



## Competition Rules – HOCKEY

### 1. TEAM ENTRY

- 1.1 Senior A and Senior B teams are open teams allowing selection from Years 7 - 12.
- 1.2 The composition of all other teams will be decided according to nominations on a yearly basis.  
The shield grades are Senior A and B.

### 2. ELIGIBILITY

- 2.1 If an A grade player (i.e., has played that day) is required for B grade, they can only come on after 13 minutes – (this applies to field players only). It is an expectation that teams which are short will not be filled with top players from that school. This rule will apply only if there are no players available from a lower grade to fill in, and the rule applies regardless of whether the A or B Grade plays first.

When a player is required to double up across both grades, the opposition and umpires must be notified of the nominated player(s) prior to the commencement of the game.

- 2.2 If more than 2 players are required to play down a grade in Hockey, the match will still go ahead, but will be listed as a forfeit in the results.
- 2.3 In situations where players are required to 'fill in' in a lower grade, coaches must inform the opposing team prior to match start.
- 2.4 Eligibility for a finals match: If half the player(s) matches have been played in any given grade, they can play in a Final in that grade (as confirmation, if a player plays 50% of their matches in A grade and 50% in B grade, they would be eligible for finals in either grade).

### 3. UMPIRING

- 3.1 'A' & 'B' matches will be umpired by the pool umpires organised by the IGSSA Executive Officer.
- 3.2 Pool umpires should wear official panel uniform (if qualified) when umpiring matches. If panel uniform is not available, umpires should wear appropriate clothing that identifies them as an umpire, distinct from the playing uniforms of the participating teams.
- 3.3 In the emergency event that a coach needs to umpire, they may not coach during play in a Senior 'A' or 'B' match but may coach during the half-time interval.

### 4. MATCH RULES

- 4.1 To be played according to the current rules of the South Australian Hockey Association. [Rules of Hockey](#)
- 4.2 All teams to play 4 x 13-minute quarters, with breaks of 3/5/3. With the exception of Senior 'A' & 'B' teams, times may be altered by mutual agreement when necessary.
- 4.3 Players must remain on the pitch at the quarter and three-quarter time breaks.
- 4.4 Matches to all be on turf pitches.

4.5 MERCY RULE - Once a lead of 7 goals has been established, the winning team is to play with only 3 attackers in the circle. Coaches are to meet and discuss further modifications that can be included from that point onwards. Umpires must be involved/notified of this decision.

## 5. EQUIPMENT

5.1 The first named school is to provide the match balls for every match.

5.2 Each team has either a goalkeeper on the field or plays only with field players. Each team may play with:

- a goalkeeper wearing a different colour shirt and protective equipment comprising at least headgear, leg guards and kickers; or –
- only field players: no player has goalkeeping privileges or wears a different colour shirt; no player may wear protective headgear except a face mask when defending a penalty corner or a penalty stroke; all team players wear the same colour shirt.

5.3 At penalty corners, defenders on the post must wear a face mask, and it is heavily encouraged to have the running defenders also wearing a face mask.

5.4 Mouthguards and Shin guards are compulsory.

## 6. RESULTS

6.1 A drawn match is allowed (unless a finals game).

6.2 All results from the preceding week's matches must be submitted to Clipboard by 48 hours post-fixture in order for accurate Premiership Tables to be published in a timely manner.

6.3 For IGSSA Premiership tables, the maximum win tally that will be registered is 8 goals. If teams win (or lose by more than that, it will be just the 8-goal margin registered). In the event of a bye, the team drawn to have a bye will be awarded zero points. In the event of a forfeit, the non-offending team will be awarded three points and the maximum winning margin. The offending team will be awarded zero points and the maximum losing margin.

6.4 Match abandonment

- 6.4.1 If 50% of the match has been played, then the score at the time of abandonment stands.
- 6.4.2 If a match has commenced, but less than 50% of the match has been played, then the result is a 0-0 draw.
- 6.4.3 If a match is unable to commence for reasons beyond the control of either team, then every reasonable effort should be made to reschedule. If a mutually agreeable reschedule date between the participating schools cannot be reached, then the match result will be a draw, with 0-goal differential.

6.5 If **half or more** games from an IGSSA Division are unable to be completed in a single Shield round, then **all games** from that round in that Division will be considered a draw, with a 0-point differential. For the avoidance of doubt, for example, if there are six scheduled Shield games in a round, and three are unable to be completed, then all games in that round are considered a draw.

6.6 A 1 v 2 final will be scheduled with the top 2 teams (finalists) playing for the shield in the nominated shield grades. The winner of the 1 v 2 Final will be awarded the shield.

6.6.1 Finalists will be determined by total points initially (i.e., win/loss tally) and then SD (Score differential) if points are equal but a split needs to be made.

6.6.2 If a finals match is tied (i.e., the 1 v 2 shield play off),

- There will be 2 x 5mins, then 1 on 1's (5 in total) in accordance with International Hockey regulations.

6.6.3 If no finals match can be played and team(s) are on tied points in shield grades at the end of the season, the shield winner will be identified using the following criteria:

- Head-to-Head – Calculate the premiership points for games played between *each team involved in the tie* only. The school with the most Head-to-Head premiership points wins the shield (providing equal number of Head-to-Head games between tied teams exist). If there is still no clear winner from Head-to-Head calculation, then:
- Score Differential – Calculate the score differential for all games played. The team with the greatest score differential will be awarded the shield. If there is still no clear winner from the score differential, then:
- The shield will be shared between all teams on tied points.