

SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

**Rules for the Sydney Under 14A and  
Under 16A Metro Competitions**

*Colin Manning Trophy (14A)*

*Kevin Connolly Trophy (16A)*

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

Sydney Under 14A and Under 16A Metro Competition Rules

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## Document Information

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| Document version | <b>V9.0</b>                                      |
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| Date             | <b>12/03/2024</b>                                |
| File name        | <b>SYDNEY U14A AND U16A METRO RULES V9.0.DOC</b> |

## Revisions

| Version | Date          | Summary Description of Change   |
|---------|---------------|---|
| 2.0     | May 2017      | Change to Section 9 to align Metro rules more closely with FIH rules  |
|         |               | Change to Section 11 to align Metro rules more closely with FIH rules   |
| 3.0     | February 2019 | Change to Section 11 to note which FIH rules applicable January 2019 do not apply in the Metro competition.   |
| 4.0     | February 2020 | Broad review and update of the Competition Rules, including amalgamation of the 15A and 17A Metro Competition Rules into one document. Specific changes to Section 8 re clearance requests and standardisation of provisions concerning resolution of tied score in a Grand final once extra time has expired |
| 5.0     | March 2022    | Change to reflect the introduction of quarter-based play  |
| 6.0     | March 2023    | Status of match result when match interrupted by weather or related circumstances   |
| 7.0     | May 2023      | Addition of appendix to recognise 2023 circumstances of a nine team competition with uneven number of byes resulting a points adjustment system and impact on finals format.  |
| 8.0     | December 2023 | Changes to reflect the movement to 14A and 16A competitions as opposed to 15A and 17A competitions<br>Addition of provision noting that committee will favour request to join the competition from clubs submitting teams in both 14A and 16A competitions.   |
| 9.0     | March 2024    | Changes to recognise the introduction of Revolutionise<br>Addition of appendix to recognise 2024 circumstances of a ten team competition<br>Clarification of eligibility for finals<br>Insert of definitions<br>Insert of concussion provision  |

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## BACKGROUND

This document details the rules for the Sydney Wide Under 14A and 16A junior hockey competitions. Clubs from various Sydney-based Hockey Associations have agreed to nominate teams to participate in the competitions.

The competitions are run under the auspices of North Area Junior Hockey. In administering the Metro Competitions, the North Area Committee may delegate particular matters to a sub-committee comprising nominees from participating clubs and referred to as the **Metro Committee**. The Metro Committee Convenor will be the President of North Area Junior Hockey or nominee.

The competition will be governed by these Rules and relevant guidelines, as well as the Member Protection policies of Hockey Australia and Hockey NSW. These Rules have priority except where they would infringe those policies.

## Definitions

**Fill-in Player** means any player who takes the field for a team in a match and who is not on the Team List. A Fill-in Player must meet the criteria set out in section 3(9).

**Listed Player** means a player on a Team List.

**Rules of Hockey** means the Rules of Hockey defined by the International Hockey Federation (FIH) as published on the FIH's website at Season Commencement.

*The Metro Committee will advise teams whether it will adopt changes to the Rules of Hockey that might occur during the season.*

**State Representative Player** means a player who was selected for one or more of following NSW teams in the year prior to the 2024 Sydney U14A Metro Competition and Sydney U16A Metro Competition:

- (i) Under 15 Boys State,
- (ii) Under 15 Girls State,
- (iii) Under 13 Boys Lions,
- (iv) Under 13 Boys Stars,
- (v) Under 13 Girls Lions, or
- (vi) Under 13 Girls Stars.

*Note: A player who is selected but did not participate in the State team is still regarded as a State Representative Player.*

**Regular Season** means the competition matches played prior to the Finals Series.

**Season Commencement** occurs when the official draw for Round 1 of the Sydney U14A Metro Competition and Sydney U16A Metro Competition has been published on the North Area website (i.e., [nahockey.org.au](http://nahockey.org.au)).

**Sydney-based Hockey Associations** means Metropolitan South West Hockey Association Incorporated, Nepean Hockey Association Incorporated, North West Sydney Hockey Association Incorporated, Northern Sydney and Beaches Hockey Association Incorporated, Sydney East Hockey Association Incorporated, and Sydney South Hockey Association Incorporated.

**Team List** has the meaning set out in section 3(6).

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

## Section 1 – GENERAL

1. The Sydney Wide Under 14A Competition is a competition for boys and girls up to the under 14 age group and shall be referred to as the **Sydney U14A Metro Competition**. Teams will compete for the **Colin Manning Trophy**.
2. The Sydney Wide Under 16A Competition is a competition for boys and girls up to the under 16 age group and shall be referred to as the **Sydney U16A Metro Competition**. Teams will compete for the **Kevin Connelly Trophy**.
3. The Sydney U14A Metro Competition and Sydney U16A Metro Competition shall be managed by a sub-committee of the North Area Committee and is to be called the **Metro Committee**.
4. Any club whose team withdraws from the competition, after Season Commencement, shall incur the full costs for all their matches (as per forfeit) for the remainder of the season.
5. Points for individual Association's or Competition Manager's Club Championships shall be as determined by each Association's Committee.
6. The Metro Committee shall provide trophies for the competition Grand Finals.
7. Umpires are to be provided by each Club and shall be done in consultation with the Metro Committee (where necessary).
8. The basic rules and interpretations for the Sydney U14A Metro Competition and Sydney U16A Metro competitions shall be principally per the "Rules of the Game of Hockey" except as specified by the Metro Committee from time to time – see Section 11.
9. \*Please see Appendix One concerning the replacement of this provision for the 2024 season.  
Regular Season matches shall be played at designated venues on a "Home and Away" basis at times set down according to the official competition draw. Finals Series matches shall be played at designated venues determined by the Metro Committee at times set down according to the Final Series competition draw. Wherever possible there shall be no play during:
  - a) the middle weekend of the school holidays and Easter;
  - b) the weekends of the NSW Hockey Under 14 State Championships (for the U14A competition) or the Under 16 State Championship (for the U16A competition); and
  - c) the June King's Birthday long weekend.
10. Each team is permitted up to 5 substituting players per match with unlimited interchange.
11. Only players and umpires are permitted on the playing surface during a match unless in the case of injury or other unforeseen event.
12. Any Judiciary matters shall be heard by a convened judiciary. See Section 9 -Judiciary.
13. Clubs are required to ensure that their players wear mouthguards and shin pads unless the Metro Committee allows otherwise.
14. It is recommended by the Metro Committee that players, umpires, officials and spectators use appropriate sun protection.

## Section 2 - MATCH DURATION, POINTS AND SCORE SHEETS

1. Matches are to be played as set down in the competition draw for the Sydney U14A Metro Competition and Sydney U16A Metro Competition.

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2. Time allocated for each match is as follows:
  - 1 x 5 minute changeover/warm up
  - 4 x 14 minute quarters
  - 1 x 5 minute (maximum) half-time
  - 1 x 2 minute break (maximum) between quarters 1 and 2, quarters 3 and 4.

Matches must finish as per the scheduled finish regardless of the starting time. If a match is running late, then the fourth quarter will be reduced to enable on-time completion.

Where a Penalty Corner or Penalty Stroke has been awarded, it shall be permitted to be completed as per the Rules of Hockey.

The Metro Committee may issue guidelines to support on-time completion.

3. A point score of results will be maintained on the North Area Junior Hockey Revolutionise Platform and overseen by the Metro Committee Convenor. Following the completion of all rounds, the top four teams will participate in the Finals Series.  
\*Please see Appendix One concerning the operation of these provisions for the 2024 season.
4. Points shall be awarded as follows:  
Win 3, Draw 1, Loss 0, Forfeit 3 (with a 5 – 0 score recorded) to the team who received the forfeit.
5. Each team is to complete a match card and record players that took part in the match, all goals scored and any cards issued.
6. Prior to the competition commencement each club must upload to the North Area Revolutionise Platform a list of players for each team. Players must be registered with their relevant Association and the requirements of Section 3 concerning eligibility should be met.
7. Additional players may be added to the North Area Junior Hockey Revolutionise Platform at any time during competition rounds provided that the requirements of Section 3 concerning eligibility are met.
8. Teams must update the North Area Junior Hockey Revolutionise Platform noting the players that took part in the match, the match result, goal scorers, penalty cards of their matches by 10.00am Tuesday after each round of matches is completed.
9. Teams must also submit their match card (in pdf format, not jpg or tif format) to the North Area Junior Hockey Revolutionise Platform by 10.00am Tuesday after each round of matches is completed.
10. The Metro Committee Convenor will determine matters where there is a discrepancy in the match details.

## Section 3 - REGISTRATION OF PLAYERS

1. All players must be registered with one of the six Sydney-based Hockey Associations.
2. Teams are allowed a maximum of 3 players that have a Primary Association which is not one of the Sydney-based Hockey Associations. Of these 3 players, only one can be a Past State representative player. A team may request a clearance from the Metro Committee for more than one Past State Representative Player to be included among the 3 players. The Metro Committee will consider this request by having regard to the distribution of Past State Representative Players among other teams in the competition and the potential impact on the competitive balance of the competition.
3. No player may be registered with more than one team in any one competition. Player transfer is to be in line with the relevant Association's Rules.

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4. For the Sydney U14A Metro Competition, a player must be at least 10 years of age and less than 14 years of age on the 1<sup>st</sup> of January in the year of the current competition to be eligible.
5. For the Sydney U16A Metro Competition, a player must be at least 12 years of age and less than 16 years of age on the 1<sup>st</sup> of January in the year of the current competition to be eligible.
6. Team Lists with the name, address, phone number, age and representative hockey experience of Listed Players are to be submitted to the Metro Committee Convenor by the Monday following the third round of the Sydney U14A Metro Competition or Sydney U16A Metro Competition (as appropriate), otherwise those teams shall not be eligible for competition points.
7. Each team may register a MAXIMUM of sixteen (16) players and a MINIMUM of eleven (11) players which includes at least one (1) goalkeeper. Approval for more than 16 players must be obtained from the Metro Committee.
8. Requests for overage players must be submitted to the Metro Committee for approval and will require a majority approval of all competing clubs.
9. If Listed Players are unavailable teams may use Fill-in Players in matches. Fill-in Players must:
  - (i) meet the relevant age requirements in sections 3(4) or 3(5),
  - (ii) meet the registration requirements in section 3(1), and
  - (iii) play regularly for another team from the same club.
10. A team may update its Team List if a player withdraws from the team, or if new players are added to the team. The revised Team List must be provided to the Metro Committee Convenor as soon as possible.

### **Section 4 - UNIFORMS AND PLAYING NUMBERS**

1. All teams must play in their Club playing uniform that is recognised by their Association.
2. In the event of a clash in uniform colours, the "Away" team listed on the draw must make appropriate arrangements to change their uniform prior to the match.
3. Captain Identification: The Captain of each team is to make themselves known to the umpires prior to the commencement of the match.

### **Section 5 - INJURIES AND TIME OUT**

1. There shall be no time out for injuries, substitutions, etc.
2. Any player, who sustains an injury and bleeds, is required to immediately leave the playing area. The player is not permitted to resume playing until the bleeding has stopped or a suitable occlusive dressing has been applied.
3. In the event of blood spillage onto the playing surface or dugout, the spillage should be cleaned up.
4. No player should be treated for an injury on the playing surface unless in extenuating circumstances where it is deemed unsafe to move the injured player.
5. Reasonable time may be permitted for exchange of Goal Keepers at the discretion of the umpires and Ground Convenor.
6. If, following a head impact or collision, a player is observed with any visible sign or symptom of concussion, play must be stopped. The player should be removed from the field before play may recommence. Under no circumstances should the removed player be allowed to resume their participation in the match.

### **Section 6 - TEAM OFFICIALS**

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1. Each Participating club is responsible for the provision of a Ground Convenor for "Home" matches. The Ground Convenor is responsible to ensure that matches start and finish as per published times.
2. Team Officials, players and spectators are under the jurisdiction of the North Area Metro Committee whilst at the competition venues. The Judiciary as outlined in Section 9 shall deal with any misconduct or behaviour detrimental to the game of hockey and the Sydney U14A and Sydney U16A Metro Competitions.

### **Section 7 – FORFEITS, CANCELLATIONS AND INTERRUPTED MATCHES**

1. Teams failing to take the field within 10 minutes of the advertised match time of play shall forfeit the match, unless extenuating circumstances are accepted by the opposing team and umpires, or an appeal is made and allowed by a subsequent Metro Committee meeting.
2. Goalkeepers (or their substitutes) must be fully kitted. The match shall not proceed unless each team fields a fully kitted goalkeeper. After ten minutes, if there is not a fully kitted goalkeeper for each team, then the match may be forfeited by the team without such a goalkeeper.
3. If a team forfeits a match without advance notice (i.e. at the time of the scheduled match), the forfeiting team shall be charged the TOTAL cost for the timeslot/field.
4. If a team forfeits a match with advance notice the forfeiting team MUST:
  - notify the opposing Team's Club Secretary/Junior Convenor; and
  - notify the Metro Committee Convenor.

Such notice must be given 10 days prior to the scheduled match by phone AND that phone notification must itself be confirmed within 48 hours in writing (email).
5. A team claiming a forfeit by the opposing team must do so on a match card, which is to be forwarded to the Metro Committee Convenor.
6. If a match is cancelled e.g. due to weather or unplayable surface, and it is not due to a team forfeiting, the teams will make all attempts to re-schedule the match at a later date. If this is not possible, teams will play for double points and double goals the next time they meet. If they do not play again, the match will be declared a 0-0 draw.
7. If a match is stopped by the Ground Convenor or appointed umpires due to weather, an unplayable surface, lighting failure or any other relevant circumstances as determined by the Ground Convenor or appointed umpires, and the match has proceeded through three quarters (ie., the third quarter has concluded), the score at that time will be recorded as the final score.
8. The Metro Committee may declare that a team has forfeited a match if:
  - The match has been partly or fully completed; and
  - It was umpired in whole or part by an umpire offered by that team; and
  - The team's club or clubs had been instructed by the Metro Committee prior to the match that the person was not to be offered as an umpire for Metro Competition matches.

### **Section 8 – FINALS SERIES: SEMI-FINALS, FINALS AND GRAND FINALS**



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### 1. **Eligibility – 14A**

For the Sydney U14A Metro Competition, to be eligible for the Final Series a player MUST have played a MINIMUM of 50% of the available matches for their Club in the Sydney U14A Competition during the Regular Season and three (3) of the last five (5) matches in the Regular Season. This eligibility requirement applies to Listed Players and Fill-in Players.

### 2. **Eligibility – 16A**

For the Sydney U16A Metro Competition, to be eligible for the Final Series a player MUST have played a MINIMUM of 50% of the available matches for their club in the Sydney U16A Metro Competition during the Regular Season and three (3) of the last five (5) matches in the Regular Season. This eligibility requirement applies to Listed Players and Fill-in Players.

3. In extenuating circumstances the above conditions may be varied on application to the Metro Committee. Extenuating circumstances may include injury and absences due to school-based commitments and representative hockey commitments. Absences should be supported with appropriate evidence. Applications for consideration of extenuating circumstances should be made in writing to the Metro Committee Convenor 14 days prior to the scheduled semi-final, final and grand final. In considering the application, the Metro Committee may give consideration to: the nature of the extenuating circumstances; and the principle of teams fielding teams in finals that reflect those that have participated in the competition throughout the season. The Metro Committee Convenor shall call a special Metro Committee meeting to consider the application. Any Appeals shall be to the North Area Committee.

4. Semi-Finals, Finals and the Grand Final shall be held on dates determined by the Metro Committee.

### 5. **Semi-Finals Major (1 v 2)**

\*Please see Appendix One concerning the replacement of this provision for the 2024 season.

If teams are equal on completion of normal playing time the following shall occur:

- After a 5 minute break, teams shall change ends to commence a 10 minute SUDDEN DEATH (Golden goal) DROP-OFF period played as follows:
  - First 5 minutes only 9 players per team (2 drop-off - leave the field); and
  - Second 5 minutes only 7 players per team (2 more drop-off - leave the field).
- During the SUDDEN DEATH (Golden goal) DROP OFF period, player substitutions may be made and each team must have a fully kitted goalkeeper on the field.
- If teams are still equal on completion of the SUDDEN DEATH (Golden goal) DROP-OFF, the team highest on the competition table shall proceed directly to the Grand Final.
- If equal on points the team with greater goal difference shall proceed directly to the Grand Final.
- If equal on goal difference, then the team with the greater number of goals scored shall proceed directly to the Grand Final.
- If equal on number of goals scored, then the team with the most wins during the season shall proceed to the Grand Final.
- If equal on wins, then the team that has the greatest number of wins against the other team during the season shall proceed to the Grand Final.
- If the teams are still equal, then a coin shall be tossed by the Ground Convenor to determine which team goes directly into the Grand Final. The team in the left dugout (as seen from the umpire's area looking at the field) shall be "heads" and the team on the right dugout shall be "tails".

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## 6. **Semi-Finals Minor (3 v 4)**

\*Please see Appendix One concerning the replacement of this provision for the 2024 season

If teams are equal on completion of normal playing time the following shall occur:

- After a 5 minute break, teams shall change ends to commence a 10 minute SUDDEN DEATH (Golden goal) DROP-OFF period played as follows:
  - First 5 minutes only 9 players per team (2 drop-off - leave the field); and
  - Second 5 minutes only 7 players per team (2 more drop-off - leave the field).
- During the SUDDEN DEATH (Golden goal) DROP OFF period, player substitutions may be made and each team must have a fully kitted goalkeeper on the field.
- If teams are still equal on completion of the SUDDEN DEATH (Golden goal) DROP-OFF, the team highest on the competition table shall proceed to the Final.
- If equal on points the team with greater goal difference shall proceed to Final.
- If equal on goal difference, then the team with the greater number of goals scored shall proceed to the Final.
- If equal on number of goals scored, then the team with the most wins during the season shall proceed to the Final.
- If equal on wins, then the team that has the greatest number of wins against the other team during the season shall proceed to the Final.
- If the teams are still equal, then a coin shall be tossed by the Ground Convenor to determine which team goes into the Final. The team in the left dugout (as seen from the umpire's area looking at the field) shall be "heads" and the team on the right dugout shall be "tails".

## 7. **Finals**

\*Please see Appendix One concerning the replacement of this provision for the 2024 season

If teams are equal on completion of normal playing time the following shall occur:

- After a 5 minute break, teams shall change ends to commence a 10 minute SUDDEN DEATH (Golden goal) DROP-OFF period played as follows:
  - First 5 minutes only 9 players per team (2 drop-off - leave the field); and
  - Second 5 minutes only 7 players per team (2 more drop-off - leave the field).
- During the SUDDEN DEATH (Golden goal) DROP OFF period, player substitutions may be made and each team must have a fully kitted goalkeeper on the field.
- If teams are still equal on completion of the SUDDEN DEATH (Golden goal) DROP-OFF, the team highest on the competition table shall proceed to the Grand Final.
- If equal on points the team with greater goal difference shall proceed to Grand Final.
- If equal on goal difference, then the team with the greater number of goals scored shall proceed to the Grand Final.
- If equal on number of goals scored, then the team with the most wins during the season shall proceed to the Grand Final.
- If equal on wins, then the team that has the greatest number of wins against the other team during the season shall proceed to the Grand Final.
- If the teams are still equal, then a coin shall be tossed by the Ground Convenor to determine which team goes into the Grand Final. The team in the left dugout (as seen from the umpire's area looking at the field) shall be "heads" and the team on the right dugout shall be "tails".

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## 8. **Grand Final**

If teams are equal on completion of normal playing time the following shall occur:

- After a 5 minute break, teams shall change ends to commence a 14 minute SUDDEN DEATH (Golden goal) DROP-OFF period played as follows:
  - First 7 minutes only 9 players per team (2 drop-off - leave the field)
  - Second 7 minutes only 7 players per team (2 more drop-off - leave the field)
- During the SUDDEN DEATH (Golden goal) DROP OFF period, player substitutions may be made and each team must have a fully kitted goalkeeper on the field.
- If teams are equal on completion of the SUDDEN DEATH (Golden goal) DROP OFF period, a penalty shootout will be held to determine the winner.
- The penalty shootout will be undertaken as 1 v 1 attacks starting from the 23 metre line, with each attack being a maximum of 8 seconds and to be made by a different field player. Teams will take turns at attacking, with the team going first being determined by the umpire's coin toss. The team with the most goals after both teams have completed 5 attacks will be the winner.
- The goal used is selected by the umpires.
- If scores are even after both teams have had 5 attacks:
  - the attacks will continue using the same field players in the same rotation order; and
  - the first team to have a higher number of goals after both teams have had the same number of attacks will be the winner.
- Other rules of the penalty shootout:
  - There are no restrictions on the types of strokes the attacker may use to score and a goal is scored in the usual way.
  - If the attacker commits an offence, the ball travels outside the field of play, or 8 seconds elapse before the ball crosses the goal line, a goal is not awarded.
  - If the goalkeeper unintentionally fouls the attacker then the penalty shootout is re-taken; in the event the foul was intentional, a penalty stroke is awarded. However note that unlike the normal rules of hockey, it is not an offence for a goalkeeper to deliberately play the ball over the backline in a penalty shootout.
  - A player suspended by a red card during the normal playing time or during the SUDDEN DEATH (Golden goal) DROP OFF is not eligible to participate in a penalty shootout.
- Any matters not covered above in either the SUDDEN DEATH (Golden goal) DROP OFF or the penalty shootout will be determined by the umpires.

## **Section 9 - JUDICIARY AND MISCONDUCT**

1. Judiciary procedures and misconduct provisions are to be applied in accordance with the Rules of Hockey, as well as relevant guidelines and policies from Hockey Australia and Hockey NSW.

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## 2. UMPIRE CARDS

- 1) *An umpire TEMPORARILY suspending a player during a match, shall indicate to the player and (where applicable) the Ground Convenor the duration of the suspension. A temporary suspension shall be limited to a minimum of FIVE minutes for a YELLOW card and TWO minutes for a GREEN card.*
- 2) *The name of the temporarily suspended player and the duration of the suspension shall be marked on the match card by a numeral alongside the player's name on the Team list.*
- 3) *The accumulation of THREE (3) temporary YELLOW card suspensions within one playing season shall automatically incur a one match suspension. Each additional TWO (2) temporary suspensions shall incur a further one match suspension. Suspensions are to be effective upon notification to the relevant club by the Metro Committee Convenor. Such suspension shall disqualify that player from participating in any match to be played in the Round following notification. If the suspension is incurred during a Semi Final victory, (where the Prelim. Round is missed) then the suspension will apply to the Grand Final Round.*

An umpire issuing any card to a player (or spectator) during a match shall note the player's (or spectator's) details such as name, number, team and brief description of misconduct on the match card.

All Team Managers are required to keep a tally of all cards given to players (or spectators) within their team/club.

3. A player awarded a Red Card shall appear before the Metro Committee, acting as a Judiciary (or such other judiciary as the Metro Committee may appoint) in accordance with procedures to be determined by the Metro Committee (acting reasonably). Penalties for breaches of the rules of hockey may include suspensions for players and loss of points for clubs.

## Section 10 – SPECIAL PROVISIONS

1. The Metro Committee will favour requests from Clubs that submit a team in both the 14A and 16A Metro Competitions. In considering requests for entry to the Metro Competitions, the Metro Committee will also consider the size of the competition relative to the number of competition weeks available to the competition.

In addition, Clubs may submit a request for the entry of a second team to the same age group. This request will be assessed by the Metro Committee on merit and potential player strength.

3. A Club will not be allowed a second team if it prevents another club entering a single team or causes the inclusion of a Bye into the competition.
4. Clubs are allowed to submit a request for entry of a combined (joint) team to the Metro Committee. The submission is to be a 50:50 split (or as close to) of players from either club. An application must list the names of the players and the reasons for nominating a combined team.
5. The Metro Committee approval of a combined team will be subject to receiving the final player registration list. The registration list is to include the name, address, phone number, age and representative playing experience of the junior players from each club of a possible combined team. This list is to be in the hands of the Metro Committee Convenor two weeks prior to the start of the Sydney U14A Metro competition or the Sydney U16A Metro Competition (as appropriate) for that year.
6. More than two clubs will not be allowed to submit a combined team.
7. Points from a combined team for individual Association's Club Championships shall be as determined by each Association's Committee.

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## **Section 11 – METRO COMMITTEE CHANGES TO THE RULES OF THE GAME OF HOCKEY**

The following rules apply to Sydney U14A and U16A Metro Competition matches and are exceptions to the FIH Rules of Hockey.

1. Fully kitted goalkeeper  
Teams must field a fully kitted goalkeeper at the commencement and throughout the match. Given this requirement the FIH rule that stipulates the lack of goal keeping privileges for a field player who replace a goalkeeper does not have application.
2. Match duration  
Matches will be played in four 14 minute quarters (see Section 2) rather than four 15 minute quarters.

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## **Appendix One to the Rules for the Sydney U14A and U16A Metro Competition - for operation during the 2024 Season**

### **Introduction**

In 2024 the Sydney U14 and U16A Metro Competitions comprise ten teams each age group. In the weeks available to the competition there is not the capacity for each team to play opposing teams twice. Accordingly, there are changes to Section 1(9), Section 2(3) and Section 8 (8(5), 8(6) and 8(7)) to the *Rules for the Sydney U14A and U16A Metro Competitions* as set down in this Appendix to those Rules. Unless otherwise determined by the Metro Committee these changes are in operation for the 2024 season only.

### **Section 1**

Replace section 1(9) with the following:

Matches shall be played at designated venues at times set down according to the official competition draw. Finals Series matches shall be played at designated venues determined by the Metro Committee at times set down according to the Final Series competition draw.

Wherever possible there shall be no play during:

- a) the middle weekend of the school holidays and Easter;
- b) the weekends of the NSW Hockey Under 14 State Championships (for the U14A competition) or the Under 16 State Championship (for the U16A competition); and
- c) the June King's Birthday long weekend.

### **Section 2**

Replace section 2(3) with the following:

2(3)(1) A point score of results will be maintained on the North Area Junior Hockey Revolutionise Platform and overseen by the Metro Committee Convenor.

2(3)(2) In 2024 the final series will be organised as follows:

*Week 1: 4 v 5 (qualifying semi-final 1), 3 v 6 (qualifying semi-final 2)*

*Week 2: 1 v winner of qualifying semi-final 1 (preliminary final 1), 2 v winner of qualifying semi-final 2 (preliminary final 2)*

*Week 3: winner of preliminary final 1 v winner preliminary final 2 (grand final)*

# SYDNEY METRO JUNIOR HOCKEY COMPETITIONS

Sydney Under 14A and Under 16A Metro Competition Rules

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## Section 8

### Sections 8(5), 8(6) and 8(7)

The current sections 8(5), 8(6) and 8(7) are replaced by the following.

#### **8(5) Qualifying Semi-Finals 1 (3 v 6) and 2 (4 v 5) – the following replaces sections 8(5) and 8(6)**

**8(6)** If teams are equal on completion of normal playing time the following shall occur:

- After a 5 minute break, teams shall change ends to commence a 10 minute SUDDEN DEATH (Golden goal) DROP-OFF period played as follows:
  - First 5 minutes only 9 players per team (2 drop-off - leave the field); and
  - Second 5 minutes only 7 players per team (2 more drop-off - leave the field).
- During the SUDDEN DEATH (Golden goal) DROP OFF period, player substitutions may be made and each team must have a fully kitted goalkeeper on the field.
- If teams are still equal on completion of the SUDDEN DEATH (Golden goal) DROP-OFF, the team highest on the competition table shall proceed to a preliminary final.
- If equal on points the team with greater goal difference shall proceed directly to a preliminary final.
- If equal on goal difference, then the team with the greater number of goals scored shall proceed directly to a preliminary final.
- If equal on number of goals scored, then the team with the most wins during the season shall proceed to a preliminary final.
- If equal on wins, then the team that has the greatest number of wins against the other team during the season shall proceed to a preliminary final.
- If the teams are still equal, then a coin shall be tossed by the Ground Convenor to determine which team goes directly into a preliminary final. The team in the left dugout (as seen from the umpire's area looking at the field) shall be "heads" and the team on the right dugout shall be "tails".

#### **8(7) Preliminary Finals 1 and 2 – the following replaces section 8(7)**

If teams are equal on completion of normal playing time the following shall occur:

- After a 5 minute break, teams shall change ends to commence a 10 minute SUDDEN DEATH (Golden goal) DROP-OFF period played as follows:
  - First 5 minutes only 9 players per team (2 drop-off - leave the field); and
  - Second 5 minutes only 7 players per team (2 more drop-off - leave the field).
- During the SUDDEN DEATH (Golden goal) DROP OFF period, player substitutions may be made and each team must have a fully kitted goalkeeper on the field.
- If teams are still equal on completion of the SUDDEN DEATH (Golden goal) DROP-OFF, the team highest on the competition table shall proceed to the Grand Final.
- If equal on points the team with greater goal difference shall proceed to Grand Final.
- If equal on goal difference, then the team with the greater number of goals scored shall proceed to the Grand Final.
- If equal on number of goals scored, then the team with the most wins during the season shall proceed to the Grand Final.
- If equal on wins, then the team that has the greatest number of wins against the other team during the season shall proceed to the Grand Final.
- If the teams are still equal, then a coin shall be tossed by the Ground Convenor to determine which team goes into the Grand Final. The team in the left dugout (as seen from the umpire's area looking at the field) shall be "heads" and the team on the right dugout shall be "tails".