5mins half time
 - f. U8S – TOTAL GAME DURATION 35MINS**
 - i. 15min halves
 - ii. 5mins half time

The Executive Committee will have the authority to arrange matches, as it sees fit to select fields and arrange conditions.

3. REGISTRATION AND FEES

- a) It is the Club's/Teams responsibility that all players have completed on-line registration and made payment of Hockey NSW registration fee, before being financial to play within this Association or Club in current season.
- b) All team nominations to be completed online, no paper copies of nomination forms to be accepted.
- c) Hockey NSW registrations run for the period 1st January to 31st December each year
- d) All players must be fully registered and affiliated with Goulburn District Hockey Association prior to them taking the field for their first game of the competition. *(ie. If a player is listed on a team nomination sheet and does not take the field to play their first game then they are not required to pay the registration fee).*
- e) Team nominations must contain a minimum of nine (9) registered players to be accepted (excluding floating players from lower grade team). Team Nominations must also include your nominated Goalkeeper.
- f) Any team that has three forfeits in a row or on a consistent basis due to lack of players will be requested to attend the next Delegate Meeting and their nomination in the competition will be discussed and reviewed.
- g) Teams playing in the Junior competition shall play in the following age groups:
 - **Under 18** - All members of the team must aged 18 and Under as at 31st December of the current season year
 - **Under 16** - All members of the team must be aged 16 and Under as at 31st December of the current season year
 - **Under 14** - All members of the team must be aged 14 and Under as at 31st December of the current season year
 - **Under 12** - All members of the team must be aged 12 and Under as at 31st December of the current season year
 - **Under 10** - All members of the team must be aged 10 and Under as at 31st December of the current season year
 - **Under 8** - All members of the team must be aged 8 and Under as at 31st December of the current season year
 - **Gecklings/Minkey** - All attending must be between the ages of 3,4 & 5

Junior players may play up to the age group above but may not play down. *e.g. A player eligible for Under 11's may play Under 13's but may not play Under 8's or up to Under 15's*

- h) Team player nominations for relevant age groups shall be as follows:
 - i. U8s - a maximum of 8 players
 - ii. U10s - a maximum of 10 players
 - iii. U12s, U14s, U16s, U18s and Seniors - a maximum of 16 players.

In the event that teams wish to nominate players exceeding the above limits, a written request including reasons, needs to be submitted to the Executive Committee for approval. A written approval needs to be received prior to team registering further players.

- i) Special permission may be granted by the Executive Committee for individual players to play in an age group below eligible age division. For this to occur, requests must be in writing and tabled at a Delegate Meeting. The player must pass the following requirements for this to happen and permission must be granted prior to them taking the field for that age group:
 - i. Players must have had only one season experience (this current season to be their second).
 - ii. Players must not be selected in the current season's representative sides.
 - iii. The current season must be their first year in the older age group.
 - iv. If a player has a physical disability then they may be able to play down an age division.

Junior players can register to play two different age groups with different Clubs as long as the Club they first registered with approves, in writing and this Club does not have a team registered in the nominated age category. This has to be approved by the Executive Committee and once approved the player must be financial with both Clubs. For this to occur requests must be in writing and tabled at a Delegate Meeting and permission must be granted prior to them taking the field for that age group.

- j) Junior players eligible to play in the Goulburn Senior Hockey Competition must be 12 years of age, or be in High School, by the start date of the current season year.
- k) No player may transfer on more than one occasion during the season, and not after Round 3 of the season. A written clearance from the former and incoming Club must be submitted to the Executive Committee for approval.
- l) Misconduct on the part of any registered player, Official or team shall render such party liable to any penalty the Executive Committee may impose.

- m) It shall be the duty of any Umpire, Player, Team, Captains or Association Official to report cases of misconduct, which shall be investigated by the Executive Committee, who shall act, as it deems necessary.
- n) Any team not financial with the Association, by the Delegates Meeting determined by the Delegate Committee, will not, be allowed to take the field. A payment plan may be adopted and if conditions are not met can be terminated at any time. Fees will be set at an early Delegate Meeting with 1st instalment due at the Delegate Meeting determined by the Association and balance due by the Delegate Meeting determined by the Association. All fees MUST be paid by month prior to the Finals Series commencement and all payment plans must be constructed to meet this requirement.
- o) All Clubs are required to receive the affiliation fee from each player prior to the commencement of the current season. The Goulburn District Hockey Association Affiliation fee will form part of the Registration Fee payable through the Hockey NSW Revolutionise Portal.
- p) Fees set on the Hockey NSW Revolutionise Portal for Goulburn District Hockey Association do not include Club fees charged by Clubs to cover turf fees, umpires fees, uniforms etc.
- q) Clubs are to notify GDHA of any unfinancial players by 31st January of the current season so as to ensure members registering with other clubs are financial across the association and all clubs.
- r) A team cannot register a player from another team without producing a letter of release in writing from the President of the departing Club, unless they are changing Clubs at the beginning of the hockey season.
- s) Players registering after the commencement of a competition shall be deemed bona fide members of a team. The Executive Committee has seven days after the registration of such player/s to reject registration or once grading committee has met.
- t) Any team playing an unregistered player at any time will automatically forfeit all competition points earned for that game or games. Individual players will not receive game credits whilst playing unregistered.

4. MATCH RULES

- a) For the purpose of this clause Seniors and Juniors competitions are treated separately. Junior Competition is U12s, U14s and U16s, and Senior Competition Hockey is U18s and above.
- b) All forms of hockey are governed by the rules of hockey as set down by the International Hockey Federation (FIH). The latest Rules of Hockey, Rules of Indoor Hockey, Hockey 5s Rules and notification of any amendments to rules can be found on the FIH website, unless GOULBURN DISTRICT HOCKEY ASSOCIATION Rules apply.
- c) A Goulburn District Hockey Association player may play up from third (3rd) grade to first (1st) grade but a player is not allowed to drop down (ie. a first (1st) grade player cannot drop down to a lower grade nor can a second (2nd) grade player drop down to third (3rd) grade with the exception of a player eligible under Clause 4 dd below.
- d) Players who are selected or squadded in U15/U18 HNSW, HACT of higher teams are to play in teams 2nd Grade and up. They are not eligible to play in 3rd Grade.
- e) A Junior Club having two teams in a lower grade division may (from U10s down) play players across in that division only, for the purpose of fielding a team and must not be used to create substitution players.
- f) Players playing up to play in Final Series must have played 1/3rd of the season games with their registered team and the team they have floated up to. A listing of eligible players will be provided to Clubs in the lead up to the Final Series.
- g) Junior Teams and Clubs must supply their own goal keepers across each grade. Senior teams may play without a goalkeeper. however are encouraged to do so.

Take note, Junior teams from U10s must play a goal keeper at all times.

In circumstances where teams are unable to supply their own goal keeper but still wish to play with one, Clubs are to apply to the Executive Committee for a clearance for goalie in line with By-Law 4(k).

- h) Teams registered in the Junior Hockey Competition can play registered players within the same Club up one age category.

Players may apply in **exceptional** circumstances, to play up two (2) age divisions as deemed by the Executive Committee. Players must apply, in writing for

determinations and must not take field until a written reply of approval is received.

Players may play up two age divisions (only in **exceptional** circumstances) provided the Club, Coach and Players Parent/s take the players ability to play up two divisions into account and ensure their safety at all times. An Age Waiver must be signed by the Club, Coach and Players Parent/s. Until such time that this Waiver is received the Player is not to play up an age division anything over one above. These players should be nominated at the start of the season when team nominations are sent in.

- i) Junior Players are permitted to play across teams in the same age group only to make up the number of players to field a full team for that age group. This is only for the rounds leading up to finals. All players must only play in their registered team for final rounds.

j) New Player Registration requirements:

- i. All new players must complete their registration online on the Goulburn District Hockey Association Portal prior to taking the field for insurance purposes.
- ii. An email in relation to this new registered player must also be sent to the Competition Secretary before the commencement of the next round game.
- iii. All new players must be registered on the Hockey NSW Revolutionise Portal before they take the field.
- iv. Failure of the new player to be registered before taking the field, will result in the game being a forfeit by the offending team and the rules of 5 will apply.

- k) Any player requesting clearance to float across Clubs in different grades must be:

- i. Nominated on Club nomination form prior to the start of the season.
- ii. Request must be received in writing and approved by the Executive Committee.
- iii. The player is to be financial with both Clubs.
- iv. Teams cannot 'borrow' players from other Clubs when they are short.

A clearance request must be received for determination 7pm the night prior to a scheduled match that the clearance is required for.

- l) Any breach of these rules will result in the team the player is not registered with forfeiting all games in which the player was involved. Costs associated with forfeiting will apply.

- m) Teams must be uniformed correctly by the third round of play. Track pants of any sort or the like are unacceptable (goalie excepted). Females allowed to wear shorts as long as they are in the club colour. Players are not permitted to wear anything which may be dangerous to other players (eg curlers, jewellery, hard peaked caps etc). Jumpers are acceptable as long as they are the same colour of the teams playing shirt. Leggings/Skins are allowed as long as they are worn under the playing uniform.
- n) At the beginning of a competition the Executive Committee must issue full details concerning length of games, times and fields
- o) Any team not being on a field within five (5) minutes of time appointed for the commencement of the game shall forfeit the match.
- p) A late player may take the field up until half time of the match in line with current FIH rules, provided their position has not been filled and they are marked as playing on the portal before taking the pitch.
- q) No team shall take part in an official match with less than seven (7) players. Refer to **Annexure A** for *Composition of Teams and requirements of Goalkeepers. Goulburn District Hockey Association.*
- r) The Executive Committee shall have jurisdiction over all matters affecting teams in any competition and shall have the power to suspend or expel members guilty of a breach of the By-law.
- s) Any team or player who drops out of the competition forfeits their registration fees. All players taking the field must have paid their registration fee. If a player is listed on a team nomination sheet and does not take the field to play their first game then they are not required to pay the registration fee.
- t) Any protest must be lodged immediately to the Duty OC and written up on the game card. All protests must be dealt with within two (2) days, by the Executive Committee, prior to the next competition game.
- u) The Captain/Team Manager is responsible for marking each player as present and playing on the RevSport Portal prior to the commencement of the game and taking the field. The Captain is responsible for checking the players marked and final game result on the RevSport Portal before the game result is locked.
- v) Junior Teams are permitted to take the field and begin the game without a goalie. They have the first seven (7) minutes of the first quarter to field a goalie or they forfeit the match entirely.

- w) Players that fail to be marked as present on the RevSport Portal are not covered by insurance and do not get marked down as playing that game therefore may not be eligible for finals.
- x) Teams have until COB the Monday following the weekends competition to ensure team lists and results have been recorded in REVSPORT. Any scores and team lists outstanding after this time will not be counted toward season results.
- y) The Umpires must also check the result of the game they have umpired at the completion of the game. They also need to verify that no other players other than those nominated on the game card have taken the field where possible.
- z) All player injuries must be lodged through the online Injury Report Form available by QR Link in the dugouts and on the GDHA Website.
- aa) Teams are limited to naming a maximum of sixteen (16) players on their Team Sheet each week with a minimum of seven (7) players.
- bb) Composition of Team and Goalkeeper requirements refer to [Annexure A](#)
- cc) Where teams with similar coloured uniforms are opposed in a match, the team second named in the draw shall wear contrasting coloured socks and/or shirts.
- dd) A player in the senior competition who wishes to play in opposite gender competition will apply in writing to Executive Committee and will be assessed on an individual basis with consideration given to ability and skill – under All Policies adapted from Hockey Australia Play by the Rules. At no time shall a player take the field without written clearance from Executive Committee penalties will apply.
- ee) All Junior players **MUST** wear a mouth guard and shin guards. Any Junior player without a mouth guard and shin guards will not be able to take the field.
- ff) For Senior players, the wearing of shin pads and mouth guards is highly recommended, however if players chose not to do so, Goulburn District Hockey Association accept no liability to any injuries incurred as a result of not wearing such protective equipment.
- gg) Any player in the Goulburn District Hockey Association competition who is over 40 years of age shall be permitted to play in the grade of their choice, unless they have been selected and represented in a HNSW, HACT or HA representative team

current and/or previously, in which case, they cannot nominate or play below 2nd Division. Further provisions as follows:-

- i. Any Masters player over 50 may play in the grade of their choice.
- ii. Any NSW Masters player(s) affected by this rule can write to the Executive explaining why they should be allowed to play in 3rd grade and this will be considered by the Delegate and Executive Committee and decided within the first three weeks of the season.

hh) All teams must supply and play with an approved ball for every game.

ii) Each team will be issued with a copy of the current season Goulburn District Hockey Association By-Laws at the time of the acceptance of its nomination and as such will be regarded as sufficient proof of awareness of all incurred responsibilities.

jj) Once team nominations have been accepted and graded at the beginning of the hockey season, teams are not permitted to change their grading for the duration of the current season.

kk) In all official matches, points shall be allotted as follows:

Win:	3 points
Draw:	1 point
Loss:	0 point
Forfeit:	
Team Forfeiting:	0 points
Team receiving the Forfeit:	3 points (deemed as a 2-nil win)
Bye:	0 points
Washout or unfinished game:	1 point each team [must comply with 4(nn)]

ll) All competition games outlined in the draw for the current season must be played on the artificial surface at the Goulburn Hockey Complex. Games may be played at other another complex or location upon written approval from the Executive Committee.

mm) No player shall be permitted to take the field or participate in any game if they are intoxicated, injured or not aware of their surroundings. The umpire shall be responsible to make the judgement of a player's ability to play.

nn) If a player is injured during a game which results in blood appearing they must leave the field immediately and will not be permitted to re-enter the game until

such injury is covered and the blood flow has ceased. It is to be Clubs responsibility to supply first aid equipment.

oo) That when adverse or dangerous weather conditions affect the playing surface the GDHA Wet Weather Policy annexed hereto is to be followed.

pp) Tomahawks are **permitted only** in Senior Competitions (as applicable), tomahawks are not permitted in Junior divisions up to **and including** Under 18s in the competition as this is a mixed competition.

qq) Playing the ball above the players head is permitted in all Senior Divisions only in a safe manner in which to bring the ball down safely. Safely playing the ball above the players head in the following **Junior Divisions is permitted:-**

- i. U14s
- ii. U16s; and
- iii. U18s

rr) Playing the ball above the players head in U12s and below **is not permitted.**

5. FORFEIT

a) Forfeits by an opposing team for any of the following reasons automatically apply:

a. If a team of any Club is in arrears to the Association financially. A match, together with points for the same, shall automatically be forfeited for any of the following reasons:

- i. If a team shall take the field with less than seven (7) players. In the event of both teams taking the field with less than seven (7) players, both teams will forfeit.
- ii. If a team plays any unregistered player.

b. Teams forfeiting matches are liable for payment of their own and opposing teams turf hire fees.

c. Teams forfeiting matches must also cover umpiring commitments for both.

d. All teams must comply with the Forfeit Games Communication Requirements.

e. A team forfeiting more than three (3) times per season must meet the Executive Committee for an explanation.

6. FORFEIT GAMES COMMUNICATION REQUIREMENTS

- a) You are to notify the Competition Secretary/Secretary of your intention to forfeit by **BOTH EMAIL AND SMS**. The Competition Secretary/Secretary will then notify the opposing team and the required umpiring teams of the forfeit by phone call, SMS, email and/or social media.

7. FINAL GAMES

- a) To be eligible for Final Games the following must be met:-
- i. SENIOR: A senior player must play 1/3rd of the round games within their registered team. A registered floating player must play 1/3rd of the round games with their floater team.
 - ii. JUNIOR: A Junior player must play 1/3rd of the round games in the same age group of the local competition to be eligible for the finals.
 - iii. **All** Players eligible to play in the final series must play in their nominated team or age group. The only exception is where a player's nominated team doesn't make the final series and the player has played 1/3rd of the round games with another team within the same Club within the same grade. These players must declare which team they will be playing for in the final series. No player can play for more than one team within the same grade of the final series.
- b) Only National (Australian team), NSW State and ACT Territory duties are included and counted as per how many rounds in local competition are missed due to this service. Players must be affiliated and nominated with Goulburn District Hockey Association at the commencement of the current competition. Managers and coaches of Goulburn District Hockey Association representative teams, umpires (National and International) will have their games missed accredited and count towards finals games. Their inability to play in any given week must be noted on the Team Sheet for the round game applicable.
- c) The Executive Committee will control all finals.
- d) At the conclusion of all rounds, final matches shall be played for each grade as follows:
- i. Major Semi-final will be the team first on the ladder will play the team second on the ladder
 - ii. Minor Semi-final will be the team third on the ladder will play the team fourth on the ladder.
 - iii. Final will be the winner of the minor semi-final will play the loser of the major semi-final
 - iv. Grand-final will be the winner of the major semi-final will play the winner of the final.
- e) Grand Final games will be played on Saturday only. Consideration will be given to teams who request specific time slots, but all requests must be in writing and lodged at the meeting prior to the Final series.

- f) The exception to (e) will be the finals and semi-finals. All mid-week competitions maybe played on the respective night for semi-finals and finals at the discretion of the Executive Committee.
- g) If due to adverse or dangerous weather conditions affect the playing surface and players safety, games will be postponed and replayed at a date to be allocated by the Competition Secretary with the approval of the Executive Committee.
- h) In the case of a draw in the semi-final, final or grand-final at fulltime, please refer to [ANNEXURE B](#)

8. TEAM DUTY – OC DUTY

- a) A team will be appointed for duty, by the Executive Committee, as part of the competition draw. The duties and obligations are noted in [ANNEXURE C](#).

9. UMPIRES

- a) Umpires are to ensure they are on the field and ready for the commencement of the game at the correct time.
- b) All forms of hockey are governed by the rules of hockey as set down by the International Hockey Federation (FIH). The latest Rules of Hockey, Rules of Indoor Hockey, Hockey 5s Rules and notification of any amendments to rules can be found on the FIH website, unless GOULBURN DISTRICT HOCKEY ASSOCIATION Rules apply.
- c) **Specific U8s & U10s Rules.**
- d) Reporting any breaches of conduct to the Executive Committee.
- e) Reporting any accidents, which occur during the game.
- f) Seeing that the Team Duty is aware of any dispute connected with the game.
- g) Refusing permission to let any player into the game as of week three who is incorrectly dressed.
- h) Ensuring no player participates in a match, until any injury, which causes the flow of blood, has been covered and the blood flow ceased.
- i) Failure to fulfil Umpiring commitments will result in loss of three points for the team.

10. CARD PENALTIES AND SUSPENSIONS

- a) A demerit penalty point system applies to players issued card/s throughout a Goulburn District Hockey Association Competition Match in line with Annexure E.

11. APPEALS

- a) In the event of any appeal by a Club for any valid reason:
 - i. The Captain or acting captain of the team lodging the appeal is to notify the Duty OC of her intention to ap-peal and must state her grounds for appeal before leaving the field. Further, the Secretary of the Club concerned must

lodge the appeal formally, in writing stating the grounds for appeal, with the Secretary of the Association within 2 days.

12. INJURIES

- a) All players play at their own risk and the Association will not be responsible in any way for injuries or the charge thereof.
- b) Players who are unable to play 7 round games due to injury or illness can continue to play and be eligible for the final series if they produce a medical certificate and resume playing for their nominated team once medically fit.

13. REPRESENTATIVE TEAMS

- a) For the purpose of this clause Seniors and Juniors Representative Hockey are treated separately. Junior Representative Hockey is U12s, U14s and U16s, and Senior Representative Hockey is U18s and above.
- b) Representative Hockey includes representative teams as follows:-
 - a. Under 12s;
 - b. Under 14s;
 - c. Under 16s;
 - d. Under 18s;
 - e. Opens;
 - f. Masters (as determined by Hockey NSW); and
 - g. Capital League.
- c) All Goulburn District Hockey Association representative team nominations for players will be advertised on Goulburn District Hockey Association website, social media sites emailed to club members and emailed to Club delegates for distribution to Club players.
- d) Selections will take place at the Goulburn Hockey Complex by way of squad trials as determined by Goulburn District Hockey Association. Trials may be held over 'X' amount of weeks if there are excess players trialling, and it is deemed that further squad trials are required to effect the successful selection of team(s).
- e) Those players must complete the Representative Players Registration Sheet online confirming their availability for carnivals and state championships..
- f) Players must attend squad trial dates to be eligible for selection unless they have received permission from the Executive Committee.
- g) To be eligible to trial for a GDHA Representative Team for age groups **U12s, U14s & U16s** the following criteria must be met (as applicable to relevant age groups):-
 - a. **U12s & U14s:** the player must be registered with a local club for the current season in the applicable age group (ie U12s player trialling for U12s rep, must play in U12s competition etc), and must also play a minimum of five (5) games in the applicable current outdoor season.
 - b. **U16s:** the player must be registered with a local club and play a minimum of five (5) games in the applicable current outdoor season. It is highly recommended and preferred that these players play in the U16 age group, however any applicable GDHA Outdoor Competition will be acceptable.

- h) Players with no previous affiliation to Goulburn District Hockey Association (including other previous local associations) will only be selected/approached, under the terms of Clause 13(k), in the event that teams are short/or require players. Any such player must be approved by the Executive Committee before being selected.
- i) To be eligible to trial for a GDHA Representative Team for age groups **U18s, Opens (and Capital League)**, the player must have a current, or have sustained a non-consecutive 3 year competition link with Goulburn District Hockey Association (including other previous local associations prior to merging).
- j) Players **must trial** for the age group in which they eligible to do so. A player is also eligible to attend a representative trial **one (1) age division above** their eligible age division.
- k) Players will be selected in relevant teams based on meeting the following selection criteria:-
 - Tactical nous
 - Technical competence
 - Attitude
 - Communication
 - Coachability
 - Commitment

Top age players will have first priority with lower age division players being able to be selected to form any such team/s.

- l) Nominations for Selectors, Coaches, Managers and Umpires will be called by Goulburn District Hockey Association and final determinations will be made by the Executive Committee and will not be named until completion of squad trials.
- m) No Primary registered Goulburn District Hockey Association player and/or umpire will be cleared to play/umpire for another association if they have not trialled/nominated for Goulburn District Hockey Association or the Goulburn District Hockey Association team is short of players/umpires. All representative teams must have sufficient numbers per team and all umpiring commitments must be fulfilled before an umpire is released to another association.
- n) All coaches, managers and umpires for representative teams are to register with Goulburn District Hockey Association as “Non playing officials” if they are not already registered as a playing member.
- o) Guidelines for Representative Teams and expectations of such are referred to in [Annexure D](#).

14. ASSOCIATION COACHES AND MANAGERS

- a) The Executive Committee shall appoint coaches and managers for representative teams of this Association after advertising through the media. If more than one coach/manageress shows an interest in a position, then it will be voted on by the Executive Committee.
- b) Coaches are solely responsible for organising squad and team training. In the event that a coach is unable to fulfil their duties they must advise the Executive Committee so a new coach can be appointed.
- c) Managers are responsible for the team's welfare and wellbeing.
- d) Managers shall be responsible for the collection and safe return of all Association equipment.

15. CARNIVALS

- a) The organisation and rules of Carnivals will not necessarily be the same as in these By-Laws. The Executive Committee at the time of the Carnival will list all conditions pertaining to it.

16. CHANGES TO THESE BYLAWS

No changes to these Bylaws will be adopted throughout the season. All changes to the Bylaws must be adopted at an Annual General Meeting or Special General Meeting.

These By-laws provide the framework for the local Goulburn District Hockey Association's competition. However due to the changing needs of each individual Club all requests put forward to the Executive Committee will be assessed on their individual requirements. This is to ensure the continued enjoyment and practicality of our local Hockey competition.

ANNEXURE A

COMPOSITION OF TEAM AND GOALKEEPER REQUIREMENTS

(as extracted from FIH Rules of Hockey effective 1 January, 2019)

2. Composition of teams (U12s and above)

2.1 A maximum of eleven players from each team take part in play at any particular time during the match.

If a team has more than the permitted number of players on the field, time should be stopped to correct the situation. A personal penalty may be awarded against the captain of the team involved, if inadvertently having too many players on the pitch occurs for a very short period of time and does not materially affect the match. In cases where this occurs and materially affects the match, a personal penalty must be awarded against the captain of the team involved. Decisions taken prior to correcting the situation cannot be changed, if time and/or play has already been re-started.

Play and time is restarted with a free hit to the opposing team unless another penalty had been awarded against the offending team immediately before time was stopped in which case that penalty is taken.

2.2 Each team has either a goalkeeper on the field or plays only with field players.

Mandatory Experiment from 1 January 2019: the team no longer has the option to play with a player with goalkeeping privileges.

Each team may play with:

a goalkeeper wearing a different colour shirt and protective equipment comprising at least headgear, leg guards and kickers; this player is referred to in these Rules as a goalkeeper; or

only field players; no player has goalkeeping privileges or wears a different colour shirt; no player may wear protective headgear except a face mask when defending a penalty corner or a penalty stroke; all team players wear the same colour shirt.

Any change between these options, must take place as a substitution.

ANNEXURE B

DRAWN GAMES DURING FINALS SERIES

If games are drawn at the completion of the standard game time the following applies:-

- ☐ A five (5) minute break;

- o **ALL OTHER AGE DIVISIONS**

- **UNDER 11 AND UNDER 13 DIVISIONS:**

- 1. **SEMI FINAL AND FINALS:** Shoot out as per attached [Appendix 11 from FIH General Tournament Regulations Outdoor Competitions April 2018](#)
 - 2. **GRAND FINAL:** Shoot out as per attached [Appendix 11 from FIH General Tournament Regulations Outdoor Competitions April 2018](#)

- ii. **UNDER 15 AND UNDER 18 DIVISIONS:**

- 1. **SEMI FINAL AND FINALS:** Shoot out as per attached [Appendix 11 from FIH General Tournament Regulations Outdoor Competitions April 2018](#)
 - 2. **GRAND FINAL:** Shoot out as per attached [Appendix 11 from FIH General Tournament Regulations Outdoor Competitions April 2018](#)

- iii. **SENIOR:**

- 1. **SEMI FINAL AND FINALS:** Shoot out as per attached [Appendix 11 from FIH General Tournament Regulations Outdoor Competitions April 2018](#)
 - 2. **GRAND FINAL:** Shoot out as per attached [Appendix 11 from FIH General Tournament Regulations Outdoor Competitions April 2018](#)

APPENDIX 11

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 If the shoot-out competition takes place after the end of a match, the first shoot-out should take place within four (4) minutes of the end of regulation playing time.
- 2 The respective Team Managers provide five players to take and one player to defend the shoot-outs from those on the Match Report except as excluded below. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out. No substitutions / replacements are permitted during the shoot-out competition other than as specified below.
- 3 A player who is still serving a disciplinary suspension by the Technical Delegate 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 warned (green card) or temporarily suspended (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.
- 4 The Technical Delegate will specify the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
- 5 The Technical Delegate will specify the goal to be used.
- 6 A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
- 7 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 competition are permitted to enter the field of play outside the 23m area used for the shoot-out but must be at least 10 metres from the spot where the ball is placed at the start of the shoot-out.
- 8 The goalkeeper / defending player of the team taking a shoot-out shall wait on the back-line outside the circle.
- 9 A player taking or defending a shoot-out may enter the 23m area for that purpose.
- 10 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.
- 11 Five players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 10 shoot-outs.
- 13 Taking a shoot-out:
 - 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 centre of the goal;

- c an attacker stands outside the 23m area near the ball;
 - d the Umpire blows the whistle to start time;
 - e an official at the technical table starts the clock;
 - f the attacker and the goalkeeper / defending player 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 / defending player 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/defending player;
 - v the goalkeeper / defending player 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 / defending player intentionally playing the ball over the back-line.
- 14 If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the Match Report subject to the provisions of Articles 17, 18 and 19 of this Appendix.
- 15 The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
- 16 A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
- 17 If during a shoot-out competition (including during any penalty stroke which is awarded) a player is suspended by a yellow or red card:
- a that player takes no further part in that shoot-out 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 shoot-out competition:
 - i the replacement goalkeeper / defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player they are replacing was wearing;
 - ii for taking their own shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
 - c 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.
- 18 If during a shoot-out 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 Report for that particular match, except as excluded in this Appendix or unless suspended by an Umpire during the shoot-out competition;
 - b the replacement goalkeeper:

- i is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
 - ii if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
- 19 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 for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.
- 20 If an equal number of goals are scored after each team has taken five shoot-outs:
 - a a second series of five shoot-outs is taken with the same players, subject to the conditions specified in this Appendix;
 - b the sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - c the team whose player took the first shoot-out in a series defends the first shoot-out 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 shoot-outs, not necessarily being all five shoot-outs, that team is the winner.
- 21 If an equal number of goals are scored after a second series of five shoot-outs, additional series of shoot-outs are taken with the same players subject to the conditions specified in this Appendix:
 - 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.
- 22 Unless varied by this Appendix or Appendix 1, the Rules of Hockey apply during a shoot-out.

ANNEXURE C
TEAM OC DUTY
OPENING, CLOSING & TEAM DUTY DURING GAME

OPENING DUTY

1. Collect the TRAINING KEY at least 15 minutes before the first game is to begin
 - a. Key is located in the CODED LOCK BOX at the Service Entry of DANIELS AUTO GROUP, 128 HUME HIGHWAY (OFF FINLAY ROAD ENTRY) GOULBURN;
 - b. The code for the lock box is "351";
 - c. Remove the Training Key from the lock box;
 - d. Replace the code cover to the box;

Note the entire area of where the coded lock box is located is under 24/7 CCTV footage so there will be a record of who is collecting the key at all times.

2. Take the key to the complex and unlock the following (ensure you DO NOT relock the padlocks):
 - a. The "entry" and "exit" gate of the complex;
 - b. The small access gate near the Hockey Shop and the large entry gate to the turf area;
 - c. The meeting/viewing room and the door near the office/canteen and the office/control room;
 - d. The lights box (located on the large power pole over near the Workers Arena).

3. Turn off the alarm!

- a. Enter 2020;
- b. And then press "AWAY". (Never use STAY!)

4. Turn on the turf lights (when necessary).
5. Turn on the score board in the dug out area power box (switch is labelled scoreboard).
6. Turn on dug out lights.
7. Turn on the Tablet located in the control room and enter new game from the desktop shortcut - refer to game times.
8. Leave the keys to the complex in the Office/Control room in the dedicated area and sign the "sign on" sheet.

EMERGENCY CONTACTS
Nadine 0421 885 868 ***** Mandi 0407 998 754

CLOSING DUTY

1. Turn off the score board and light in the dug out area power box (switch is labelled scoreboard).
2. Turn off the turf lights and lock the light box.
3. Turn off all heaters/lights in the meeting/viewing room and toilets.
4. Turn off the Tablet located in the control room.
5. Collect keys from the Office/Control room and sign the "sign-off" sheet accordingly.
6. Lock all gates, windows and doors to the main building.
7. Turn on the alarm!
 - a. Enter 2020
 - b. And then press "AWAY". (Never use STAY!)
8. Chain and padlock the small access gate near the Hockey Shop and the large entry gate to the turf area;
9. Chain and padlock the "entry" and "exit" gates to the complex.
10. Return the TRAINING KEY
 - a. Key to be returned to the CODED LOCK BOX at the Service Entry of DANIELS AUTO GROUP, 128 HUME HIGHWAY (OFF FINLAY ROAD ENTRY) GOULBURN.
 - b. The code for the lock box is "351".
 - c. Place the Training Key in the lock box and replace the code cover to the box.
 - d. Note the entire area of where the coded lock box is located is under 24/7 CCTV footage so there will be a record of who is collecting the keys at all times.

EMERGENCY CONTACTS

Nadine 0421 885 868 ***** Mandi 0407 998 754

TECH DUTY

Full Field Games)

1. Have a representative from your team sit in the *Office/Control* room. This person is in charge of starting the clock and recording all scores on the scoreboard.
2. Team Managers/Coaches are in charge of ensuring the game cards is fully completed and signed and all goal scorers are noted on the card.
3. Team Managers/Coaches are to ensure that both umpires have signed the cards at the completion of the game and ALL PARTIES are to ensure that the score on both cards MATCH.

Half Field Games

1. Central timing for the half field games is controlled from the *Office/Control* room. Tech Duty team (as referred to on the draw) is responsible for ensuring the clock is started on time. Have a representative from your team sit in the *Office/Control* room.
2. Team Managers/Coaches are in charge of ensuring the game cards is fully completed and signed and all goal scorers are noted on the card.
3. Team Managers/Coaches are to ensure that both umpires have signed the cards at the completion of the game and ALL PARTIES are to ensure that the score on both cards MATCH.

EMERGENCY CONTACTS

Nadine 0421 885 868 ***** Mandi 0407 998 754

ANNEXURE D

CAPITAL LEAGUE & REPRESENTATIVE TEAM GUIDELINES

1. All representative players will play under the name Goulburn District Hockey Association.
2. All representative players will be required to execute a Goulburn District Hockey Association Code of Conduct as part of the online nomination to trial.
3. Where possible, all representative players will stay at accommodation booked by Goulburn District Hockey Association, or the manager of their team.

4. UNIFORMS:

- a) Team uniform kits will be purchased by the individual players through the Hockey NSW Revolutionise Portal for Goulburn District Hockey Association. Kits vary in contents and costs associated therewith. Uniforms will be owned by the players for a period of as long as they fit them. Players can then purchase additional items separately as needed. Alternatively, a clothing pool will become available over time.
- b) When attending team dinners and events, Goulburn District Hockey Association team shirts will be worn.

5. PLAYERS SPONSORSHIP

- a) Representative players are entitled to obtain their own player sponsorship.
- b) Players must obtain their own sponsorship
- c) Players will be provided with Sponsorship Pack Guidelines. Player sponsorship will not be capped however it will be the players responsibility to source the sponsor logo etc and provide such to Goulburn District Hockey Association for social media purposes. Players must also to source logo and arrange for it to be put onto their individual playing uniform.
- d) Goulburn District Hockey Association will support and promote player sponsors but are not responsible for sourcing such.

6. CAPITAL LEAGUE:

- a) Above guidelines apply to Capital League players along with the following:
 - i. All players will be expected to attend the Major Sponsor's licenced premises following the completion of home Capital League games.
 - ii. Players must wear their Capital League dress shirts when attending on the sponsor.
 - iii. Presentations for home games to take place at the Major Sponsors licenced premises.
 - iv. "Away" team to be invited back to the Major Sponsors licenced premises.

- v. All players wishing to take part in a Goulburn District Hockey Association Capital League Team must have a current or historical affiliation with Goulburn District Hockey Association (including other previous local associations).
- vi. Players with no previous affiliation to Goulburn District Hockey Association (including other previous local associations) will only be selected/approached in the event that teams are short/or require players. Any such player must be approved by the Executive Committee before being selected.
- vii. CL1 Players are expected to partake in our local 1st Grade competition, unless advised otherwise by their HNSW/Academy Pathway Manager.
- viii. CL2 Players are expected to partake in our local 1st and/or 2nd Grade Competition unless advised otherwise by their HNSW/Academy Pathway Manager.
- ix. Players who are Under 16 years of age, or are a part of the CL2 (development) team are able to play in 2nd Division and only subject to any decisions made at the Grading Committee Meeting.

GOULBURN DISTRICT HOCKEY ASSOCIATION

CARD PENALTIES AND SUSPENSIONS

EFFECTIVE FROM 2nd JUNE 2021

A demerit penalty points system for cards issued throughout a Goulburn District Hockey Association Competition Match will operate effective from 2nd June, 2021.

Cards issued by Umpires will attract the following player point penalties:

CARD RECEIVED	DEMERIT POINT(S) INCURRED
Green Card	One (1) point
Minor Yellow – 5 mins	Four (4) points
Major Yellow – 10 mins	Six (6) points
Red Card	Ten (10) points

The Executive of the Goulburn Hockey Association may suspend an offending player, that the following applies to, for one or more matches (and as they deem fit) of the competition:

- 1) Any player who has accumulated 10 or more demerit points during the 2021 season.
- 2) Any player, reserve player, or team official who commits a Code of Conduct breach, during or after any match.

Following the serving of any suspension, a player's penalty points total shall only ever revert to five (5) points, never zero.

Umpires requirements when issuing cards:-

- 1) Complete a report at the following link (also available at QR Code located in the centre dugout):-

- <https://forms.gle/YFGyUotLfdPFdRfw9>

In the event that further information is required following the report, this will be obtained by the Executive Committee.

GDHA WET WEATHER POLICY

Goulburn District Hockey Association and its volunteers (including coaches and umpires) have a duty of care to ensure that players are as safe as is reasonably possible when participating in matches.

In relation to wet weather conditions, the individuals required to determine whether a match goes ahead or is abandoned need to consider this policy before the commencement of each match.

- The decision is to be made by Team Coaches/Manager in conjunction with the appointed umpires.
- If the Team Coaches and Umpires cannot mutually agree to postpone or play the match, a member of the GDHA Executive Committee or Complex Manager will have the overriding decision.
- Matches can be delayed by up to 15 minutes to allow for a more suitable weather condition or playable surface. In this instance, no extra time can be added to the games allocated time slot and this delay shall come out of the playing time.
- It is important that that game clock is started at the scheduled game time (as per the draw) so correct timings elapse prior to any decisions being made.
- The description of an unplayable surface is if the majority of the turf has pools of water on it and ball not being able to travel more than 20 metres at a time.
- In matches that are delayed, half time can be shortened to 1 minute to allow more playing time. No game should be postponed or abandoned prior to this 15 minute period.
- If a match is postponed or abandoned, information should be passed on to our Secretary by text 0407 998 754 for a decision as to the future of the match.
- If the match makes it to half time before being declared a “washed out match”, the teams can **mutually** agree to a drawn game, or reschedule the match to the scheduled “rescheduled match timeslot” as below.
- If the match is called off prior to half time, the game is rescheduled to the scheduled “rescheduled match timeslot” as below.
- Rescheduled games are to be played Tuesday Nights at 7pm on the Green Turf. If availability on the Blue Turf becomes available on Tuesday Nights, this will be offered.

IF THE TURF IS SAFE AND PLAYABLE..... WE PLAY 🏏

U8s & U10s TEAM CONFIGURATION & RULES

<u>U8</u>	<p>Team Configuration 5 players on the pitch + 1 coach (NO GOALIES)</p> <p>Equipment Goal = small white goals Ball = Yellow Ball (lighter than usual ball) Shin pads = Required Mouthguards = Required Club uniforms = Required</p> <p>Field Size Quarter field of regular pitch played across field</p> <p>Substitutions Made from the sideline (not dugout or baseline behind the goal)</p> <p>Team Staff Responsibilities</p> <ul style="list-style-type: none"> - At the conclusion of every u8 game each team is responsible for the removal of ONE white goal cage each which must be returned to the appropriate place in the carpark. - Teams are jointly responsible for the removal of ONE sidelines worth of bumpers or piping <ul style="list-style-type: none"> - To be returned to the fence line of the relevant pitch <p>Game Duration</p> <ul style="list-style-type: none"> - 15 minute halves - 5 minute half time <p>Specific Modified Rules (safety focus)</p> <ol style="list-style-type: none"> 1. Sticks should remain on the ground at all times, with the exception of a hitting motion 2. Ball is permitted to hit the feet of a player as necessary, no deliberate kicking of the ball however small accidental feet will be play on 3. No swinging tackles (stick obstructions/stick checks/ hacking) in any circumstances 4. Ball is to remain on the ground 5. When the ball leaves the field of play over the backline, being last touched by the attacking team, the defending team will have a free hit from in line with the top of the blue circle 6. When the back leaves the field of play over the backline, being last touched by the defending team, the attacking team will have a free hit from halfway (in line with the penalty dot on a regular field) 7. NO SHORT CORNERS 8. When the ball leaves the field of play over a sideline the free hit is awarded to the team who did not touch the ball last over the line 9. A goal can be scored from any location on the field, however cannot be scored straight from a free hit <ol style="list-style-type: none"> a. The ball must be played like a regular penalty hit before it can go in the goal b. Another player from the attacking or the defending team has to touch the ball before a goal can be awarded from a penalty hit
<u>U10</u>	<p>Team configuration 7 players on pitch + fully kitted goalkeeper + 1 coach</p>

Equipment

Goal = regular sized goals

Ball = yellow ball (lighter than usual)

Shin pads = Required

Mouthguards = Required

Club uniforms = Required

Field size

Half field of regular pitch played across field

Substitutions

Made from the sideline (not dugout or baseline behind the goal)

Team staff responsibilities

- At the conclusion of every u10 game each team is responsible for the removal of ONE large goal cage each which must be either returned to the appropriate place in the carpark or to the ends of the regular pitch
- Teams are jointly responsible for the removal the bumper sideline (this should equate to roughly 2/3 bumpers per team)
 - To be returned to the fence line of the relevant pitch
- Enter the player list and the game score in the ipad

Game Duration

- 20 minute halves
- 5 minute half time

Specific modified rules (safety and development focus)

1. Sticks should remain on the ground at all times, with the exception of a hitting motion
2. The ball is not permitted to hit the feet of any player
3. No swinging tackles (stick obstructions/stick checks/ hacking) in any circumstances
4. Ball is to remain below backboard height at all locations across the pitch including any shot at goal
5. When the ball leaves the field of play over the backline, being last touched by the attacking team, the defending team will have a free hit from in line with the top of the blue circle
6. When the back leaves the field of play over the backline, being last touched by the defending team, the attacking team will have a free hit from halfway (in line with the penalty dot on a regular field)
7. SHORT CORNERS:
 - a. 3 attackers on top of circle + injector (4 total)
 - b. 2 defenders in cage + goalkeeper (3 total)
 - c. All other players from both teams must retreat to opposite circle
 - d. Ball must be injected to players around top of circle
 - e. Ball must be trapped outside the circle and played back inside to shoot
 - f. The ball must be passed at least 1 metre before a shot can be taken
 - g. Shot MUST be below backboard height
8. When the ball leaves the field of play over a sideline the free hit is awarded to the team who did not touch the ball last over the line
9. Goals can only be scored from INSIDE the blue dotted circles