



# SYDNEY VETERANS HOCKEY ASSOCIATION

SVHA (incorp 1988)

## COMPETITION RULES - 2010

### 1. COMPETITION PLAYING FEES

- 1.1: Competition playing fees for all teams will be invoiced in April and are to be **paid in full by 31st May**. The Committee reserves the right to impose a suitable penalty (loss of all points or a fine up to \$200 in total) if fees are not paid in full by the designated date.
- 1.2: Any team who is unfinancial will not be eligible to play in any finals series. Their position will be taken by the next highest qualified and financial team.
- 1.3: Any player who is unfinancial with their team / club is to be advised by the team / club co-ordinator to SVHA in writing. This advice will then be onforwarded to Sydney Hockey Association and Hockey NSW as required.

### 2. ELIGIBILITY

- 2.1: Players are eligible to play if they are 40 years or older or if they turn 40 before 31<sup>st</sup> December 2010. In addition each **A Division team only** is permitted to register up to three (3) "Underage" Players as follows:
- One player who will be 37 by 31<sup>st</sup> December 2010 (ie DOB must be before 1/1/74) and
  - One player who will be 38 by 31<sup>st</sup> December 2010 (ie DOB must be before 1/1/73) and
  - One player who will be 39 by 31<sup>st</sup> December 2010 (ie DOB must be before 1/1/72).
- 2.2: In respect to underage players teams must submit an application to the Board (on the required Underage Player Request Form) and receive formal approval in writing **before** these players can participate in any SVHA competition games. The application must contain relevant information about the player's hockey history and ability for a period of up to the previous 3 years. Approval **will not** be granted if the player is a current 1<sup>st</sup> team level player in grade hockey and a representative player except under exceptional circumstances.
- 2.3: **Player Eligibility for Semi Finals, Finals and Grand Finals:** Players must be registered and must have played in a **minimum** 50% of the games during the regular season. The Board can allow dispensation in the event of special circumstances provided that the team in question formally request in writing with full details such dispensation at least 7 days in advance of the finals series. Special circumstances will primarily be associated with an injury (supported by written medical evidence) or overseas, interstate or intrastate business commitments, that has prevented a player from playing for an extended period.

### 3. REGISTRATIONS

3.1: All teams must submit a fully completed Team Nomination and Player Registration Form (refer to special designated form) to the Director Administration before 1<sup>st</sup> March. Teams not submitting this form on time will not be eligible to earn points in the competition until they have complied. All new players for 2010 who have not previously been registered with Sydney Veterans Competitions must provide some form of photo ID with their registration details which proves their date of birth.

3.2: A player can only be registered with one team in the Competition. Players registered for an “A” Division team may not play in “B or C” Division. Players registered for a “B” Division team may not play in “C” Division (except for goalkeepers – see 3.5).

A player registered in a “B” Division team may play up to five (5) games in “A” Division after which he will automatically be re-graded to “A” Division if he plays any further games. A player registered in a “C” Division team may play up to five (5) games in total in either “A or B” Division after which he will automatically be re-graded to the team in the Division in which he has played the 5 games or otherwise the team in the next highest Division – if he plays any further games.

Any requests for re-grading to “B or C” Division during the season must be made in writing to the Board.

3.3 Teams can submit requests in writing to the Board for registration of additional players or deletion of players (who have not played after initial registration) at any time during the season. An updated Team Nomination and Player Registration Form to include any changes required must be provided with any request. Teams specifically need to be aware of the eligibility requirements for finals (Section 2.3) for any late player registrations.

3.4: **Goalkeepers:** All teams **MUST** have a registered goal keeper (appropriately attired with full goal keeping equipment including a different colour playing shirt from his own team and so as not to conflict with opposition players) for every game.

3.5 In the event of the non-availability of a teams’ registered goalkeeper for any specific game the process for a temporary (“one off”) substitute / replacement should be –

a) Utilise another Goalkeeper within Own Club first

A Division goalkeepers can play down in B Division for their own club only

**The exceptions are** - Paul John Sydney Uni and Steve Ford GNS who can only play A Division (this does not apply to these players playing as field players but they are restricted to B Division only)

B Division goalkeepers can play down in C Division for their own club only

**The exceptions are** – Colin White and Alan Moss who can play for any team

b) If it is not possible to use a goalkeeper from your own club in terms of a) above (should be a very rare occasion) or you are a one team Veterans club then another team goalkeeper from the same or lower Division can be arranged subject to the agreement of that team's main co-ordinator.

3.6: Team playing Uniform: All teams must register their full playing uniform (shirts, shorts and socks) for the approval of the Board when they first enter for the competition. Upon approval teams must ensure that all players wear the same correct uniforms during all matches throughout the competition.

Where there is any possible conflict of colours between teams, the team who was admitted to the competition the latest will be required to provide an alternate playing uniform. Any teams who wish to change or amend their playing uniforms in any way must first send a formal request in writing to the Board for approval.

#### 4. CONDUCT OF GAMES

4.1: All Playing Venues and their respective ground rules are to be observed and abided by at all times by all SVHA players and officials.

4.2: Regular Season Game Playing Conditions - All Divisions: 5 minutes warm up: 2 x 35 min periods; 5 min half time break. There will be no time outs for substitutions or injuries. Penalty strokes and penalty corners will be played out. All games will finish 5 minutes before the designated starting time of the following match. Umpires will adjust the length of the second half to meet this requirement as necessary.

4.3: During all competition matches each team may play up to a maximum of 16 players in each game of which one (1) MUST be a fully kitted goalkeeper. In the final series this is increased to a maximum of 17 players (15 of which can field players) on the basis that the SVHA provides a qualified substitute goalkeeper as an additional player specifically to only cover a goal keeper suspension or injury.

4.4: Should a goalkeeper receive a temporary suspension of 5 minutes at any time during the game which forces him to leave the field, his team will be required to continue play with 10 field players during the suspension (ie no goalkeeping privileges). If the suspension is of a longer duration (ie more than 5 minute temporary suspension or a RED card) then the team must choose one of the two following options –

1. A fully kitted goal keeper (within the players listed on the team's match card – can include a qualified and registered goal keeper from another team or a field player who must fully kit up)

or

2. A field player who must partially kit up with a minimum of goalkeeping protective equipment as follows – headgear, protector / box and a different colour playing shirt from his own team and so as also not to conflict with opposition players. Both these options will be entitled to full goalkeeping privileges. There is no option for a team to play with 11 field players when any suspension period has been completed.

- 4.5: Games should not commence until the match cards have been filled out and handed to the umpires. Delays resulting from a failure to supply cards will be deducted from game time.
- 4.6: Any team that is unable to field a minimum of seven (7) qualified players within 5 minutes of the designated starting time for the game will be deemed to have FORFEITED the match. As a result the opposition team will be awarded a 4-0 win. A match card must be completed and signed off by the umpires as per normal requirements. The team who receives the forfeit will have the game credited to players only who are at the game and listed on the team match card. The team who forfeits will not have the game credited to any players.
- 4.7: Each team is required to supply at least one (1) approved match ball (Standard Kookaburra dimple is the SVHA required ball).
- 4.8: Semi Finals : 2 x 35 min. periods; 5 min. half time break. There will be time out for all suspensions and injuries. If scores are equal at full time, the following will apply: 5 mins each way with no break. The team scoring the first goal wins (Golden Goal). If neither team scores during this period the team finishing higher on the ladder during the regular season will progress to the Preliminary Final.
- 4.9: Preliminary Final : 2 x 35 min. periods; 5 min. half time break. There will be time out for all suspensions and injuries. If scores are equal at full time, the following will apply: 5 mins each way with no break. The team scoring the first goal wins (Golden Goal). If neither team scores during this period the team finishing higher on the ladder during the regular season will progress to the Grand Final.
- 4.10: Grand Final: 2 x 35 min. periods; 5 min. half time break. There will be time out for all suspensions and injuries. If scores are equal at full time, the following will apply: 5 mins each way with no break. The team scoring the first goal wins (Golden Goal). If neither team scores during this period a penalty stroke competition as per SHA rules will take place.

#### 4.11 Lightning Safety Code

The following Lightning Safety Code applies to all games conducted by SVHA.

a) The lightning safety code is based on the 30 / 30 rule which calls for play to be stopped when the lightning / thunder ratio reaches 30 seconds or less. i.e. the time between when the lightning is seen and the thunder is heard is 30 seconds or less. This means that the lightning is 10 km away and the next strike has a “significant risk” of hitting the people who have seen the lightning and heard the thunder.

b) Play should not commence until 30 minutes after the last lightning strike and thunder or upon the mutual agreement of appointed officials and team captains, relying on local knowledge but at all times ensuring the safety of all concerned.

#### 4.12 Shin Pad and Mouthguard Competition Safety Rule

In all competition games, training sessions, representative championships and functions conducted by or participated in by Sydney Veterans Hockey Association (SVHA), the SVHA advocates the compulsory wearing of shin pads and mouthguards for all players. Any individual player who does not wish to comply with / or refuse to wear shin pads and a mouthguard is required to complete the specifically designated Player Agreement Waiver.

### 5. CONDUCT OF THE COMPETITION

5.1: Teams will play a series of round matches throughout the season as follows ; -

<u>A Division</u>	- 8 teams	14 games	(2 rounds against each opponent)
<u>B Division</u>	- 10 teams	14 games	(1 round of 9 games against all other opponents then another 5 against all teams in other pool)
	<b>Pool A (5 teams)</b>		
	<b>Pool B (5 teams)</b>		
<u>C Division</u>	- 10 teams	18 games	(2 rounds against each opponent)

B Division – will comprise 10 teams with 2 pools (Pool A and Pool B) of 5 teams in each. Pools will be determined by finishing position at the end of the 2009 season with the addition of any new teams. All teams will play 9 games in Round 1 against all other teams in the Division. Round 2 will be a further 5 games against the 5 teams in the other Pool.

5.2: Points will be awarded as follows: WIN = 3; DRAW = 1; LOSS = 0

5.3: If both teams fail to appear for a scheduled game, no points will be awarded for that game. Note - prior notification to the SVHA Director Administration must have been provided in writing otherwise the Board may impose a fine of up to \$100 per team. “Sharing” of points by agreement is not permitted under any circumstances.

5.4: Any team playing UNREGISTERED, INCORRECTLY REGISTERED or NON APPROVED UNDERAGE players will forfeit any points won in that game and these will be credited to their opponents together with a 4-0 score. In the event they lose the game, three points will be deducted from their accumulated total. The Board may also apply a fine of up to \$100 for any offence.

5.5: Finals : At the end of the round robin series of matches there will be a final series of matches played as follows –

All Divisions – the top 4 teams who have gained the most points will progress to the semi finals. In the event of teams finishing on the same points the final positions will be determined in accordance with Section 5.6

Semi-Finals will be played on the basis of 1 v 2 (Major) and 3 v 4 (Minor).

Preliminary Finals will be played on the basis of loser of major semi-final v winner of minor semi-final

Grand Finals will be played by the winners of the major semi-final v the winner of the preliminary final.

**5.6: At the conclusion of the round robin series teams will be ranked on the following basis:**

**1st Rank - Number of Points earned**

**2<sup>nd</sup> Rank – Higher Goal difference**

**3<sup>rd</sup> Rank – Higher Number of Goals scored**

**4<sup>th</sup> Rank - Points earned in games played between any / all teams equal on all of the above**

**5<sup>th</sup> Rank - Result of the most recent game between teams equal on all of the above**

**6<sup>th</sup> Rank - Result of the second most recent game etc**

**5.7 Incomplete Games during the Season**

If any scheduled games throughout the season are not able to be completed in full for any reason (except for Competition Rules 3.2 and 4.6) relating to matters such as fields not accessible, damage to field, weather (includes lightning etc), failure of lights etc then the circumstances of why the game could not be completed must be advised to the Director Administration by each team within 24 hours of the game.

The Board will make every endeavour to arrange for any incomplete game to be re-scheduled to another available time during the season.

If it is not possible to re-schedule to another time before the completion of the competition rounds then the competing teams will each equally share the maximum 3 competition points available.

**6. UMPIRES**

**6.1: Umpires will be appointed by a representative of the Sydney Veterans Hockey Association Board or the SHA Officiating Committee to games in all Divisions.**

**6.2: Match cards are to be filled out and handed to the umpires prior to each match. It is the Umpires responsibility to ensure that they receive completed match cards prior to commencement of each game and also sign off at the completion. This includes ensuring that any player suspensions are correctly recorded.**

**6.3: All umpires will wear specified colour shirts when umpiring that do not clash with the playing shirts of participating teams.**

**7. RESULTS**

**7.1: All teams are responsible for emailing the result of their games to the Fixtures Co-ordinator ([ianjessup@hotmail.com](mailto:ianjessup@hotmail.com)) with a copy to Merv Goodridge ([mervgood@tpg.com.au](mailto:mervgood@tpg.com.au)) and the Records Officer ([greg@imk.com.au](mailto:greg@imk.com.au)) no later than 9.00am on the Friday immediately following the game.**

**7.2: Team Co-ordinators will receive a supply of match cards prior to the season commencing. Each team will be responsible for returning a completed match card to the Records Officer by the Monday following the game. A Special Sydney Veterans Hockey Mailbox has been provided behind the entrance to the Olympic Pitch for this purpose at Homebush. Teams playing at other venues will need to either e-mail a scanned copy then post the Match card to the Records Officer. (Cards have the address pre-printed on them and only require a stamp).**

- 7.3:** The SVHA Board reserves the right not to allocate points for any game for which a fully completed match card is not received within the time frame required as per 7.2 and to fine teams in the event of repeated offences (up to \$100 per offence).

Fully completed match cards must include details of – competing teams, division, date, final score, goal scorers (if possible), names (eg T. Smith) only of players who actually participated in the game, umpires names and signatures, details of any player suspensions and both teams representative signature to verify details as being fully correct.

## **8. PLAYER MISCONDUCT , SUSPENSIONS AND DISPUTES**

- 8.1:** Sydney Veterans Hockey Association (SVHA) will fully observe all suspension notices against any player, as it may be advised, from Sydney Hockey Association or any other hockey association within NSW or Australia. Accordingly, any player under any temporary or permanent suspension notice will not be permitted to take part in any SVHA games until such suspension has been fully completed and notice provided in writing by the relevant hockey association.
- 8.2:** Players who receive suspensions (temporary – yellow or permanent – red) in any SVHA game (this includes the pre season competition) will have this recorded against their name on the match card by the Umpires and verified by the team captains.
- 8.3:** When a player accumulates three (3) yellow cards (temporary suspensions) during a season, and upon formal notification from the SVHA Director Administration, they will automatically be suspended for 1 SVHA game – ie from their teams next game. Following on from this, the same player will automatically be suspended for 1 SVHA game (upon notification from SVHA) for every two (2) subsequent yellow cards (temporary suspensions) they receive.
- 8.4:** At the conclusion of the rounds of the season all player's suspensions records will be finalised. Accordingly all players who have qualified for the final series will then commence the finals from a Nil base, however Section 8.3 does still apply throughout the final series.
- 8.5:** Should a player receive a RED Card (permanent suspension) in any SVHA game during the season, their incident will be assessed for penalty in terms of the stated Sydney Hockey Association rules for such matters.
- 8.6:** Umpires are required to forward a written report to the SVHA Director Administration within 48 hours in the event they issue a Red Card.
- 8.7** Judiciary: Any reported misconduct will be adjudicated on by the SHA Judiciary at its next meeting. In the event that a meeting of this judiciary is not set down within a reasonable period following the date of the misconduct the Veterans Board retains the power granted in the constitution to form a panel committee to adjudicate on the matter. In this case the composition of the judiciary shall be as laid down by the Constitution and BY LAWS.
- 8.8:** Protests and Complaints: Protests or complaints of any type must be in writing and in the hands of the Director Administration within seven (7) days of the incident(s).

**9. REPRESENTATIVE GUIDELINES**

- 9.1: Sydney Veterans Hockey Representative Eligibility: Players must be registered (and financial with their team / club) and have participated as a player in the SVHA Competition to be eligible for selection as a Sydney Veterans Hockey Representative. All nominees must be in attendance and play on designated selection days (as required).**
- 9.2: Players (from time to time and where required) who play Veterans hockey for other Associations may be invited for selection in any Sydney representative team subject to the approval of the Board. This generally would happen strictly on a limited basis and mainly relate to senior players in the Over 55's plus age divisions. Similarly, this situation would apply to players who play grade hockey within Sydney or any other Association for the Over 35 age division.**
- 9.3: Any Players who may be under "Suspension" at times of a NSW Championships are not eligible for selection as a Sydney Veterans Hockey Representative.**
- 9.4: A player who is selected for any Sydney Veterans Hockey representative team but who subsequently plays for another Veteran Association in the same competition without the written consent of the Board shall be suspended from the Sydney Veterans Hockey competition for the balance of the season.**