



GOLD COAST HOCKEY ASSOCIATION INC

Home of the 2018 Commonwealth Games

LOCAL RULES

2018

In association with FIH Rules of Hockey the Gold Coast Hockey Association Inc produces these Local Rules. GCHA will review any rules that come from HA, HQ Inc before any rules are changed or amendments added.

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1 GCHA Structure

The Gold Coast Hockey Association Inc. competition fixtures are as follows:-

DIVISIONS

Divisions 1, 2, 3	Male
Divisions 1, 2, 3, 4	Female
Masters	Male & Female
	As recommended by the Competitions Committee

Juniors

Junior Development:

Gold Coast Cubs (1/4 field), Gold Coast Joeys (1/2 field)

Graded Juniors:

U11 Mixed, U13, U15, U17

As recommended by the Competitions Committee

2 Local Rules

The GCHA Board has discretionary powers over these Local Rules with respect to interpretation and application. This document replaces all previous versions of the Local Rules and will remain current until replaced with a newer version.

2.1 Match Template, Rounds, Durations and Starting Times

1. The template continues to be a product of ongoing negotiation and agreement between GCHA and other sporting associations as required. The GCHA Board will determine the Template.
2. All competitions will consist of an agreed number of rounds, generally numbered and played in chronological order. In the event of a match being moved, player registration and playing stipulations must be complied with as though the round were still in its original chronological order. The competitions coordinator will ensure that no unfair advantage is gained by any movements across rounds of any matches for any teams.
3. Match Durations are as follows:
 - a. Senior matches should consist of two thirty-five (2x35) minute halves with a five (5) minute half time break.
 - b. May reduce to no less than two twenty-five (2x25) minute halves with five (5) a minute half time break.
 - c. Masters matches should consist of two twenty-five (2x25) minute halves with a five (5) minute half time break.
 - d. Junior matches (U11 to U17) should consist of two thirty (2x30) minute halves with a five (5) minute half time break.
 - e. Junior matches modified should consist of two twenty (2x20) minute halves with a five (5) minute half time break.
4. In the case of extremely hot weather or other risk situations competition duration may be altered by a GCHA representative to comply with Hockey Queensland Risk Management policy guidelines.

2.2 Time Keeping for Matches

1. Official game time is the advertised game start time as per fixture draw.

2. Time out during fixture matches will not be permitted. Time out during a Grand Final only, in the case of injury, will be at the discretion of the Technical Bench Supervisor, and on advice from the umpires.
3. Umpires are required to ensure that all injured players leave the field as quickly as possible – see 2.9.
4. If a match needs to be stopped for any reason the match officials will wait and see if conditions clear and the ground becomes playable.
If 15 minutes of continuous waiting time is lost, excluding any scheduled break times, and the match cannot be continued, the Tech Bench Facilitator, in conjunction with Umpires will make a decision based upon the following:
 - i. if the teams have completed at least 50% of match play, the match will be declared complete and scores will stand.
 - ii. if less than 50% of the match has been played, the match will be abandoned (see 2.3);
5. If the match is able to be continued any player suspensions in place at the time of stoppage will continue.

2.3 Rescheduled Matches

1. Abandoned matches must be rescheduled and played within four (4) weeks of the cancelled/abandoned game and before the completion of season's fixtures. The Competitions Coordinator will reschedule the game giving each team at least one (1) week's notice. If the date supplied cannot be agreed upon within the time frame, the game will be declared a nil all draw with both teams awarded one (1) point and zero (0) goals.
2. Match reschedules will not be considered after ratified fixtures have been published for the season, with the exception of abandoned matches as above, and fixture matches during state titles due to representative absences (rule 2.4).

2.4 Fixture Matches during State Titles

1. Where a team has five (5) or more regular team players away for representative duties – player, umpire, coach or manager – for GCHA, school, or higher representative duties for hockey, they may request reschedule of the relevant match. Regular team players will be defined as those who have played at least 50% of all possible matches for that team, since having played their first match in this team.
2. Any such requests must be lodged with the GCHA Administrator and Competitions Coordinator at least fourteen (14) days prior to the scheduled match date.
3. The Competitions Coordinator will provide a reasonable date and time to reschedule the match to be played within four (4) weeks before or after the original scheduled date.
4. Match time and date must be confirmed by both teams no less than seven (7) days prior to the original match date.
5. Should either team not be able to commit to the rescheduled date and time, the game will be declared a nil all draw with both teams awarded one (1) point and zero (0) goals.

2.5 Determination of Late Starting Fixture Matches

If after a period of ten (10) minutes a team does not take the field, forfeiture will be awarded to the team ready to play (see rule 2.6.2.a) ii).

2.6 Forfeiture of Matches

1. Any club receiving forfeiture shall be credited with three points and shall be treated as having scored six (6) goals to nil (0).
2. A forfeit shall be awarded when:

- a) One team fails to appear at the time set down for play or within the specified match start time frame (see rule 2.5). For a forfeit to be awarded on match day, it is required that:
 - i the team ready to play takes the field; and
 - ii a match card is completed and lodged with the Tech Bench Facilitator on the day.
 - b) One (1) team advises in advance of a forfeit. In this case, the team being awarded the game does not have to take the field, however a game card may be completed in full and lodged with GCHA within three (3) days of the scheduled fixture.
3. Should a team forfeit a fixture match less than five (5) days before the scheduled starting time in writing, the Club concerned shall be liable for payment of their opponent's turf fees in addition to their own.
 4. Should the Secretary/President of the Club notify GCHA of its forfeit in writing at least five (5) days prior to the scheduled starting time, the team shall only be liable for payment of its own team's turf fee.
 5. Should a team forfeit any match in the finals series then that team shall be liable to pay double turf fees regardless of the amount of notice given.
 6. No forfeit of Division 1, Division 2, or Division 3 matches, in local competition or Intercity, will be accepted if the club has a team in the next lower division. Penalty applies \$500.

2.7 Withdrawal of a Team Mid-Season

In the event of a Club withdrawing a team during the season, for all complete competition rounds, their competition points and goals for, and against, will stand. All points associated with all scheduled matches for that team will be negated. The club withdrawing their team shall be liable for any costs, in connection with, registration of that team with GCHA and Hockey Queensland.

2.8 Coaching from the Back Line & Dugouts

1. Coaching from the back line by any team personnel is prohibited for all Competitions to avoid possible player conflict, and ensure fair conduct of play.
2. Only those players named on the game card (or injured team players) are allowed in the dugout i.e. up to sixteen (16) players; plus, three (3) officials.
3. Coaches will be allowed on the field in the Under 11 Mixed competition until the first competition weekend of June to assist with positional play and skill correction. Coaches must take care not to intrude on the flow of the game or to overwhelm players when on the field.
4. Coaches will be allowed on the field all year for Junior Development.

2.9 Injuries

1. There will be **no** time-out for injury in any game, with the exception of rule 2.2.2.
2. Injured players should be taken from the field as soon as safely possible for treatment. To ensure minimum stoppage time during matches, if the sports trainer or any team official is required to enter the pitch at the Umpires discretion, the player who is injured **must** leave the field for a minimum of two (2) minutes and may be replaced.
3. In the event of an injured player who is unable to move, the advice of the sports trainer will be followed, including calling for an ambulance, and/or immobilising the player on the field, if necessary. In respect of injury to a **goalkeeper** up to two (2) minutes will be allowed for injury treatment on the pitch.
4. If a player has been knocked unconscious ('knocked out'), or has suspected concussion, must be removed immediately from the game. The player must not be allowed to return to play on the same day, as per *Concussion in Sport – Immediate Management*. All

players with suspected concussion must undergo a medical assessment with a registered medical doctor before playing any subsequent games.

2.10 Goalkeepers

Each team shall have a goal keeper or a player with goalkeeping privileges on the field, but no team may play with only field players.

**In 2007, Hockey Australia recommended to all States and Regional Associations that the change to the FIH rules regarding the requirement of a Goal Keeper would not be enforced below a National Championship level, meaning that a goal keeper is required on the field at all times (fully protected or a minimum of a helmet) for a game to be played. Hockey Queensland adopted this recommendation.*

All junior teams (U11, U13, U15 & U17) must play with a fully protected goal keeper. Failure to adhere to the goal keeper requirement for junior grades will result in a forfeit as per rule 2.6.

3.0 Team Registration

1. No Club shall be permitted to have two teams in the same division if they do not have a team in the next higher Division.
2. Any team that plays unregistered players will be penalised. Penalty = loss of three (3) points to the offending team.
3. Competing Clubs shall team list a minimum of eleven (11) **active** players in each team, except for Division 1 where only nine (9) **active** players will be required to be registered (see rule 3.1.4).
4. Each team shall be entitled to name a designated goalkeeper.
5. A player may only play for one team in a particular division or age group. Any breach of this rule carries a penalty of loss of three (3) points to the secondary team.
6. Team lists are to be received by the GCHA Administrator before each team plays its 3rd fixture round.

3.1 Player Registration

1. No player, either senior or junior, shall play more than three (3) matches in one (1) weekend e.g. one match Saturday, two (2) matches Sunday; or a junior playing one match Friday, two matches Sunday; etc. Masters matches are exempt from this rule. Rescheduled matches do not contribute to the amount of matches played in a weekend.
2. No player may participate in any match unless such player is registered with GCHA before the start of the fixture match.
3. Players who are not team listed will be deemed to be team listed in the lowest Division of the club and rule 3.3 will apply.
4. A player must take the field and 'actively contribute' to the game before they can be deemed an **active** player.
5. No National Open, Under 21, or any Australian Hockey League (AHL) players may play below Division 1. This rule will not apply to Australian Masters players.
6. Should a player miss five (5) **possible** matches in succession in their registered division then that player will be automatically de-registered from that division, and will need to be replaced if this results in their team having insufficient players listed. (see rule 3.0.3).
7. Upon application, exemption will be granted for any weeks that players miss due to governing body sanctioned hockey representative duties – evidence to be provided to GCHA.
8. Upon application, if a player sustains an injury during a match and a medical certificate is provided to GCHA, a two (2) week extension may be granted before they must be de-registered.

9. At all times the Competitions Coordinator shall administer de-registrations and/or re-registrations including players coming back after a lengthy period of injury.

3.2 Player Pool

The Board may consider a relaxation relevant By Laws under Section 3, to allow a Junior player to play into an age group or division with another club to accommodate their developmental needs yet retain their originating club linkages. In the event that a player's club:

- a) only has Senior teams; or
- b) only has Junior teams; or
- c) does not have a team in an appropriate higher division to provide challenge for the player's development;

the Club may submit a Junior Player Pool form, signed by both clubs involved to receive special consideration under this bylaw.

All Player Pool forms must be authorised by the Competitions Coordinator or delegate before the player takes field.

3.3 Playing in a Lower/Higher Division

1. A player can play an unlimited number of games in the next immediate higher division for their club through the season, however, should the player play five (5) matches above their next immediate division at any time during the season, then after the fifth occurrence, the player will be immediately team listed in the next division above where they are currently registered.
2. No player shall play more than three matches in any one weekend (see rule 3.1.1).
3. A designated goalkeeper shall be permitted to play down into any division as a field player (rule 3.1.1 applies).
4. A field player shall be permitted to play down into any division as a goalkeeper (rule 3.1.1 applies).
5. A player can play in a team lower than where they are team listed but will be automatically downgraded to that division. That player must play two (2) games in that team before he/she can be reinstated in the original higher team, with the first match in the lower division counting as game number one (1).
6. A Junior player may not play below his/her eligible age group.
7. A player's first game after at least three (3) weeks off with injury or illness may be in a team one (1) division lower than where they are team listed without penalty. A letter of notification with a medical certificate attached must be received by the Competitions Coordinator prior to the player taking the field in the lower division, or rule 3.3.5 will apply.

3.4 De-Registration of Players

De-registration of players from higher to lower divisions will not be accepted after the commencement of the final five (5) fixture rounds for the season (whereby one (1) week equals one (1) fixture round (see rule 2.1.2)).

4 Requirements for Team Sheets and Result Slips

4.0 Team Point Scoring for Fixture Matches

During the fixture competitions for all divisions, three (3) points will be awarded for a win, one (1) point will be awarded for a draw, nil (0) points will be awarded for a bye, and three (3) points and six (6) goals to nil (0) will be awarded for a forfeit.

4.1 Match Records and Team Sheets

1. GCHA provided Match Records must be presented to the Umpire/Technical Bench, at the commencement of a fixture match. Team sheets must be correctly completed as follows:
 - Surname first, followed by full Given Name;
 - Each player's individual shirt number must appear on the team card;
2. Team sheets are in triplicate:-
 - Top (original) leaf to be submitted to the GCHA Office;
 - Blue copy is to be exchanged with the opposing team;
 - Green copy is to be retained in the book for the Club's Records.
3. Temporary suspensions (yellow cards) must be accurately recorded on the team sheets in all divisions, including the reason for the penalty.
4. All match cards must be lodged within seven (7) days of the played game date. Failure to do so may result in a forfeit being applied to offending team.

4.2 Checking and Signing Summary

1. It is the responsibility of each of the captains/managers of the opposing teams to check that the details of the match have been correctly recorded on both teams' sheets. Once satisfied each manager is to sign in the spaces provided on both teams' sheets.
2. The match umpires are also required to check that the details of the match have been correctly recorded on both teams' sheets. Once the umpires are satisfied with the details they will each legibly record their name and signature in the spaces provided. These details will be used as the basis for the payment of umpires.
3. Once completed and signed it is an offence for any further alterations to be made to the sheets without the official authorisation from GCHA.

4.3 Permitted Number of Players

Teams may be completed to their full strength of sixteen (16) players at any time during the match provided that the names of the players have been entered on the match card prior to them taking the field and provided that no team shall take the field with less than seven (7) players.

Premiership Final Series

5.0 Premiership Ladder Placing

Format for calculation of points tables for each competition will be as follows:

1. Local Competitions including only Gold Coast Teams
After completion of all competition (fixture) matches, team placing on the premiership ladder shall be determined for each division. Premiership points awarded throughout the season are totalled and the premiership ladder is arranged in descending order, ie. the team with the most premiership points appears at the top of the premiership ladder.

If Teams are equal on points the method for deciding upon positions of teams after completion of the fixture matches shall be as follows:

- Goal balance: goals "for" less goals "against" ; if a tie still exists;
- Highest number of goals scored in the rounds.

2. Competitions including Intercity teams

Refer to “Appendix A” & “Appendix B” attached which forms a part of the local rules.

5.1 Players Eligibility for Finals

A player must have played five (5) fixture matches for a team to be eligible to play finals in that team. In addition, a player must have played three (3) matches for any subsequent higher division team to be eligible to play finals in that team.

5.2 Minor Premierships

On completion of the premierships rounds the team leading the premierships ladder shall be declared the Minor Premiers.

5.3 Finals Playoff Procedures

For a division comprised of ten (10) teams or less the finals series shall be contested by the teams finishing 1st, 2nd, 3rd & 4th on the premierships ladder as detailed below, unless the Board determines otherwise for the benefit of a particular Competition.

Other play-off procedures may be considered by the GCHA Board from time to time.

Semi Finals

Major semi-final **1st vs 2nd** Minor semi-final **3rd vs 4th**

Winner of the 1 vs 2 game goes through to the Grand Final.

Preliminary Final

Loser of the Major semi-final game plays the winner of the Minor semi-final game.

Grand Final

Winner of the Major Semi Final plays the winner of the Preliminary Final.

For a division comprised of three (3) teams or less the finals series shall be contested by all teams with a major semi-final played the week before the grand final as follows:

Major Semi Final

2nd vs 3rd

Grand Final

1st position plays the Winner of the Major Semi Final

5.4 Determination of an Outright Winner

1. When the scores are equal at the conclusion of normal playing time, an outright winner shall be determined by extending the duration of the match in accordance with the rules as described in 5.5 below. This will apply in Semi Finals in all Divisions and all Junior Age Groups.
2. If Preliminary Finals in all divisions and all Junior Age Groups, are drawn at full time, then the rules as described in 5.5 below will apply.
 - i. If the match should remain drawn, for Under 11s and Under 13s, the team with the higher placing will go through to the Grand Final.

- ii. If the match should remain drawn for Under 15s, Under 17s and all Senior divisions, then a one on one Shoot Out Competition shall be played as described in 5.6 Shoot Out Competition.
3. If Grand Finals in Under 13, Under 15s, Under 17s and all Senior divisions are drawn at full time, then the rules as described in 5.5 below will apply. If the match should remain drawn, then a one on one Shoot Out Competition shall be played as described in 5.6 Shoot Out Competition.
4. In Junior Divisions Under 11s, for Grand Finals only if the game is drawn at full time, Extra Time will be played (see 5.5). If still drawn after Extra Time, the Premiership is shared. There will be **No** Shoot Out Competition rule in these divisions.
5. Any suspensions at full time of drawn game are to remain in force for the designated time period.

5.5 Extra Time – “Golden Goal”

1. At the conclusion of normal time there will be a two (2) minute rest.
2. Extra Time is two (2) x seven and a half (7½) minutes with a two (2) minute break i.e. after first 7 ½ minutes, teams will change ends after a two (2) minute break. If still drawn, the team with the higher placing will go through to the next final.
3. Golden Goal in extra time. If a team scores during extra time, they will be declared the winner and the match will conclude.

5.6 Shoot Out Competition

1. 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. The one-on-one shoot-out competition will be played as per the rules detailed in the Hockey Queensland Operations Manual.
2. Respective team managers nominate five (5) players to take and one (1) player to defend the shoot-outs from those eligible to play in the match, 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 has been excluded permanently (red card) during the match, 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. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
5. Five (5) players from each team take a shoot-out alternately against the goalkeeper/defending player of the other team in the sequence nominated on the Shoot-out Competition form, making a total of ten (10) shoot-outs (five per each team).
6. Taking a shoot-out:
 - (i) The goalkeeper/defending player starts on or behind the goal-line between the goal posts;
 - (ii) The ball is placed on the nearest twenty-three (23) metre line opposite the centre of the goal;
 - (iii) An attacker stands outside the twenty-three (23) metre line area near the ball;
 - (iv) The umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper/defending player may then move in any direction;
7. The shoot-out is completed when:
 - (i) Eight (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.
8. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the match sheet.
 9. The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.
 10. If an equal number of goals are scored after each team has taken five (5) shoot-outs;
 - (i) A second series of five (5) shoot-outs is taken with the same players, subject to the conditions specified in this section;
 - (ii) The sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - (iii) The team whose player took the first shoot-out in a series defends the first shoot-out of the next series;
 - (iv) when one (1) team has scored or been awarded one (1) more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five (5) shoot-outs, that team is the winner.
 11. If an equal number of goals are scored after a second series of five (5) shoot-outs, additional series of shoot-outs are taken with the same players subject to the conditions specified in the Hockey Queensland Operations Manual Shoot-out section.
 12. The sequence in which the attackers take the shoot-outs need not be the same.

6 Wet Weather Procedures

All draw changes for Junior competition due to wet weather will be placed on the GCHA Website no later than 1pm Friday and advised to the Junior competition representative as nominated by each Club. Decisions about Saturday morning hockey will be deferred until 7pm Friday night and advised to club designated Junior competition representatives.

7 Conduct of Members

Refer to the following Codes of Conduct found on the GCHA website www.goldcoasthockey.com/policies--forms.html

1. Spectator Code of Conduct
2. Parent/Guardian Code of Conduct
3. Coach Code of Conduct
4. Player Code of Conduct
5. Umpires Code of Conduct & Responsibilities

8 Player Uniforms

1. Shirt numbers are to be displayed on the back of playing club shirts.
2. Numbers must be a minimum of 10 cm in height, with preferred size for Seniors being 15 cm. No two (2) players in the same team shall wear the same number.

3. Half field mixed junior development participants will not be required to have numbered shirts.
4. Uniforms are to be standard throughout each Club, as per GCHA Uniform Register, except when an additional strip has been nominated and approved by GCHA. Players wearing an incorrect team uniform will not be allowed to take the field. New players will be given one (1) fixture round grace to wear colours acceptable by teams & umpires.

9 Fees

1. To be determined by GCHA.
2. Refunds - Any registered player may be eligible for a refund upon request to GCHA by their affiliated Club, however any refund will be at the discretion of the GCHA Board.

Juniors

10 Match scheduling & scoring

1. No junior fixture games are to be played in the middle weekend and final weekend of the school holidays. This is to assist with the representative calendar and to aid in the prevention of requests for rescheduled matches.
2. Scores will not be kept in Junior Development mixed competition.
3. Winning scores in Under 11s and Under 13s will be limited to a six (6) point goal difference “encouragement” rule. Goals will be recorded, until one team is winning by a goal difference of six (6) points at which time, the only goals that are recorded are those that keep the winning margin by six (6) points or less. Coaches and Managers are encouraged to change players and review positions to provide opportunities and encouragement for the losing team, and further develop skills, passing and positional play for the winning team.

10.1 Banned Play – Drag Flicks, “Tomahawk” & Use of Stick Above Shoulders

1. The Drag Flick and “tomahawk” method of striking the ball is allowed in all GCHA divisions exclusive of Under 11 & Junior Development. The tomahawk is defined as “a backhand hit with a wind up, using the edge of the stick”. A back-stick sweep, where the stick slides across the ground to strike the ball, is a skill that will be allowable in all age groups.
2. It is strongly recommended that all clubs provide facemasks for all age groups Under 11 and up for defenders to wear in penalty corners. It is strongly recommended that all juniors defending the goal in penalty corners wear a face mask.
3. Playing the ball above head height is allowed in all GCHA divisions exclusive of Under 11 and Junior Development.

10.2 Registered Juniors Playing Seniors

1. A junior may be named in one (1) junior team and one (1) senior team.
2. A junior player playing in Junior Competition can only play a maximum of three (3) games per weekend of competition, which will consist of:-
 - ii. Two (2) games in Junior competition and one (1) game in Senior or
 - iii. One (1) game in Junior competition and two (2) games in Senior
3. A junior may play three (3) Junior games per weekend of competition if they are not playing seniors.

10.3 Mixed Gender Policy

Junior Development and Under 11 competitions will be mixed gender. In the Under 11 mixed competition, the intention is that numbers of each gender will be evenly balanced with no more than five (5) boys playing on the field at any one time (not including the goalkeeper who may be either gender). In circumstances where a mixed team has uneven numbers of either gender it is understood that players will be rotated to allow all boys and girls fair time on field whilst aiming to adhere as closely as possible to the above gender guidelines. Adherence to this rule will be monitored by GCHA based on the needs of all teams and players. If necessary, requests for changes will be made to the club/s involved.

Under 13, Under 15 and Under 17 will be single gender as per Hockey Queensland policy.

10.4 Age Eligibility

For grades where age eligibility is considered players must be under the maximum age as at 1 January.

Born Between:	Eligible to play:
1 January 2007 and later	Gold Coast Under 11s Mixed
1 January 2005 and 31 December 2006	Gold Coast Under 13s
1 January 2003 and 31 December 2004	Gold Coast Under 15s
1 January 2001 and 31 December 2002	Gold Coast Under 17s

10.5 Half Field Mixed Participation Competition

In keeping with the Hockey Australia Junior Hockey Policy the Gold Coast Joeys Half field competition is a “participation based” competition which will include short skill development sessions for warm up. The intention of this competition is to be skill and participation based, and therefore the intended age in this competition is to be children born 1 January 2008 and later and beginner players who would not cope in full field Under 11s hockey.

Half field players are not required to have shirt numbers.

A fully kitted goalkeeper is not mandatory in this competition; however, goalkeeper kits should be available to teams and players encouraged to try out this specialist position. This may be with kickers only, or with a full kit, depending on the individual or items available.

1. Scores will not be kept for matches.
2. Where one team is short of players on a given day, they are allowed to use players from other teams/clubs. All games go ahead, no matter what the team numbers are.
3. All players to play the whole game. Preferred maximum per team 9 players.
4. No substitutes to be made during the match as all players play the whole game.
5. Coaches are permitted on the field.
6. Penalty corners may be played by mutual agreement between teams, however this is not encouraged as part of game play in the first half of the season.
7. Refer to GC Joeys schedule for training & match timings.

Umpiring

11.0 Green & Yellow Card Rule – A Player Penalty System

1. In addition to all Senior Competitions this rule also incorporates the junior competition with points accumulated in any of these competitions being cumulative and reciprocal.
2. GCHA implement a points system for green and yellow cards whereby each green card given is worth two (2) points, and each yellow card given is worth five (5) points. All yellow cards issued in a match must be accurately recorded on the team sheets in the Yellow Card column beside the relevant player, including the number of minutes of the suspension.
3. When a player has accumulated fifteen (15) points, they will be automatically suspended for one (1) competition round. The player cannot play in fixtures in any division until the suspension and has been completed. In the event of a bye occurring in that competition round, then the suspension will transfer to the following round. At completion of the suspension, the fifteen (15) point accumulation will be deducted from any points recorded, and the balance will remain against the player's name.
4. Accumulated points will carry over at the start of the final series and therefore, any suspensions due at the end of fixture rounds will apply.

11.1 Permanent Suspensions

A **Red Card** issued to any one (1) player in any one (1) match will result in an automatic suspension from play for the balance of the game in which the card is issued. A red card shall be referred to the Judiciary Committee in accordance with By-Laws **and the player cannot take the field prior to appearing before the Judiciary.**

11.2 Umpires

1. GCHA will name Umpires for all umpiring duties for all GCHA competition matches in 2018. There will be occasions where Clubs may be required to supply additional umpires, especially where abnormalities are present in the current draw.
2. Umpires will be expected to look professional. It is mandatory that umpires wear "hi-vis" shirts that are not branded as part of their professionalism. Shoes, black slacks, skirt or shorts, and black socks are expected.
3. No individual umpire will be allowed to umpire more than two (2) games per day or a maximum of four (4) games on the weekend (Friday to Sunday, Junior and Senior games combined).
4. If an umpire needs to break the above rule due to extenuating circumstances, any additional umpiring appointments need to be ratified the relevant GCHA Umpiring Coordinator.
5. Any individual umpire that breaks rule 11.2.3 without the approval of the GCHA Umpiring Committee will not be paid for subsequent matches.

12 Points & Penalties

1. Match Points:

Win	3 points
Draw	1 point
Loss	0 points
Bye	0 points
Win on forfeit	3 points, and 6 goals awarded

2. Team Penalties 3 competition points.
\$500 - Forfeit of a match where a club has a team in the next lower division.

3. Player penalty points:

Green card 2 points*

Yellow card 5*

**An accumulation of 15 points will result in one (1) round's suspension, which will reduce penalty points accumulated as per rule 11.0.3.*

Red card Automatic suspension, player must appear before GCHA Judiciary.

APPENDIX A

To be amended following discussions on competition setup

Appendix A & B form part of the Gold Coast Hockey Association Local Rules 2018. All Intercity Competitions will be played under Gold Coast Hockey Association Local Rules 2018 unless otherwise stipulated. Appendix A & B will be updated with draw information as available in consultation with Tweed Border Hockey Association.

Premiership Final Series

A Determining Premiership Ladder Placing

Format for calculation of points tables for each competition including both Gold Coast and Intercity teams from Tweed Border will be as follows:

Under 13 Boys – Full season competition:

As per section 5 of the Local Rules. Grand final will be played at GCHA.

Under 17 Boys – Full season competition:

As per section 5 of the Local Rules.

1. An Intercity finals playoff will be played between 1 v 2, and 3 v 4 on or before Friday 29 July at a venue to be determined. The top team may choose their home association venue, depending on turf availability. No premiership points will be awarded for the finals playoff round.
2. Gold Coast teams will play a finals series as detailed in Local Rule 5.3 of the Local Rules. Team placings on the premiership ladder shall be determined as per Local Rule 5.0.1 and will include points from all round matches during the season.

Division 1 Women:

Intercity round:

- 1 One (1) round of Intercity competition is to be played during the season. Team placings on the premiership ladder shall be determined as per Local Rule 5.0.1.
- 2 An Intercity finals playoff will be played between 1 v 2, and 3 v 4 (tbc) on Sunday 22 May at Gold Coast Hockey. No premiership points will be awarded for the finals playoff round.

Local (Gold Coast) rounds:

The premiership ladder will include premiership points from every round of competition that involves all Gold Coast teams, including the Intercity round and be calculated as per Local Rule 5.0.1. Playoffs will occur between local Gold Coast teams as per Local Rule 5.1 - 5.6 inclusive.

Division 1 Men:

Intercity Super Nines:

This competition will be played under the Intercity 9s Rules 2018.

GCHA and TWBHA will play 9-a-side round robins commencing 5 March to determine placings from top to bottom team after one (1) full round. ***This competition will be played under the 9's Rules GCHA & TWB.*** Each association will rank their own teams.

An Intercity finals playoff will be held at GCHA on 3 April with the formal GC1 v TWB1, GC2 v TWB2, GC3 v TWB3, GC4 v TWB4. No premiership points will be awarded for the playoff round.

Intercity 11-a-side competition:

1. Division 1 Mens Intercity competition will run for the entire season commencing 10 March 2018 in an 11-a-side format. Team placings on the Intercity premiership ladder shall be determined as per Local Rule 5.0.1 by tallying all points from the Intercity 11-a-side competition.
2. A one week finals playoff will be played between 1 v 2, and 3 v 4 on or before 7 August at a venue to be determined. The top team may choose their home association venue, depending on turf availability. No premiership points will be awarded for the playoff round.

Gold Coast competition:

The Gold Coast premiership ladder will include premiership points from every round of competition that includes *all Gold Coast teams*, ie. excluding the Intercity 11-a-side competition.

Team placings on the Gold Coast premiership ladder shall be determined as per rule 5.0.1 and will include points from all competitions that include *all Gold Coast teams* during the season as follows:

- Gold Coast round matches of Local Super 9s competition; and
- Gold Coast 11-a-side competition

Playoffs will occur between local Gold Coast teams as per Local Rule 5.1 - 5.6 inclusive.