COMPETITION RULES

Hockey

Revised | April 2026

1. TEAM ENTRY

1.1 Grades are:

Senior A and B - senior grades are open and can be filled with players from up to Year 12.

Shield grades are **Senior A** and **Senior B**.

The composition of all other teams will be decided according to nominations on a yearly basis.

1.2 Teams consist of 11 players on the field. Teams require a minimum of 7 players to start a game and avoid a forfeit.

A team may request that their opposition lend them a player,,or match their numbers if they do not have enough. If this happens, this is considered a forfeit by the team making the request, and a 'scratch match' may proceed.

1.3 IGSSA will source venues for the competition.

1.4 Schools who do not enter a team in an A-grade (or equivalent) competition are not eligible for finals in the corresponding B-grade (or equivalent) competition.

2. ELIGIBILITY

2.1 If an A grade player (i.e., has played that day) is required for B grade due to insufficient numbers, they can only come on after 13 minutes – (this applies to field players only – players who have played in the A grade may play the full game as a goalkeeper in the B grade).

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 field players are required to play down a grade in Hockey, the match will still proceed, 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 or more of the player(s) matches (including any semi-finals) 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 Senior A grade and 50% in Senior B grade, they would be eligible for finals in either grade).

For avoidance of doubt – players **can** play in a higher grade than where they have played 50% of their matches. For example, if a player had played solely in the Senior Bs, and the Senior As are short a player for a Final, the Senior B player may play.

A player may only play in **one** IGSSA Grand Final in each sport.

Schools are expected to keep player attendance records at games so that this information can be provided upon request (for example, student roll in Clipboard).

3. UMPIRING

3.1 A & B matches will be umpired by the pool umpires organised by IGSSA.

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 but may coach during the half-time interval.

4. MATCH RULES (INC IGSSA-SPECIFIC RULES)

4.1 To be played according to the current Rules of Hockey issued by FIH unless otherwise stipulated below.

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.

5. RESULTS

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

5.2 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.

5.3 Scorers/Timers or an official rep from each school to be responsible for keeping score and time for the match. Both to sit together for the entire match and confer scores with officials at each break.

5.4 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.

5.5 Match abandonment

5.5.1 If 50% of the match has been played, then the score at the time of abandonment stands.

5.5.2 If a match has commenced, but less than 50% of the match has been played, then the result is a 0-0 draw.

5.5.3 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.

5.6 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. FINALS

6.1 Shield grades – single pool - two semi-finals, 1 v 4 and 2 v 3, will be scheduled, with the winners of the two semi-finals (finalists) playing for the Shield in the Grand Final. The winner of the Grand Final will be awarded the Shield. If season length/number of nominations does not allow for semi-finals, then a 1 v 2 Grand Final will be scheduled, and the winner of the Grand Final will be awarded the Shield.

Shield grades – two pools - two semi-finals, 1 (Pool A) v 2 (Pool B), and 2 (Pool A) v 1 (Pool B), will be scheduled, with the winners of the two semi-finals (finalists) playing for the Shield in the Grand Final. The winner of the Grand Final will be awarded the Shield. If season length/number of nominations does not allow for semi-finals, then a 1 (Pool A) v 1 (Pool B) Grand Final will be scheduled, and the winner of the Grand Final will be awarded the Shield.

The team which finishes higher on the regular season ladder has the right to host any semi-finals, or the Grand Final, at their choice of home venue. In the event that the preferred home venue is not available, IGSSA will schedule an alternative venue in consultation with the school with hosting rights.

In the event that finalists are from different pools, the hosting rights will be granted to the team which earned more ladder points. If teams in one pool played fewer games than the teams in the other pool, overall ladders will be adjusted on average wins.

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.

If the Score Differential is also equal, then the team who has won in Head-to-Head games in any Shield matches from the regular season will advance. Where more than one H2H Shield game has been played, total score from the two games shall be combined to determine a winner. For example, if Team Blue and Team Red played two Shield games in the regular season, with Blue winning the first 3-0, and Red winning the second 2-0, Team Blue would advance. If a further split needs to be made, then a point countback is to be made on all Head to Head Shield games.

6.2 If a finals match is tied, there will be a break of 2 minutes, followed by 2 periods of 5 minutes extra time with a break of 2 minutes in between, then 1 on 1's (5 in total) in accordance with International Hockey regulations.

6.3 If either or both semi-final matches cannot be played, the higher-ranked team will advance to the Grand Final.

6.4 If no Grand Final 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:

i. 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:

ii. 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:

iii. The Shield will be shared between all teams on tied points.

7. EQUIPMENT

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

7.2 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.

7.3 At penalty corners, defenders on the post and running defenders must wear a face mask.

7.4 Mouthguards and shin guards are compulsory.

7.5 If teams' uniforms are similar in colour, it is the responsibility of the away/second-listed team to provide clash bibs to wear.

SPORTSMANSHIP GUIDELINES

Sport plays an essential role in the personal and social development of students, fostering teamwork, discipline, and resilience. To ensure that every student has a positive and enriching experience on the field or court, it is important that we prioritise sportsmanship, respect, and enjoyment in every competition.

IGSSA's Sportsmanship Guidelines are designed to maintain a healthy balance in competition, ensuring that students from all skill levels and backgrounds have the opportunity to feel engaged and supported. In this spirit, collegiality and open communication between schools and coaches are vital.

By working together, we can create an environment where the well-being of our athletes comes first, where every match is competitive yet compassionate, and where the values of respect, fairness, and encouragement shine through.

These guidelines are a reminder that while winning is part of sport, the ultimate goal is to nurture a love for the game and foster strong character in all our students.

RULES

At the below point margin for all grades:

- 8 goals

The following rule shall apply:

- A player from the leading team is to be removed from the field.
- This is to continue for each goal thereafter – ie when the score margin is nine, remove another player. When it is 10, remove another player.

The maximum score difference is awarded in the recording of results once the margin is reached and the Sportsmanship Guidelines are activated.

CONSIDERATIONS

The following are not implemented rules, however, suggestions for coaches to help ensure sportsmanship is present for all teams.

- Dominant players could rotate their optimal positions.
- Teams could take the opportunity to work on different strategies and setups.
- Communication between coaches and coordinators is key in the leadup to help manage these strategies.