



GOLD COAST HOCKEY ASSOCIATION INC

LOCAL RULES

2024

In association with FIH Rules of Hockey the Gold Coast Hockey Association Inc (GCHA) 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. Introduction

The Gold Coast Hockey Association (GCHA) Inc. operates under the current Rules of Outdoor Hockey (11 a-side) as published by The International Hockey Federation (FIH) and those Rules apply unless altered by the following sections of this document, in which case the alterations contained in these Local Rules will apply. No other match Rules or tournament regulations will apply.

The Board of the Gold Coast Hockey Association Inc (GCHA) has discretionary powers over these Local Rules and with respect to their interpretation and application. This document replaces all previous versions of the Local Rules and will remain current until replaced with a newer version. The participants (players, officials, etc) of all GCHA Competitions shall be subject to the current version of these local Rules as published by GCHA. No other versions or variations of these Rules are permitted.

1.1 Communication with the GCHA Office

GCHA Admin emails are responded to between the hours of 9am and 1pm Monday to Friday. Office time outside these hours is allocated to other tasks. Emails received outside these hours will be actioned on the next business day.

Requests for information such as fixture/training times should be addressed to the individual's Club Secretary and not directly to the GCHA Office. Should your call not be answered when telephoning the GCHA Office, please leave a message. Include your name, contact number and the nature of your enquiry. Staff will endeavour to attend to these as soon as practical.

Alternate methods of communicating with the GCHA Office are:

Mail: Gold Coast Hockey Association Inc, PO Box 174, SOUTHPORT, QLD, 4215

Email: admin@goldcoasthockey.com

Further information such as fixtures, results, progressive points tables, venue locations, Club contacts, etc, can also be found via the Internet via several methods:

GCHA Website at: www.goldcoasthockey.com;

Altius: <https://gcha.altiusrt.com/>

Facebook: @gchockey; or

Twitter using: @gchockey.

Courtesy in Communications: Most people who are involved with Hockey do so for the love of the sport. Most are volunteers with the best interests of the game at heart. While there will be disagreements from time to time and occasional mistakes made, it is not deliberate and it is not personal. Think first before communicating - abusive verbal or written attacks are not acceptable and will not be tolerated.

REMEMBER – THESE PEOPLE ARE VOLUNTEERS AND HAVE LIVES OUTSIDE OF HOCKEY.

2. Local Rules

2.1 Competition Structure

The GCHA competitions are structured as follows:

Senior Divisions

Divisions 1, 2, 3, 4 Male (Div 4 Over 40s)

Divisions 1, 2, 3, 4 Female

Masters Male & Female or Mixed Gender

As recommended by the Competitions Committee

Junior Divisions

Junior Development Hookin2Hockey (1/4 field), (Mixed Gender) u7s

 Hookin2Hockey (1/2 field) (Mixed Gender) u10s

U12 Open Gender Competition

U14 Male & Female

Open (see 10.4) Male & Female
As recommended by the Competitions Committee

- 2.1.1 The above divisions will all operate as separate competitions under the control of the GCHA.
- 2.1.2 The structure of the competitions will be determined by the GCHA primarily based on team nominations and grading of teams. At its discretion, the GCHA reserves the right to vary the number of teams in any division outside of the above template and to grade all teams in any division.
- 2.1.3 Senior fixtures will be scheduled as full competition rounds (i.e., each team will play opposition teams the same number of times). Junior competitions will not necessarily be in full rounds as GCHA board believes it is more important to deliver maximum possible rounds (value for money). Where full rounds are not conducted for a junior competition, the draw shall be randomly set at the start of the competition and for all intents and purposes, just repeat through the initial draw match allocations until the number of competition weeks has been achieved.
- 2.1.4 The Competition draw will be ratified as follows:
 - a. The preliminary draw will be prepared within 2 weeks after the close of the team nominations;
 - b. The Clubs will have 72 hours to review and provide formal feedback via the designated GCHA communication tool;
 - c. The Board will consider all changes and finalise the draw within 72 hours.
- 2.1.5 Rescheduled matches will not be considered after ratified fixed have been published as per 2.1.4.

2.2 Match Template, Rounds, Durations and Starting Times

- 2.2.1 The template continues to be a product of ongoing negotiation and agreement between GCHA and other sporting associations as required. The GCHA will determine the Template.
- 2.2.2 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.
- 2.2.3 Match Durations are as follows:
 - a. Senior matches should consist of four seventeen (4 x 17) minute quarters with a five (5) minute half time break and two (2) minute quarter time break.
 - b. Masters' matches should consist of two twenty-five (2 x 25) minute halves with a five (5) minute half time break. Or alternatively 4 x 12-minute quarters with a five (5) minute break at half time and a one (1) minute quarter time break, if agreed to by both teams and the Umpires.
 - c. Junior matches (U12 to Opens) should consist of 4 x 14-minute quarters with a five (5) minute break at half time and a two (2) minute quarter time break.
 - d. Hookin2hockey should consist of two twenty (2 x 20) minute halves with a five (5) minute half time break.
- 2.2.4 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.
- 2.2.5 At the start of every game the team named first on the fixtures will start the game in the dugout to the left side of the seated Tech Bench. The team named second will start in the dugout to the right side of the seated Tech Bench. A coin toss will take place before the game begins to decide who starts with the ball and the direction each team will attack.

2.3 Time Keeping for Matches

- 2.3.1 Official match time is the advertised match start time as per the fixture draw. The timeclock for each match will be started at the advertised official match time.
- 2.3.2 Time out during fixture matches will not be permitted.
 - 2.3.2.1 Time out during Senior Finals, in the case of serious injury, will be at the discretion of the Umpires or Umpire Supervisor.
 - 2.3.2.2 Time out during Junior Finals, in the case of serious injury, will be at the discretion of the Umpires or Umpire Coordinator and/or GCHA Board Members.
- 2.3.3 If a round match needs to be stopped for a serious injury and the game has not reached the required 50% of playing time, the game can be resumed within 15 minutes after the completion of the designated game time. The game time played is to reach the 50% time only. (See Rule 2.3.4.) This additional time is only allowed in the case of serious injury; which is viewed as a low percentage occurrence event. This is to avoid rescheduling of the game and to have the least amount of impact on ensuing match schedules.
- 2.3.4 If a match needs to be stopped for any reason or unable to be started at the scheduled time due to unforeseen weather conditions or deterioration in the condition of the playing surface, the match officials will wait and see if conditions clear and the ground becomes playable thereby enabling the fixture to be completed. In this situation any time lost is to be deducted from the time originally allocated to the match, thereby enabling the ensuing matches to be completed as scheduled. If 15 continuous minutes of allotted match time is lost, excluding any scheduled break times, and the match cannot be continued at that time, the Duty Manager, in conjunction with the Umpires allocated to that scheduled fixture, will decide if further wait time shall be allocated to allow the possibility of meeting the minimum requirement for a match, whether the game meets the minimum requirement and can be completed, or will be determined as abandoned. The requirement for a match is determined by the following:
 - a) if the teams have completed a minimum of at least 50% of the match time originally allotted to the fixture then the match will be declared complete and scores will stand as they are.
 - b) if less than 50% of the match time originally allotted to the fixture has been played, then the match will be determined to be abandoned (see Rule 2.4.1).

2.4 Abandoned Matches

- 2.4.1 Abandoned matches will not be rescheduled and will be deemed a draw.
- 2.4.2 The points allocated to both teams will be 1 point to each team.
- 2.4.3 The score for both teams will be recorded in Altius as a 3 – 3 draw.

2.5 Fixture Matches during Representative Hockey

- 2.5.1 Where a team has five (5) or more regular team players away for official representative duties for GCHA or higher representative duties for hockey, they may request to reschedule the relevant match. Reschedules will only be considered for a club that does not have a team in the next lowest junior division (u12s). No other request for reschedule will be considered.
- 2.5.2 Requests for a rescheduled match based on representative duties, will not be accepted if the request is not placed in writing to the Competitions Coordinator the Friday before 5pm the round prior to the scheduled game time affected. All rescheduled matches will play as outlined in 2.4.1.

2.6 Determination of Late Starting Fixture Match

If after a period of **ten (10) minutes** from the scheduled starting time, a team does not take the field, forfeiture will be awarded to the team ready to play (see Rule 2.7.2.a) ii).

2.7 Forfeiture of Matches

2.7.1 Any club receiving forfeiture shall be credited with three points and shall be treated as having scored six (6) goals to nil (0). (See Rule 4.0.1)

2.7.2 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 2.6). 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 Duty Manager prior to the scheduled game time.
- 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. The game card must be completed prior to the commencement of the scheduled game time.
- c) Failure to provide a fully protected Goalkeeper in Junior games (see 2.10.4 and 2.10.3.a)

2.7.3 Should a team forfeit a fixture match within 48 hours, the Club concerned shall be liable for payment of their opponent's turf fees in addition to their own (Double Turf Fees).

2.7.4 Failure of a team to appear and not having the courtesy to provide at least 24 hours' notice of forfeit to GCHA and the opposition will result in a \$200 fine in addition to Double Turf Fees.

2.8 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.

2.9 Coaching from the Back Line & Dugouts

2.9.1 Coaching and spectating from the back line is prohibited for all Competitions to avoid possible player conflict and ensure fair conduct of play.

2.9.2 Only those active players and officials named on the game card are allowed in the dugout. This is up to sixteen (16) players, plus four (4) officials, including the team's technical official.

The Duty Manager has the right to remove the captain from the field should persons not on the card be present in the team benches. The team would continue the game with 10 players on the field. Once persons not on the card have left the benches, the captain can re-take the field under instruction of the Duty Manager.

Note: Should the captain not be named, the person who participates in the coin toss will be chosen to act as captain.

2.9.3 Injured players who wish to support their team will be allowed in the dugout and will be counted as one of the 4 team officials.

2.9.4 One coach per team will be allowed on the field in the Under 12 competition for the first six weeks of competition rounds 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.

- a. Whilst on the field, Under 12's coaches should not be interacting with the umpires.

- 2.9.5 Coaches will be allowed on the field all year for Junior Development.
- 2.9.6 All coaches - Juniors and Seniors - must coach from the dugout only (except for Rule 2.9.4).

2.10 Goalkeepers

- 2.10.1 Each Senior team shall have a Goalkeeper or 11 field players as per FIH Rules.
- 2.10.2 Goalkeepers must wear a coloured shirt or garment (smock) which is *different in colour from that of both teams* and umpires. The smock can be the same colour as the other goalkeeper. Goalkeepers must wear this shirt or garment over any upper body protection. Elbow protection does not need to be covered by the shirt or garment.
- 2.10.3 Goalkeepers must wear protective equipment comprising of at least; headgear, leg guards and kickers. As per FIH rules when a Goalkeeper is taking a penalty stroke as a striker, the headgear and any hand protectors may be removed, all other protective equipment is to remain in place.
 - a. The following are permitted for use only by Goalkeepers: chest plate, upper arm, elbow, forearm, hand, and thigh protectors, leg guards and kickers.
 - b. Medically appropriate safety garments can be worn with the prior approval of GCHA.
- 2.10.4 *All junior teams (U12, U14 & Opens) must play with a fully protected Goalkeeper.* Failure to adhere to the Goalkeeper requirement for junior grades will result in a forfeit as per Rule 2.7.
 - a. Fully protected Goalkeeper constitutes helmet, chest plate, 2 x hand protectors, leg guards and kickers.

2.12 Injuries

- 2.11.1 There will be **no time-out** for injury in any game, except for Rule 2.3.2.
- 2.11.2 Injured players should be taken from the field as soon as safely possible for treatment. To ensure minimum stoppage time during matches, if the First Aid Officer or any team official is required to enter the pitch at the Umpires discretion to assist an injured player, the player who is injured **must** leave the field for a minimum of two (2) minutes and may be replaced.
- 2.11.3 In the event of an injured player who is unable to move, the advice of First Aid Officer 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.
- 2.11.4 All head and face injuries **must leave the field and be assessed** as soon as practical by the First Aid personnel on duty in accordance with the Hockey Australia Concussion Policy.

2.13 Blood Protocol

2.12.1 Open Cuts

As Hockey is a contact or collision sport, this is an area of principal concern to the GCHA given that the skin can be broken very easily by contact with players and facilities or equipment. Prior to commencement of play all open wounds or grazes must be covered. All open cuts and abrasions sustained during a match shall be treated immediately to preclude any type of blood contamination before returning to the field.

2.12.2 Players

a. Cease Participation

If a bleeding wound occurs, the player shall cease participation in a match and be removed from the field, treated until the bleeding has stopped and the wound is both cleaned with antiseptic and covered. Once the wound is cleaned and covered the player may return to the field.

b. Treatment

If an open skin lesion or wound is noticed by Umpires or Tech Bench Officials, the player shall cease participation immediately and be removed from the field to have it cleaned with antiseptic and covered before returning to play.

c. Uncontrollable Bleeding

If bleeding cannot be controlled and the wound securely covered, the player shall not continue in the game and should be referred to a medical facility for urgent assessment.

2.12.3 Contaminated Articles

All clothing, equipment and surfaces contaminated by blood shall be regarded as contaminated and treated accordingly. Before such a player returns to the field of play the Manager must ensure that all wounds are covered, that all clothing is free of blood and that the player is inspected by the Duty Manager on duty before retaking the field.

2.12.4 Umpires Responsibilities - Players Ordered from Field

Should a player not take remedial action as outlined, Umpires are empowered to order the player from the field to receive the required treatment.

2.13 Concussion Protocol

GCHA has adopted the Hockey Australia Concussion Policy (2022)

Link: ([Hockey Australia Concussion Policy](#))

3. Team Registration

- 3.01 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.
- 3.02 Any team that plays unregistered players will be penalised. Penalty = loss of three (3) points to the offending team.
- 3.03 Each team shall name a designated Goalkeeper.
- 3.04 A player may only play for one team in a division or age group. Any breach of this Rule carries a penalty of loss of three (3) points to the secondary team.
- 3.05 Team lists are to be received by the GCHA Administrator no later than midday on the Friday prior to the commencement of the first round of fixtures.
- 3.06 A minimum of 9 players listed for Division 1 teams,
Plus, Clubs with Men's Division 2 and 3, minimum of 11 players listed in all grades.
Plus, Clubs with Women's Division 2, 3 and 4, minimum of 11 players listed in all grades.
- 3.07 All players must be team listed.

3.1 Player Registration

- 3.1.1. No player, either senior or junior, shall play more than three (3) GCHA 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 number of matches played in a weekend. A penalty of minus three (-3) premiership points will be applied to the team for which the fourth match was played.
- 3.1.2. No player may participate in any match unless such player is registered with their respective affiliated club before the start of the fixture match.
- 3.1.3. No National Open, U23, U21, Country or Hockey One/National League (or equivalent) players may play below Division 1. This Rule will not apply to Australian Masters players.
 - 3.1.3.1 This rule differs for goal keepers. i.e., If selected as a Goalkeeper for Australia, they can only play Goalkeeper in Division 1. They are permitted to play in a lower division as a field player.
 - 3.1.3.2 This rule applies to the subsequent GCHA season after selection.
- 3.1.4 No Under 18 and 16 QLD Representative players may play below Division 2.

- 3.1.4.1 This rule applies for the 12 months after selection.
- 3.1.5 Should a player miss four (4) possible matches in succession in their registered team listed 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 3.0.6).
- 3.1.5.1 Higher Representative duties are excluded from possible matches.
- 3.1.6 Upon application and subject to determination by the GCHA board, exemption will be granted for any weeks that players miss due to governing body sanctioned hockey representative duties – evidence to be provided to GCHA.
- 3.1.7 Upon application and subject to determination by the GCHA board, if a player sustains an injury and a medical certificate is provided to GCHA, a two (2) week extension may be granted before they must be deregistered.
- 3.1.8 At all times, the GCHA representative shall administer de-registrations and/or re-registrations including players coming back after a lengthy period of injury.
- 3.1.9 A player who is of age and eligible to play in the under 12's competition, is ineligible to play in the senior competition.

3.2 Player Pool

The GCHA may consider a relaxation of the 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. If 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 rule.

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

- 3.3.1 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 three (3) matches in the next immediate division and does not take the field in the same round (bye rounds excluded in the 3 matches), in the team they are listed in, the player will be regraded into the next higher Division.
- 3.3.2 If a player plays 2 divisions above their registered division at any time during the season; - after the 4th game, the player will be immediately team listed in the division above where they are currently registered.
- 3.3.3 No player shall play more than three matches in any one weekend (see Rule 3.1.1).
- 3.3.4 A designated Goalkeeper shall be permitted to play down into any division as a field player (Rule 3.1.1 applies).
- 3.3.5 A field player shall be permitted to play down into any division as a Goalkeeper (Rule 3.1.1 applies).
- 3.3.6 A registered and active goal keeper may play in 2 divisions; when one of these divisions is as a registered goal keeper for their team and the other is as a field player. A player may only play for one team in a division or age group.
- 3.3.7 No player can play in a team lower than where they are team listed other than for the purposes of Rule 3.3.4 or 3.3.5. Penalty of 3 points will apply.

- 3.3.8** A Junior player may not play below his/her eligible age group. This rule is at the discretion of the GCHA board. The development level of the player will be taken into consideration.
- 3.3.9** 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 3.3.6 will apply.
- 3.3.10** After seeking written dispensation from GCHA, a player may be downgraded from a team list for disciplinary or poor performance reasons by their club to a grade or division lower than where they were originally team listed. They will then automatically be deregistered from their primary team list and team listed to that lower grade or division.
- Downgrading may only occur AFTER written dispensation has been received from GCHA.
 - A written request for dispensation must be received by the GCHA allowing at least one full business day for assessment. The submission must state the reason for the request.
 - GCHA will decide if the request is approved or rejected in writing and the decision will not take effect until a written determination is received by the club.
 - The player downgraded will be required to stay in the lower division for a minimum of 3 rounds before they can play into the higher division again.
 - As part of the downgrading process, if the player is team listed, they must be replaced by another player – name to be included in the request. See rule 3.0.10.

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 2.2.2).

4 Requirements for Team Sheets and Result Slips

4.0.1 Premiership Point Scoring for Fixture Matches

During the fixture competitions for all divisions Premiership points will be awarded as follows

WIN	Three (3) points
DRAW	One (1) point per team
LOSS	Nil (0) points
BYE	Nil (0) points (on even rounds)
WIN ON FORFEIT	Three (3) points and six (6) goals to nil (0) to the team gaining the forfeit
LOSS ON FORFEIT	Nil (0) Points and six (6) goals to nil (0) loss against the forfeiting team
WET WEATHER DRAW	One (1) point per team and three (3) goals to both teams

4.0.2 Match Records and Team Sheet

4.0.2a 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 Given Name.
- Each player's individual shirt number must appear on the team card.
- Team lists must be entered into Altius prior to the game commencement (where available)

4.0.2b Temporary suspensions (green and yellow cards) must be accurately recorded on the team sheets in all divisions, including the reason for the penalty.

4.0.3 Technical Benches

4.0.3a All clubs are to supply a minimum of 1 technical person for each game allocated. This person will be responsible for managing the game clock, Altius program and at the conclusion of the game, tech bench personnel are to ensure all necessary game documentation is signed off by team managers and umpires before exiting the bench area.

Technical persons are requested to be present 10 minutes prior to the game starting and must remain in the tech bench for the game entirety.

4.0.3b an additional tech bench person can be present in the technical bench area if they are assisting, learning or mentoring the programs.

4.0.3c the playing team- not supply a technical person. The team would begin the game with 10 on field players. Once a technical person is supplied, the captain can take the field under instruction of the Duty Manager.

Note: Should the captain not be named, the person who participates in the coin toss will be chosen to act as captain.

4.1 Checking, Cleaning and Signing Summary.

- 4.1.1 It is the responsibility of each of the Managers (or team Tech Bench personnel) of the opposing teams to cross check that the details of the match have been correctly recorded on both teams' sheets and update Altius to show the result as Official in the system at the conclusion of the match. Once satisfied each Manager is to sign in the spaces provided on both teams' sheets.
- 4.1.2 The match Umpires are also required to check that the details of the match have been correctly recorded on both teams' sheets. The Match Umpires must then confer and select 3 players to be awarded Best and Fairest votes on a 3,2,1 basis. (Rule 13.2). 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.
- 4.1.3 Once completed and signed it is an offence for any further alterations to be made to the match sheets or the Altius record without the official authorisation of the GCHA.
- 4.1.4 GCHA reserve their right to move to a digital platform that will record all of the above fields alleviating the need for paperwork.
- 4.1.5 Teams are NOT to enter the dugout areas until:
 - 1.1 The teams who have completed their game have left the dugout area.
 - 1.2 The benches have been completely cleaned; wiped down and all rubbish/items removed.
 - 2. Teams will be noted on the game card by the Duty Manager should they not vacate the benches in a timely manner, or who leave the dugouts dirty.
 - 3. After consultation with the GCHA board, clubs may be deducted team points should these rules not be followed.

4.2 Permitted Number of Players

- 4.2.1 No player may take to the field until their name has been entered into the Match Record.
- 4.2.2 Players may take the field at any point during the game but must be on the card prior to the half time break commencing.
- 4.2.3 No team shall take the field with less than seven (7) players.

5 Premiership Final Series

5.1 Premiership Ladder Placing

- 5.1.1 Format for calculation of points tables for each competition will be as follows:
Local Competitions including only GCHA Registered 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, i.e., the team with the most premiership points appears at the top of the premiership ladder.
- 5.1.2 If Teams are equal on points the method for deciding upon positions of teams after completion of the fixture matches shall be as follows:
5.1.2.1 Goal Difference: goals "for" minus goals "against"; if a tie still exists.
5.1.2.2 Highest number of goals scored in the rounds.

5.2 Players Eligibility for Finals

A player must have played a minimum of five (5) fixtures competition rounds for their club inclusive of 4 games for their registered team to be eligible to play Finals for that club. Any player who is team listed may not play finals in a division lower than where they are team listed (exempt rule 3.3.5 & 3.3.6). Players team listed in a lower division are eligible to play finals in a higher division.

5.3 Minor Premiership

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

5.4 Finals Playoff Procedures

Ten (10) Teams or Less

For a division comprised of ten (10) teams or less the Finals series fixtures shall be contested by the team's finishing 1st, 2nd, 3rd & 4th on the premiership ladder as detailed below, unless the GCHA determines otherwise for the benefit of a Competition.
Other play-off procedures may be considered by the GCHA from time to time.

Semi Finals

Major Semi-Final **1st vs 2nd**

Minor Semi-Final **3rd vs 4th**

Winner of the Major Semi-Final will play in the Grand Final.

Loser of the Major Semi-Final will play in the Preliminary Final.

Winner of the Minor Semi-Final will play in the Preliminary Final.

Loser of the Minor Semi-Final is eliminated from the Final Series.

Preliminary Final

Loser of the Major Semi-Final game plays the winner of the Minor Semi-Final game.

Winner of the Preliminary Final will play in the Grand Final.

Loser of the Preliminary Final is eliminated from the Final Series.

Grand Final

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

Three (3) Teams or Less

For a division comprised of three (3) teams or less the Finals series shall be contested by all teams.

Major Semi Final

1st v 2nd

Winner of the Major Semi-Final will play in the Grand Final.

Loser of the Major Semi-Final will play in the Preliminary Final.

Preliminary Final

3rd v Loser of the Major Semi-Final.

Grand Final

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

5.4.1 Determination of an Outright Winner

5.4.1.1 When the scores are equal at the conclusion of normal playing time, an outright winner shall be determined by a penalty shootout for Seniors, Opens, and Under 14's. This is for all Preliminary Finals and Grand Finals.

5.4.1.2 For semi-finals games drawn at full-time for Seniors, Opens, and under 14's, the team finishing higher on the ladder, will progress through to the next final.

5.4.1.3 For Under 12s, should the scores be drawn at full time in any Final then Rule 5.5 golden goal applies. Should the scores remain level at the conclusion of extra time golden goal then the higher team will go through.

5.4.1.4 In Junior Division Under 12's Grand Final if still drawn after Extra Time, the Premiership is shared. There will NOT be a Shoot Out Competition in this division.

5.5 Extra Time – “Golden Goal”

5.5.1 At the conclusion of normal time there will be a two (2) minute rest.

5.5.2 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.

5.5.3 If a team scores during extra time, they will be declared the winner and the match will conclude.

5.6 Shoot Out Competition

5.6.1 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.

5.6.2 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.

5.6.3 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.

- 5.6.4 A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
- 5.6.5 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).
- 5.6.6 **Taking a shoot-out:**
- The Goalkeeper/defending player starts on or behind the goal-line between the goal posts.
 - The ball is placed on the nearest twenty-three (23) metre line opposite the centre of the goal.
 - An attacker stands outside the twenty-three (23) metre line area near the ball.
 - 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.
- 5.6.7 **The shoot-out is completed when:**
- Eight (8) seconds has elapsed since the starting signal.
 - A goal is scored.
 - The attacker commits an offence.
 - 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.
 - The Goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken.
 - The ball goes out of play over the backline or side-line; this includes the Goalkeeper/defending player intentionally playing the ball over the backline.
- 5.6.8 If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the match sheet.
- 5.6.9 The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.
- 5.6.10 If an equal number of goals are scored after each team has taken five (5) shoot-outs.
- A second series of five (5) shoot-outs is taken with the same players, subject to the conditions specified in this section.
 - The sequence in which the attackers take the shoot-outs need not be the same as in the first series.
 - The team whose player took the first shoot-out in a series defends the first shoot-out of the next series.
 - 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.
- 5.6.11 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.
- 5.6.12 The sequence in which the attackers take the shoot-outs need not be the same.

6 Wet Weather Procedures

- 6.1 All draw changes for Junior competition due to wet weather will be placed on ALTIURST as soon as possible and advised to the club secretary. Decisions about Saturday morning hockey will be deferred until 7pm Friday night and advised to the club secretary.
- 6.2 All senior games will be decided upon by a game-by-game basis. With the final decision to be made by GCHA Board in consultation with the relevant team representatives and the allocated game umpires. See rule 2.3.4.

- 6.3 If 50% of the allotted game time has not elapsed and the wet weather considerations have resolved themselves a game may commence utilising the remaining allotted time.
- 6.4 Cancellation of ALL games by the GCHA Board will only occur in extreme weather conditions where there is NO possibility of play commencing at all venues.

7 Conduct of Members

Refer to the following Codes of Conduct found on the GCHA website

<https://www.goldcoasthockey.com/competition>

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

8 Dress Code & playing equipment

- 8.1 Shirt numbers are to be displayed on the back of playing club shirts.
- 8.2 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. No senior player may take the field WITHOUT a numbered shirt.
- 8.3 Junior development participants will not be required to have numbered shirts.
- 8.4 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.
- 8.5 All registered players will be allowed to play in either shorts or skirts of the club/team registered uniform.
- 8.6 It is a **MANDATORY** requirement that all senior and junior GCHA players to wear shinpads and it is strongly recommended that mouthguards be worn.
- 8.7 Face masks are **strongly recommended** to be worn in all games during the defending of a penalty corner.

9 Fees

- 9.1 To be determined by GCHA.

10 Juniors

10 Match scheduling & scoring

- a. Scores will not be kept in Hookin2Hockey competition.
- b. Winning scores in **Under 12s** 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

- a. The Drag Flick and "tomahawk" method of striking the ball is allowed in all GCHA divisions

exclusive of Under 12 & 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.

- b. Playing the ball above head height is allowed in all GCHA divisions exclusive of Under 12 and Junior Development.

10.2 Registered Juniors Playing Seniors

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

10.3 Mixed Gender Policy

Junior Development and u12s Competition will be mixed or single gender. In the Under 12 competition there is no restriction on the gender mix of boys or girls playing on the field at any one time however it is expected that coaches and managers will still continue to apply the principles of fair play to player rotations to make sure that all players on the team get fair game time regardless of gender.

Under 14s and Opens competitions 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:
Under the age as of 31 st December the previous year.	Gold Coast Under 12s
Under the age as of 31 st December the previous year.	Gold Coast Under 14s
Under the age of 18 years as of the 31 st of December in the previous year.	Gold Coast Open Juniors

10.5 Gold Coast Representative Guidelines

To be eligible for selection in GCHA Representative teams' players must:

- a. Be primary registered with a GCHA affiliated club.
- b. Not be playing in another association junior competition.
 - b.1. Tweed Association Juniors are exempt from this rule.
 - b.2. Players who elect to play in another junior competition in the same year - after having represented Gold Coast at a state championship - will automatically forgo the right to represent Gold Coast the following year.
- c. Play regularly in the GCHA junior and or senior competition.

There may be extenuating circumstances that prohibit athletes competing in the GCHA Junior Competition.

- (i) Athletes being restricted from playing juniors due to QAS requirements.

In this and any other unforeseen cases, a written application must be addressed to GCHA RCD seeking dispensation, clearly stating the reason the athlete cannot or has not met the selection criteria and why they should be allowed to be considered eligible for GCHA selection.

These eligibility requirements are intended to retain all athletes in the GCHA junior competition with a view to keeping our competition strong, whilst promoting and providing pathways for all athletes through the GCHA representative programs and linking into all relevant high-performance programs associated with hockey QLD.

10.6 Half Field Mixed Participation Competition

In keeping with the Hockey Australia Junior Hockey Policy, the Gold Coast Hookin2Hockey 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 aged 10 years and under, and beginner players who would not cope in full field Under 12s 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.

- a. Scores will not be kept for matches.
- b. 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.
- c. All players to play the whole game. Preferred maximum per team 9 players.
- d. No substitutes to be made during the match as all players play the whole game.
- e. Coaches are permitted on the field.
- f. 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.

11. Umpiring

11.1 Green & Yellow Card Rule – A Player Penalty System

11.1.1 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.

11.1.2 GCHA implement a points system for green and yellow cards whereby each green card given is worth two (2) points, each yellow card given is worth five (5) points, and each 10 Minute Yellow Card (or extended or upgraded or second Yellow Card) given is worth eight (8) 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.

11.1.3 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 has been completed. In the event of a bye occurring for the team they are team listed in for 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.

11.1.4 Accumulated points will not carry over at the start of the Final series.

11.1.5 Any suspensions due at the end of fixture rounds will apply into the final’s series.

11.2 Permanent Suspensions – Red Card

11.2.1 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 and for the balance of the fixtured competition round in which the card is issued as well as a minimum automatic suspension of one (1) fixture round in the next scheduled fixture round as defined in Rule 2.2.2. However a red card will carry over in reference to 11.1.5

11.2.2 A red card shall be referred to the Judiciary Committee in accordance with GCHA By-

Laws and the player cannot take the field prior to appearing before the Judiciary.

- 11.2.3 All parties involved in the red card issued, are required to present their written reports within 7 days of the game.
- 11.2.4 Additional evidence may be requested at the discretion of the Judiciary Chair.
- 11.2.5 Judicial Hearings will take place on the Monday night, with a minimum of 7 days from the red card given.

11.3 Umpires

- 11.3.1 GCHA Umpiring Committee will be responsible for all umpiring appointments for GCHA sanctioned competition matches.
- 11.3.2 Umpires appointed to GCHA sanctioned matches will be remunerated.
- 11.3.3 Umpires will be expected to look professional. It is mandatory that Umpires wear the Gold Coast Hockey umpire shirt, as part of their professionalism. Shoes, Black Slacks, Skirt or Shorts, and Black Socks Are Expected.
- 11.3.4 No individual Umpire will be allowed to adjudicate 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).
 - a. If an Umpire needs to break the above Rule due to extenuating circumstances, any additional umpiring appointments need to be ratified through the GCHA Board of Directors.
 - b. Any individual Umpire that breaks Rule 11.3.4 without the approval of the GCHA Board of Directors will not be paid for subsequent matches.
- 11.3.5 Local umpires will be used for all GCHA Finals where possible when there are no demonstrated conflicts of interest, provided that their umpiring qualifications and level of experience meet the required threshold as determined by the GCHA Umpiring committee.

12. Premiership & Player Penalty Points

12.1 Premiership Match Points as per Rule 4.

12.2 Player penalty points:

- a. GREEN CARD 2 points
- b. YELLOW CARD 5 points*
- c. SECOND YELLOW CARD 8 points* (also known as EXTENDED or UPGRADED YELLOW)
- d. RED CARD Automatic suspension for the remainder of the match and the fixtured round in which the RED card was received and then one (1) fixtured competition round as defined by Rule 2.2.2. The player cannot play in any fixtures in any division (see Rule 2.1.1 for division structure) until the suspension has been completed. In the event of a bye occurring in that competition round, then the suspension will transfer to the following fixtured round. The suspension may be increased if additional sanctions are applied through the outcome of a judicial process. This is in addition to automatic suspension for the balance of the game and remainder of the fixture round in which the suspension was incurred.

**An accumulation of 15 points will result in one (1) round's suspension, which will reduce penalty points accumulated as per Rule 11.1.3.*

Any person receiving a red card shall stay on the bench for remainder of the game. This is dependent on the incident that has occurred, and is at the discretion of the Technical Officer Supervisor and/or GCHA Board member.

Suspended players may not participate or be on the team benches during the GCHA sanctioned competition.

13. Gold Coast Hockey – Best and Fairest Awards

Women Division 1-4

Men Division 1-3

- 13.1 Best and Fairest awards shall be awarded annually to the “Best and Fairest Player” in all Senior Divisions. This will be awarded in each division to a player who is team listed in that division and who has gained the most points as allocated by the umpires in fixtures throughout the regular season (finals are excluded from consideration).
- 13.2 Immediately following the conclusion of each fixtured match, allocated umpires will confer and select 3 players to be awarded Best and Fairest votes on a 3,2,1 basis.
- 13.3 Votes are to be recorded on the Match Card and handed to the GCHA Duty Manager.
- 13.4 The GCHA Duty Manager shall be responsible for monitoring the collection, recording the points, and shall keep such records confidential.
- 13.5 Points are not transferable between divisions.
- 13.6 Players receiving a YELLOW CARD are ineligible to receive votes in the fixtured match in which the card was received.
- 13.7 Players receiving a RED CARD are ineligible for this award in any division.

14. GCHA Judicial Guidelines

Judicial Guidelines for the determination of penalties as a result of a RED card being awarded during a match can be found on the GCHA website.

Appendix 1. Definitions

Abandoned game – Game incomplete as determined by the match officials due to weather event or serious injury preventing a minimum of 50% of game to be completed.

Cancelled Game - A game cancelled by GCHA prior to the commencement of the game.

Designated Goal Keeper – Must play in their registered team as a goal keeper.

Fixtured Competition Round – Designated full round by GCHA.

Fully Protected Goal Keeper – Headgear, Leg guards, Kickers, Chest plate and gloves.

Game Stoppage – Clock continues to run although game play has ceased.

Higher Representative Duties – Qld State School Queensland and National Championships. All Hockey Queensland State, National and International events. Dates are inclusive of representative duty.

Published – Sent to club secretaries and posted on the GCHA website.

Regular Team Player – Played a minimum of 50% of the games available for that team.

Representative Duties – Player, Umpire, Coach, Manager, Technical Officer for GCHA or Higher Representative Duties for hockey.

Serious Injury – One in with a player is deemed to require stabilisation in place on the field until such time as an attending ambulance officer can assess.

Duty Manager – GCHA allocated Duty Supervisor.

Time Out – Stopped clock due to serious injury during finals only.

Match Officials – GCHA Umpires allocated to game, Duty Manager.

Appendix 2. Concussion Policy

Link:

[Hockey Australia Concussion Policy](#)

Appendix 3. Code of Conduct Guidelines

1. GCHA expects appropriate behaviour from players, Club officials and spectators, when either participating in the GCHA competitions, at training or hockey events or when representing GCHA, as a player, official or spectator.
 - a. GCHA Players Code of Behaviour
 - b. GCHA Spectator Code of Behaviour
 - c. GCHA Umpire Code of Conduct
 - d. GCHA Parent/Guardian Code of Behaviour
 - e. GCHA Coaches Code of Behaviour

2. Consequences of Breach of Code of Conduct/ Code of Behaviour:
In the event of a breach of the Code of Conduct, the following shall occur:
 - a. The matter shall be reported to the GCHA Board, in writing, by an affiliated club, or Match Official.
 - b. The GCHA Board shall contact the club secretary the complaint refers to and they must investigate and advise the outcome and what remedial action, if any, they have taken as determined by their investigation.
 - c. If, the result of the (2) b. is not satisfactory, then the GCHA Board shall hear the case and make a recommendation. This recommendation could include actions, if any are to be taken, including whether the matter should be referred to the judiciary committee.

3. Judicial Hearing for Breach of Code of Conduct.
If the charged Person is guilty, the Judiciary Panel is to be guided by the following:
 - a. Code of Conduct Minor breach of any code of conduct: 2 - 4 weeks
 - b. Code of Conduct Serious breach of any code of conduct: Up to 1 year
 - c. Re-Offend - Where a person is found guilty of the same offence within a 12-month period: At least double the penalty.

4. Should the Judiciary Panel determine that some other penalty is appropriate outside the prescribed penalty ranges in 3. then the reasons for this must be documented by the judiciary panel by way of written reasons.

5. The penalty is served by way of suspension from participation in or association with GCHA fixtured competition rounds and must be served in full. If there are insufficient fixture rounds remaining in the season at the time the penalty is incurred, the period of suspension continues into the following fixture season. NOTE: THIS INCLUDES NON-PLAYER PARTICIPATION

Appendix 4. Hockey 5's

1. Communication

- Refer to Local Rules 1.1

2. Competition Structure

a. Senior Divisions

Divisions 1, 2, 3 Male

Divisions 1, 2, 3, 4 Female

Masters Over 50 year olds Mixed Gender

b. Junior Divisions

U12 Male & Female

U14 Male & Female

Open (see 10.4) Mixed Gender

- c. All other competition structure components as per Local Rules 2.1.1, 2.1.2 & 2.1.3

3. Match Template, Rounds, Durations and Starting Times

a. The match template will follow the default design available in the Revolutionise Sport system.

b. All competitions will consist of a 8 round competition played in chronological order.

c. Match Duration: All matches should consist of two twenty-minute quarters (2 x 20) minute halves, a three (3) minute half time break.

d. Other match template, rounds, durations and starting times are as per the Local Rules 2.2.4

4. Time Keeping for Matches

4.1 Time keeping for matches will be as per Local Rules:

- 2.3.1

- 2.3.2 (including 2.3.2.1 & 2.3.2.2)

- 2.3.3

- 2.3.4

5. Rescheduled Matches

5.1 Abandoned matches must be rescheduled and played within two (2) weeks of the cancelled/abandoned game and before the completion of season's fixtures. GCHA will request both teams agree on a day and time for the rescheduled match with at least one (1) week's' notice. If a date cannot be agreed upon within the time frame, GCHA will nominate the first Monday night available for the game to be played. If a team does not attend, it will be deemed a forfeit by the unattended team.

5.2 All other Rescheduled matches are as per Local Rules 2.4.2

5.3 There will be no considerations for rescheduled matches for any reason other than a match having been abandoned, as per Local Rules 2.3.4

6. Determination of Late starting Fixture match

6.1 If after a period of five (5) minutes from the scheduled starting time, a team does not take the field, forfeiture will be awarded to the team ready to play (see Rule 2.7.2.a) ii).

7. Forfeiture of Matches

7.1 This will be as per Local Rules 2.7.1 & 2.7.2 (a & b only).

8. Withdrawal of a Team Mid-Season

8.1 In the event of a team withdrawing 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 team shall be liable for any costs in connection with registration of that team with GCHA.

9. Coaching from the Field Surface

9.1 Only those active players named on the game card are allowed on the field. In addition 1 Official will be allowed to join the players on the field.

9.2 Players who will be in the next allocated time slot may take the field to prepare for their game no more than 5 minutes prior to the end of the prior game timeslot ending. These players must remain to the outside of the playing pitches to ensure visibility and safety of players during an active game.

10. Goalkeepers

10.1 All teams must field a padded goalkeeper for each game.

10.2 Goalkeepers will be named in a Primarily registered team for the competition.

10.3 Goalkeepers, or individuals playing the role of a goalkeeping position, will be allowed to play across multiple teams within the competition. Where a game involves the primary team identified in 10.1 the player must play within this team.

11. Injuries

11.1 This will be as per Local Rules 2.11.1, 2.11.2, 2.11.3 & 2.11.4, with the exception of noting that Gold Coast Hockey Association will not have an active First Aid Officer on duty and the role of the First Aid Officer will be any qualified first aider in attendance at the grounds. Were further medical assessment is required an ambulance will be called to make an assessment of the injured player, or the player may elect to source alternate medical treatment.

12. Blood Protocol

12.1 This will be in accordance with Local Rules 2.12.1, 2.12.2, 2.12.3 & 2.12.4

13. Concussion Protocol

13.1 This will be in accordance with The Hockey Australia Concussion Policy, see Appendix 2 of the GCHA Local Rules.

14. Team Registration

14.1 Teams will be registered via a Hockey 5s Submission form.

14.2 Teams do not require affiliation with any local GCHA club to complete registration of a team for the Hockey 5's competition.

14.3 All players will be team listed.

15. Player Registration

15.1 Registration in accordance with Local Rule 3.1.2

15.2 Players must play minimum 4 games to be eligible to play in the Hockey 5s Finals games

15.3 Injury considerations will be as per Local Rules 3.1.6 and 3.1.7

16. Requirements for Team Sheets and results Slips

16.1 Teams are required to sign off players weekly at the central admin space for the competition and confirm any fill ins for the match

16.2 Game cards will be printed using the standard Revolutionise Sport format.

16.3 Umpires will record goals and temporary suspensions (i.e. green, yellow and red cards) on the game sheets for each match. No recording will be required of individual players goals.

16.4 Teams will each have a representative sign off the final score on the match card at the end of each game to confirm the final result.

17. Competition Points

17.1 During the fixture competitions for all divisions Premiership points will be awarded as follows:

- WIN Three (3) points
- DRAW One (1) point per team
- LOSS Nil (0) points
- BYE Nil (0) points (on even rounds)
- WIN ON FORFEIT Three (3) points and six (6) goals to nil (0) to the team gaining the forfeit
- LOSS ON FORFEIT Nil (0) Points and six (6) goals to nil (0) loss against the forfeiting team

18. Premiership Ladder Placing

18.1 Will be in accordance with Local Rules 5.1.1 & 5.1.2.

19. Finals Play Off Procedures

19.1 Finals series fixtures shall be contested by the team's finishing 1st, 2nd, 3rd & 4th on the premiership ladder as detailed below, unless the GCHA determines otherwise for the benefit of a Competition.

Semi Final

1st vs 4th

2nd vs 3rd

Winner of each Semi Final to be promoted to play in the Grand Final. Losers of the Semi-Final will play in a final play off match in the final round against each other.

Grand Final

Winner 1v4 vs Winner 2v3

All teams not involved in finals series games will additionally be allocated games during the finals series.

19.2 If at the end of a semi-final match the result is a draw, the highest placed team will advance to the grand final match.

19.3 If at the end of the Grand Final match the result is a draw, 5minutes of allocated Golden Goal time will be allocated.

19.3.1 To determine the team starting with the ball in Golden Goal playing time a coin toss will be used.

19.4 If at the end of Golden Goal allocated time the result is still a draw Joint Premiers will be awarded.

19.5 Where a competition would be uneven in rounds due to the number of teams, Gold Coast Hockey reserve the right to alter the competition to award winners using the final points after an even number of rounds in lieu of a final series.

20. Wet Weather Procedures

20.1 Will be in accordance with Local Rules 6.1, 6.2 & 6.3

21. Conduct of Members

21.1 Will be in accordance with Local Rules 7

22. Dress Code and Playing Equipment

22.1 Teams will wear a similar coloured shirt to clearly identify their playing team.

22.2 Where there are playing team clashes the 2nd team named on the draw will be required to provide an alternate strip

22.3 It is a MANDATORY requirement that all senior and junior GCHA players wear shinpads.

22.4 It is MANDATORY for junior GCHA players to wear mouthguards and it is strongly recommended that senior players wear mouthguards.

23. Fees

23.1 Team registration fees will be determined by GCHA and communicated in email at the commencement of each registration period.

24. U12's Modified Rules

24.1 Local Rules 10.1 will be observed during Hockey 5s.

25. Age Eligibility

25.1 Will be as per Local Rules 10.4

26. Umpiring

26.1 Suspension Cards will be in accordance with Local Rules 11.1 & 11.2

26.2 Will be in accordance with Local Rules 11.3

26.2.1 Allowance will be made regarding umpire uniform. An Umpiring shirt must be worn, however alternate-coloured shorts/skirts will be permitted.

27. Judicial Guidelines

27.1 Will be in accordance with Local rules 14.

Appendix 5. Division 4 Men

1. Day and Time
 - A. Monday night 740pm and 840pm (to be played after social masters).
2. Players will NOT play under a club banner. Teams will wear coloured shirts.
3. Teams/players will play for 3 weeks. After this time, teams will be finalised with an spread of player skill, keeping the competition competitive for all.
 - A. Teams will be selected by a grading committee made up of 1 member from each club and a member of the GCHA Board.
4. Teams will be reminded that it is a competitive division 4 competition. If players are "too good", they will be asked to move to the Saturday competition.
5. Players will be required to register with Hockey Queensland before taking the field.
6. Teams will be required to pay \$100 per game to cover all costs. (\$200 per game total).
 - A. GCHA representative to collect payment via the POS machine.
7. For 2024, teams are to organise their own umpires for the game before or after.
8. For 2024, teams will supply their own first aid (ice machines are located in the technical benches).
9. 2024 Division 4 Competition will start after Easter.
 - A. Thursday 4th April - Monday 22nd April (3 weeks / 6 games)
 - B. Time off for ANZAC weekend and Masters weekend.
 - C. Games return Thursday 9th May - Monday 8th July (9 weeks)
 - D. TOTAL - 12 weeks.