

Jaffa Super 6s Championships Regulations 2018-19

(Note: minor amendments made since the 2017-18 Super 6s Regulations are underlined for clarity, more major amendments are highlighted in yellow)

1. AUTHORITY

- 1.1 “Affiliated body” has the same meaning as in the EH Code of Ethics
 “EH” means England Hockey Limited, the National Governing Body for hockey in England
 “EH Code of Ethics” means the England Hockey Code of Ethics and Behaviour
 “EHF” means the European Hockey Federation
 “EHIC” means the England Hockey Indoor Committee
 “EHCD” means the England Hockey Competitions Department
 “FIH” means the International Hockey Federation
 “NDO” means the EH National Disciplinary Officer
 “NPUA” means the National Programme Umpiring Association
 “Jaffa Super 6s” means the Jaffa Super 6s Championships
 “The Disrepute Offence Regulations” means the EH Disrepute Regulations which are part of the EH Code of Ethics
 “The Red Card and MMO Regulations” means the England Hockey Red Card and Matchday Misconduct Regulations which are part of the EH Code of Ethics
 “These Regulations” means these Jaffa Super 6s Championships and any reference herein to a particular Regulation is, unless otherwise expressly stated, a reference to a particular Regulation in these Regulations
 “TMS” means the online Tournament Management System designated by EHCD
- 1.2 The EH Indoor Hockey Club Championships shall be called the Jaffa Super 6s Championships.
- 1.3 The FIH Rules of Indoor Hockey 2017, including any additional regulations approved by EH for use in competitions, shall be observed except as herein provided.
- 1.4 The EH Code of Ethics shall be applied at all Jaffa Super 6s matches.
- 1.5 Betting
- 1.5.1 No person or affiliated body that is for the time-being participating in the Jaffa Super 6s and/or is otherwise concerned in officiating over any match played in the Jaffa Super 6s, or in the administration of the Jaffa Super 6s shall, either directly or indirectly, bet, or instruct, permit or enable any person or body to bet on the result, progress, or, conduct of a Jaffa Super 6s fixture; and
- 1.5.2 No such person or affiliated body shall use, or provide to any other person or body any information relating to the Jaffa Super 6s which the person or affiliated body has by virtue of his, her or its position within the game and which is not publicly available for, or in relation to, betting.
- 1.5.3 Any breach of Regulations 1.5.1 and/or 1.5.2 shall be considered a Disrepute Offence under the EH Code of Ethics.
- 1.6 These Regulations are subject to the EH Regulations on Sponsorship and Advertising for the time being in force and in the event of any inconsistency with these Regulations the EH Regulations on Sponsorship and Advertising shall prevail.
- 1.7 No team may promote any product or service of a sponsor that EH consider conflicts with the title sponsor.
- 1.8 EH shall own the broadcasting rights to all games played in the Jaffa Super 6s, its playoff and qualifying tournaments be it, terrestrial, satellite, cable, or internet streaming. All other broadcast coverage may be permitted with the prior approval of EH.
- 1.9 Binding force of these Regulations
 Each team, by its entry into and participation in the Jaffa Super 6s, shall be deemed to have given its consent to abide by these Regulations, the EH Code of Ethics, and to any amendments which may be ratified by EH. Each team shall be deemed to have agreed to abide by the decisions of the EHIC in relation to these Regulations or any matter not covered in these Regulations and any penalty or sanction it may see fit to impose.

2. MANAGEMENT

- 2.1 The Management of the Jaffa Super 6s will be under the auspices of the EHCD, based at the EH Head Office, who will oversee the general running of the Jaffa Super 6s and its publicity and promotion. The staff of this department will liaise with the EHIC.
- 2.2 The Terms of Reference of the EHIC are available in the Governance section on the EH website (www.englishockey.co.uk) or by request.

3. LIAISON

- 3.1 Each participating team must appoint a Liaison Officer who must be freely available to the EHCD and/or the relevant Tournament Director at all reasonable times by the usual channels of communication. The name, address, telephone/fax numbers and e-mail address of the Liaison Officer must be advised to the EHCD.
- 3.2 The EHCD is to be notified immediately of any change to the details of the Liaison Officer.
- 3.3 Each team in the Jaffa Super 6s shall send to any Jaffa Super 6s club representatives' meeting called by the EHIC a representative (preferably their Liaison Officer). In addition, each team shall respond to requests for information by the EHIC or representatives by the due date which shall include the uploading of team information into the Altiusrt Tournament Management System (TMS) as directed. A fine may be levied by EHIC for failure to comply with this regulation.

4. ELIGIBILITY

4.1 Teams

- 4.1.1 All teams participating in the Jaffa Super 6s shall, by the due date, complete and return the Jaffa Super 6s entry form.
- 4.1.2 All teams participating in the Jaffa Super 6s shall, by the due dates, pay the following:
 - 4.1.2.1 EH club affiliation fees
 - 4.1.2.2 Jaffa Super 6s entry fee
 - 4.1.2.3 Any other payments due to EH
- 4.1.3. The Jaffa Super 6s shall be open to one men's team and one women's team from any affiliated club qualifying for entry.
- 4.1.4. No team may alter its title, nor incorporate any part of a sponsor's name therein, without the prior permission of EH.

4.2. Players

- 4.2.1 Only bona-fide members of a Jaffa Super 6s team shall be entitled to play in Jaffa Super 6s matches. Such players must comply with the regulations set out below:
 - 4.2.1.1 No player shall represent more than one team in any season in the Jaffa Super 6s or any qualifying competition.
 - 4.2.1.2 For the purpose of these regulations a season is defined as from 1st September in any one year to 31st August in the following year, both dates inclusive.
 - 4.2.1.3 No player who has previously played indoor hockey during the current season for another team or club in a league or championship in any other country affiliated to the FIH may be registered for a Jaffa Super 6s team.
- 4.2.2 If a player wishes to play for the Jaffa Super 6s team of a club but that player is a member of a different club playing in an outdoor hockey league the player must complete and sign a registration form. A representative of the player's outdoor league club must countersign the registration form if that club is also participating in the Jaffa Super 6s. **The registration form must be received at the offices of EH no later than 1300 hours on the Wednesday before the team's first match in the Jaffa Super 6s. No late forms will be accepted.**
- 4.2.3. No registration lists will be issued. The onus is on the club concerned to check with EH that all relevant forms have been received and that all players are eligible.
- 4.2.4 No more than two players, who have played outdoor league hockey for another club during the same season, may be registered by a team in the Jaffa Super 6s.

4.2.4.1 In exception to 4.2.4, any Single Service side (RAF, Army or Royal Navy) may only field players who have a service liability for the relevant single service. These players may have played in an outdoor league hockey match for another club during the same season.

4.2.5. A team shall contain no more than one player who does not:

- (1) Hold a European Union or UK Passport; or
- (2) Have a permanent right of abode, or indefinite leave to remain, as defined by Sections 1 and 2 of the Immigration Act 1971 (as amended from time to time); or
- (3) Hold a current valid Ancestry Visa or Family of a Settled Person Visa for a right to remain in the United Kingdom.

(If you require further information regarding "Right of Abode", it may be found on the Home Office website www.ind.homeoffice.gov.uk. and search for right of abode.)

4.2.6. Players from the Isle of Man, Channel Islands and Gibraltar, together with those holding a dual passport eligibility where one such eligibility is that of a European Union member state, will be considered to have no limitation as to their ability to be registered.

4.2.7. A player who does not hold any passport must be eligible to hold a passport of a European Union state.

4.2.8. No player whose Home National Association is not EH is eligible to participate in the Jaffa Super 6s unless he/she holds or is deemed to hold a No-Objection Certificate from his/her Home National Association for the purposes of the EH Sanctioned and Unsanctioned Events Regulations.

4.2.9 The onus of proof regarding eligibility is on the registering team. The EHIC shall decide any dispute regarding eligibility and shall be entitled to request such written or oral evidence as it considers necessary.

4.2.10 A player must be aged 15 to be eligible to participate in the Jaffa Super 6s. If a player is under the age of 15 prior to the registration deadline set out in Regulation 4.3 they may be registered and their eligibility to participate post-dated to the date upon which the player becomes 15.

4.2.11 Any appeal against a decision of the EHIC on eligibility shall be made in accordance with Regulation 14. An individual shall not play in a Jaffa Super 6s game pending the outcome of an appeal.

4.3 **Team details registration:**

4.3.1 **Playing strip and team manager:** Teams must register full details of their first and second playing strip and goalkeeper smocks and the name and email address of their team manager on TMS. This registration **must** be completed no later than 1300hrs fourteen days before the team's first match in the Jaffa Super 6s; and

4.3.2 **Player and team staff registrations:** Teams competing in the Jaffa Super 6s may register a maximum of 20 players to be eligible to play in Jaffa Super 6s. Player registrations **must** be completed on TMS **no later than 1300 hours on the Wednesday before the team's first match in the Jaffa Super 6s. Any further registrations after this date will only be permitted with the approval of EHCD and may not include registrations made in line with Reg 4.2.2.**

5. THE COMPETITION

5.1 The Men's and Women's Jaffa Super 6s will each consist of two divisions of nine teams, Premier and First Division, and two divisions of six teams Division Two (North), Division Two (South). The top three teams in Division Two (North) and Division Two (South) will form Division Two and play off on a further weekend.

5.2 Each team will play all other teams in its Division once on the dates specified by EH.

5.3 Promotion & Relegation is as follows:

5.3.1 At the end of the season the bottom two teams in the Premier Division will be relegated to Division One.

5.3.2 At the end of the season the top two teams in Division One will be promoted to the Premier Division and the bottom two teams in Division One will be relegated to Division Two.

5.3.3 The top three teams in Division Two (North) and Division Two (South) will form Division Two and play off on a second weekend. At the end of the season the top two teams in Division Two will be promoted to Division One.

5.3.4 For the subsequent season Division Two (North) and Division Two (South) will be made up as follows:

5.3.4.1 The two teams relegated from Division One in the previous season, and

5.3.4.2 The teams finishing 3rd- 6th in Division Two in the previous season, and

5.3.4.3 One qualifier from each of the 5 regions, and

5.3.4.4 One further qualifier from the Region with the highest number of participants in its qualifying tournament.

5.4. Scoring System and League Rankings

5.4.1 Teams shall be awarded 3 points for a win, 1 point for a draw, 0 points for a loss.

5.4.2 In the event of equality of points at the end of the season for semi-final (Premier only), promotion and/or relegation places, the final league rankings shall be determined by the application of each of the following in order:-

5.4.2.1 Matches won;

5.4.2.2 Goal difference;

5.4.2.3 Highest number of goals 'for';

5.4.2.4 Result of the game between the teams concerned;

5.4.2.5 Highest number of field goals scored;

5.4.2.6 In all divisions: a shoot-out competition taken under the conditions shown in Appendix 2.

5.5 Jaffa Super 6s Semi-finals & Finals

5.5.1 At the end of the Premier Division regular season (i.e. when all scheduled league fixtures are completed) the top four teams will qualify for the Jaffa Super 6s Semi-finals and Finals. The competitions shall be run under the conditions below and the winners of each competition will qualify for the following season's European Indoor Club Championship as England's representative.

Match 1:	1st placed team	v	4th placed team
Match 2:	2nd placed team	v	3rd placed team
Match 3:	Winner of Match 1	v	Winner Match 2

Matches will be played on dates and at venues nominated by EH.

5.5.2 Matches in the Jaffa Super 6s Semi-finals and Final shall be played under these Regulations save that if the scores are still level after full time, the outcome of the match shall be determined by a shoot-out competition taken under the conditions shown in Appendix 2.

6. TOURNAMENT DIRECTOR

6.1 Tournament Directors shall be appointed to all competitions by the EH Technical Appointments Panel who may delegate appointments to Regional Associations.

6.2 Tournament Directors are empowered to apply these Regulations at their discretion and their ruling on any matter shall be final. The Tournament Director may delegate the exercise of his/her powers and authorities, in whole or in part and for such duration as the Tournament Director deems necessary, to a Technical Officer.

6.3 Tournament Directors shall be empowered to suspend any player, or named official, for one or more matches for misconduct on or off the field of play during the Jaffa Super 6s. **For the avoidance of doubt the definition of misconduct shall include but not be limited to a breach of the Code of Ethics and Behaviour.** If a team manager, coach or other team official is suspended by the Tournament Director it is not necessary for a player to be removed from the field of play for the period of suspension. **The Tournament Director's power to suspend shall extend to any player who has received an accumulation of yellow cards (2 or more) within the competition and/or a red card under sanction of regulation 6.3 of the Red Card and MMO Regulations.** Suspended persons may not participate in any way nor enter the field of play, or the technical facility areas (including the team bench) surrounding the same during the match(es) of suspension until the match(es) is/are finished and any period of cool down on the field of play has been completed.

6.4 Tournament Directors shall be responsible for ensuring that all sticks and other playing equipment (including goalkeepers' headgear, hand protectors, leg guards and kickers together with any protective

equipment such as face masks, hand and knee protectors intended to be worn by field players) to be used in the Jaffa Super 6s are checked prior to clubs' first matches on each weekend of the Jaffa Super 6s to ensure they comply with the Rules of Indoor Hockey. This will include a full check of hand protectors in accordance with the new guidance to Rule 4.2.

- 6.5 If a team wishes to lodge a protest at the end of a match, or at the end of a shoot-out competition the team manager must:
 - 6.5.1 declare the intention to do so immediately in writing below his/her signature when signing the match report form or penalty stroke competition form; and
 - 6.5.2 provide written grounds for the protest to the Tournament Director within 30 minutes of the end of the match or penalty stroke competition which are to be accompanied by a cash payment of £100 which will only be returned in the event of the protest being upheld.
- 6.6 The Tournament Director is empowered to determine any protest received that complies with the requirements of regulation 6.5. The Tournament Director will consider the protest and the decision on such a protest will be given to the teams involved within two hours of receipt of such a protest. The team manager(s) must make arrangements with the Tournament Director to be available to receive the decision.
- 6.7 A failure by a team to comply with this procedure will result in the dismissal of the protest.
- 6.8 For the avoidance of doubt there can be no protest made against a decision of an umpire **or a technical official** made during a match or shoot-out competition, including the award of any disciplinary card.
- 6.9 The Tournament Director shall be entitled to request such video, written or oral evidence as he/she considers necessary to make any decision under consideration.
- 6.10 The Tournament Director shall ensure that all match results are properly recorded and publicly accessible via TMS.
- 6.11 The completed match report forms, along with the team-sheets must be sent by the Tournament Director to the EHCD.

7. MATCHDAY ADMINISTRATION

- 7.1 All matches shall be played on dates set by EH.
 - 7.1.1 Matches will be of 20 minutes each half, with three minutes at half-time unless otherwise notified by EHCD.
 - 7.1.2 The first named team shall sit on the bench to the left of the technical table when looking at the pitch and start the match. Teams shall change benches at half time.
- 7.2 All matches must start at the advertised time; however, Tournament Directors may, at their discretion, allow a delay.
- 7.3 If one team is ready to start but the other is not, the umpire concerned shall blow the whistle for the game to start and the match shall be awarded to the team which is ready to begin (subject to Reg. 7.2).
- 7.4 First named teams must provide a sufficient quantity of good quality hockey balls which must be of the same type and colour and suitable for the surface on which the match is to be played. In the Jaffa Super 6s Semi-finals and Finals the colour of the balls will be decided by the EHIC.
- 7.5 Sticks
 - 7.5.1 All players must use sticks that comply with the current Rules of Indoor Hockey.
 - 7.5.2 If a team is found to have a player who has deliberately used an illegal stick, or who has used a stick that has not been presented for an official stick check by the tournament officials, that team shall be deemed to have lost any match in which the stick was used 0-5 and the opposing team(s) shall be awarded three points and be deemed to have won the game(s) 5-0.
 - 7.5.3 The application of this regulation is subject to any remission or further penalty which the EHIC may implement.

7.6 Pitches

- 7.6.1 All matches are to be played on pitches which are subject to the prior approval of the EHIC and any requirements laid down by the EHIC.
- 7.6.2 It is the responsibility of the Tournament Director to ensure that pitch facilities, including boards, markings, goals and goal nets are satisfactory and that all the requirements laid down in Regulation 7.6.1 are met. If the pitch facilities are inadequate, the Tournament Director may direct that the match be postponed or, in consultation with EHCD, the venue changed.
- 7.6.3 The venue must provide a bench or seating for each team and a table for the Technical Officer and official(s) to be placed outside the pitch. Substitutes and officials on the team-sheet must remain in those areas and no other persons are allowed on the team bench.

7.7 Team Entry Forms

- 7.7.1 Not less than **45** minutes before the start of a team's first match of either weekend that team's club must submit a completed Team Entry Form to the Tournament Director listing in numerical order a squad with **a maximum of 14 players taken from the players registered for the competition under regulation 4.3 who will be eligible to play in matches during that weekend.** The completed Team Entry Form must be signed by the team manager who in so signing will be deemed to vouch for and confirm that each player listed is eligible to play. Teams must advise the TD of any issues (e.g. medical conditions of any players or the intended use of any playing equipment required for medical purposes) when submitting their team-sheet.
- 7.7.2 For any Jaffa Super 6s Semi-finals and Finals matches not less than **60** minutes before the team's first match competing teams must submit a completed team-sheet to the Tournament Director listing a squad with a maximum of 14 players who will be eligible to play in matches during that event. The 12 players then nominated to play in any Semi-final or Final and the starting line-up shall subsequently be notified as directed by the Tournament Director.
- 7.7.3 Once the Team Entry Form has been submitted to the Tournament Director under 7.7.1 or 7.7.2 a team may not replace any player who has been named on the Team Entry Form and subsequently suspended by the Tournament Director.
- 7.7.4 Each team must have a team manager on the team bench throughout the team's matches and two further officials are entitled to occupy the team bench. No player named on the team-sheet for a match may act as manager for that match. Any team without a designated manager must nominate a player from their squad list to fulfil this role. The nominated player may not play in that match. A different nominated player may be used from match to match. Additionally, a qualified Medical Doctor, whose name appears on the team-sheet, may sit on the team bench.
- 7.7.5 A team shall be entitled to nominate up to 12 players in its squad for each match (excluding any player who has been suspended from playing in the match by the Tournament Director under Regulation 6.3) and only those listed may sit on the team bench and participate in the particular match. If a player(s) has been suspended by the Tournament Director for one or more matches then, for those matches, the number of players the team concerned may use will be reduced by the number of players suspended.
- 7.7.6 If a team has submitted a squad of more than 12 for a weekend the team manager must, in advance of each match, via either TMS or a team-sheet provided to the Tournament Director as appropriate, indicate the maximum 12 players selected to participate in that match. A player whose name appears on any team-sheet listing those players eligible to play in a match will be deemed to have played in that match.
- 7.7.7 A team's starting line-up shall be advised to the Technical Officer on duty or entered on TMS as required not later than 10 minutes before the start of a match (or such other time as required by the Tournament Director).
- 7.7.8 If a registered team official has been suspended by the Tournament Director from participating for a particular match(es) then that official may not sit on the team bench for the match(es) under suspension and shall not participate in the match(es) in any way from any part of the competition venue (which includes making any audible comments from the spectator or any other viewing area). If the team manager, the suspended official must be replaced by another listed official or player. For the purposes of a suspension the match shall be deemed to include any period of warm up or cool down before and/or after a match.

7.8 Conduct

- 7.8.1 The team manager is responsible for the proper conduct of all players and officials named on the team-sheet.
- 7.8.2 The coach on the team bench may not enter the field of play during playing time under any circumstances but may do so during a shoot-out competition.
- 7.8.3 Vocal communication by team officials and/or players on the team bench must not in any way be directed at the players of the opposing team, the umpires and/or the technical officials seated at the table.
- 7.8.4 There is to be no audible communication from the videographer overlooking the field of play.
- 7.8.5 The timing of the suspension shall be controlled by the technical officials on duty. The timing of the suspension takes place in game time only - if the umpire stops and restarts time for any reason during the period of suspension, then the suspension time is also stopped and restarted.
- 7.8.6 The technical officer on duty, after warning a team manager of acts of misconduct by a person or persons on that team bench, is empowered, should misconduct continue, to order the person or persons involved to go and stay in the team changing room for the remainder of the match. Any such action by the technical officer (as opposed to the umpires) against an official or player on the bench will not result in a consequential reduction in the number of players on the pitch. Further disciplinary action may be taken by the Tournament Director after the match, depending upon the circumstances.

7.9 Blood Borne Diseases

- 7.9.1 Any player sustaining an injury that bleeds or any player with an open wound must leave the pitch immediately to receive treatment and have the wound covered prior to returning.
- 7.9.2 Blood stained clothing must be replaced and equipment cleaned before re-entry to the field of play.

7.10 On field Injuries

- 7.10.1 If any person from the team bench and/or the on-duty doctor enters the field of play to attend to any player, that player must leave the field of play and return to the team bench area for a minimum of one minute. The one-minute period will be managed by the technical officials on duty.
- 7.10.2 The player required to leave the field may be substituted within the normal Rules of Indoor Hockey.

8. RIGHT TO RE-ARRANGE

Not applicable to this competition.

9. DRESS

- 9.1 Field players must wear uniform shirts and knee length socks.
 - 9.1.1 (Women only) Field players shall wear uniform skirts or skorts.
 - 9.1.2 (Men only) Field players shall wear uniform shorts.
 - 9.1.3 Any additional clothing (e.g. cycle shorts or long sleeved tee-shirts) must be of the same colour as the corresponding item of clothing shown on the team-sheet.
- 9.2 All teams shall take alternative colour shirts and socks to a match and, if required by the Tournament Director, shall wear them.
- 9.3 Field players must:
 - 9.3.1 wear shin guards inside the socks and below the knee at all times during a match;
 - 9.3.2 wear any form of body protection (including leg protection) underneath normal playing clothing; knee pads may be worn outside the socks provided that the colour of the knee pad is the same colour of the socks.

- 9.4 Goalkeepers and/or Players with Goalkeeping Privileges must wear shirts contrasting with those of both teams and must wear protective equipment as specified in the Rules of Indoor Hockey.
- 9.5 Players shall wear on the back of their shirts the numbers allocated on the team-sheet. For teams playing in the Premier Division and the semi-finals and final this shall not exceed the number 32.
- 9.6 All numbers shall be no less than 8" (20cm) in height and shall contrast with the colour of the shirt. Taped numbers may only be used in an emergency.
- 9.7 The team captain must be identifiable on the pitch by a band or similar distinguishing article worn on the upper arm or shoulder or over the upper part of a sock.
- 9.8 When warming up during a match, substitutes must wear bibs or some other form of clothing in a colour different to both teams.
- 9.9 It is the responsibility of the team manager to ensure that players adhere to **all** dress requirements under this regulation and co-operate with requests from the Tournament Director for players so to do. Breaches of regulation 9 may be deemed an act of misconduct and acted upon accordingly by the Tournament Director. Furthermore, if a player or team manager fails to comply with a request by the Tournament Director (or any technical official acting on behalf of the Tournament Director) to comply with regulation 9.1.3, such failure shall be reported to EHCD who may impose a penalty in accordance with regulation 13.1.

10. UMPIRES

- 10.1 Umpires will be appointed by the NPUA.
- 10.2. Should an umpire fail to fulfil an appointment the Tournament Director shall endeavour to find another umpire to enable the match to be played. Any replacement umpire must be an active indoor umpire.
- 10.3 No person shall umpire and play in the same division of the Jaffa Super 6s during the same season.
- 10.4 Umpires shall have the authority temporarily (yellow or green card) or permanently (red card) to suspend any player or official from the team bench for ill-discipline. This will require the relevant team to withdraw a player from the pitch for the duration of the suspension.
- 10.5. Issue of a red card under sanction of regulation 6.3 of the Red Card and MMO Regulations. The following shall apply to all matches in the Jaffa Super 6s:
 - 10.5.1 Where an umpire issues a red card that he/she decides should be subject to sanction under regulation 6.3 of the Red Card and MMO Regulations the umpire should inform the offender of this at the time that the red card is issued.
 - 10.5.2 For the avoidance of doubt an umpire who has awarded a red card under sanction of regulation 6.3 of the Red Card and MMO Regulations may, in the event of further misconduct by the player, upgrade the penalty to a red card carrying sanction under regulation 6.2 of the Red Card and MMO Regulations. If the umpire decides to do this he/she should inform the offender (or at least the team manager for the player concerned) that this has been done.
 - 10.5.3 The umpire issuing a red card under sanction of regulation 6.3 of the Red Card and MMO Regulations shall provide written reasons for the card to the Tournament Director who shall then consider what, if any, further action shall be taken against the offender under Regulation 6.3 of these Regulations.
- 10.6 Any player who receives a red card must immediately leave the playing area until the end of the match and may not participate any further in the match (which includes making any audible comments from the spectator or any other viewing area).

11. POSTPONEMENT OR ABANDONMENT

- 11.1 At any time prior to the commencement of a match, the decision on whether or not the pitch is fit for play shall be the responsibility of the appointed Tournament Director. Once a game has started, a decision on whether it should be interrupted shall be made by the Tournament Director in consultation with the umpires and Technical Officer on duty.
- 11.2 If a match is interrupted under 11.1, this match must be resumed as soon as possible (not necessarily on the same field of play or on the same day), under the following conditions:

- 11.2.1 the match must be completed up to the regulation full time (see Regulation 7.1), the score on the resumption being that at the time the interruption took place;
- 11.2.2 on resumption, rule 12.3 of the FIH Rules of Indoor Hockey 2017 relating to the substitution of players shall apply as though there had been no interruption to the match.
- 11.3 In the event of a match or the tournament in part or wholly, having to be abandoned as a result of a serious injury to a player, adverse weather conditions or a decision of the Tournament Director in such circumstances that it has not been possible to complete the interruption in accordance with 11.2 above, the EHIC will decide on the action to be taken after receiving a report from the Tournament Director. Such a decision may necessitate a replay of the match or the tournament in part or wholly, dependent on the circumstances at the time of the abandonment.

12. FAILURE TO HONOUR A FIXTURE OR FORFEITURE OF A GAME

- 12.1 If a team fails to honour a fixture or forfeits a game, it shall be deemed to have lost 0-5 and the opposing team shall be awarded three points and be deemed to have won the game 5-0.
- 12.2 If a team fails to honour more than one fixture, its playing record will be expunged. This is subject to any remission, or further penalty, which the EHIC may implement.

13. BREACH OF REGULATIONS AND PENALTIES

- 13.1 Any team found to be in breach of these regulations may be subject to further penalties, as detailed below, in addition to any penalty imposed by a specific regulation herein:
- 13.1.1 The EHIC shall at its discretion have the right to impose any penalty on a team for breaches of these regulations. Such penalty may consist of the deduction of points and/or a fine of up to a maximum of £200 on any one occasion or a greater sum up to a maximum of £500 for any further breaches in any season.
- 13.1.2 In addition the EHIC shall at its discretion have the right to require that teams re-imburse opposing teams, officials or EH for any expenses incurred by breaches of these regulations.
- 13.2 Penalties specific to regulation 4.2.
- Any team found to be in breach of regulation 4.2 may be subject to the following penalties:
- 13.2.1 A fine; and/or
- 13.2.2 Deduction of 1 point for each Jaffa Super 6s match in which an ineligible or de-registered player has played subject to a maximum of 5 points; and/or
- 13.2.3 Deduction of all points gained in any and each Jaffa Super 6s match in which an ineligible or de-registered player has played, subject to no maximum; and/or
- 13.2.4 Such other penalties as the EHIC considers appropriate.

14. APPEAL PROCEDURE

- 14.1 Clubs and players have the right to appeal against a decision of the EHIC as set out in this Regulation.
- 14.2 In any case where the EHIC has made a decision in respect of any matter that is or has been the subject of a decision by a relevant Disciplinary Body pursuant to the provisions of the Red Card & MMO Regulations or the Disrepute Offence Regulations, a club and/or individual affected by the decision has the right to appeal the decision of the EHIC to the EH Appeal Panel.
- 14.2.1 The Appeal to the EH Appeal Panel must be commenced by an Appeal Notice marked for the attention of the EH Appeal Panel sent to and received by the NDO not later than 7 days after the Appellant has been notified of the decision to be appealed against. There must be annexed to the Appeal Notice copies of all documents, including the written statements of any witnesses, that the Appellant intends to rely on in the Appeal.
- 14.2.2 Regulations 7.3.1, 7.3.2, 7.3.3, 7.3.7, 7.4(b) [deposit of £150] and 7.5 of the Red Card & MMO Regulations shall apply for the purposes of the Appeal to the EH Appeal Panel and, as soon as

reasonably practical after receipt of the Appeal Notice, the Chairman of the EH Appeal Panel shall give directions for the further conduct of the Appeal.

14.2.3 The decision of the EH Appeal Panel shall be final.

14.3 In any case not covered by the provisions in Regulation 14.2 a club and/or individual affected by the decision of the EHIC has a right to appeal to the EH Appeal Panel in the manner set out below:

14.3.1 The Appeal to the EH Appeal Panel must be commenced by an Appeal Notice marked for the attention of the EH Appeal Panel sent to and received by the EHCD not later than 3 days after the Appellant has been notified of the decision to be appealed against. There must be annexed to the Appeal Notice copies of all documents, including the written statements of any witnesses, that the Appellant intends to rely on in the Appeal.

14.3.2 The Appeal Notice should be sent by ordinary first class post, fax, email or recorded delivery or hand delivered to the EHCD at the EH Offices. A deposit of £150 must be sent within 7 days of the date of the sending of the appeal. This will be returned, all or in part, if the Appeal is successful. As soon as reasonably practical after receipt of the Appeal Notice, the Chairman of the EH Appeal Panel shall give directions for the further conduct of the Appeal.

14.3.3 Any other team that may be directly affected by an Appeal shall, as soon as reasonably possible, be notified of the Appeal and subsequently the outcome of the Appeal.

14.3.4 The decision of the EH Appeal Panel shall be final.

15. UNFORESEEN EVENTS

15.1 If circumstances arise which are not provided for in these regulations, the Tournament Director will determine any actions necessary to deal with those circumstances.

15.2 If any team affected by the decision of the Tournament Director under regulation 15.1 wishes to appeal, it may do so following the same procedures set out in regulation 14.

EH/November 2018

Appendix 1 – Variations to the Rules of Hockey

PENALTY CORNER COUNTDOWN

Regulation: When an initial Penalty Corner is awarded, Umpires shall allow not more than 40 seconds to pass before allowing the Penalty Corner to commence in order to permit defenders to put on protective gear etc. The engaged Umpire shall advise both the defence and the attackers as the countdown approaches zero. If both teams are ready before the 40 seconds has expired, the Umpire shall allow the Penalty Corner to commence. Upon expiry of the 40 seconds the Umpire may allow the taking of the Penalty Corner, provided that both teams are ready.

Note: This regulation will apply only to the initial award of a Penalty Corner and not to any retake, or to any subsequent Penalty Corner awarded before the ball has travelled more than 3 metres outside the circle. In the event that a team is not ready the umpire is to identify and issue a personal penalty (i.e. a green card) to the player who is responsible for the delay, with an increased personal penalty (i.e. a yellow card) for repeated offences. If this player is a defender, the defending team defends the particular Penalty Corner with one player fewer. For any offence of this rule by a defending goalkeeper or player with goalkeeping privileges, the defending team defends the penalty corner with one fewer player: ie the corner is defended by one fewer player than before this incident. The defending team nominates which defender will be subject to a personal penalty.

Appendix 2 - Shoot-out Competition Procedure

Three players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this Appendix. The shoot-out competition comprises all series of shoot-outs required to determine a result. The following sets out both the playing Rules and the procedures to be followed.

1. The respective team managers provide three players to take and one player to defend the shoot-outs from those on the match report form 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.
2. If the shoot-out competition takes place after the end of a match, the first shoot-out shall take place within four (4) minutes of the end of the match.
3. A player who is still serving a disciplinary suspension by the Tournament Director at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, 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 his/her suspension has not been completed at the end of the match.
4. The Tournament Director will specify in advance the goal to be used.
5. The Tournament Director will brief teams, umpires and officials in the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
6. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
7. All persons listed on the match report form, other than any player who is still serving a disciplinary suspension by the Tournament Director at the time the shoot-out competition takes place, or has been excluded permanently (red card) during the match which leads to the shoot-out competition, are permitted to enter the field of play outside the half used for the shoot-out.
8. The goalkeeper/defending player of the team taking a shoot-out may be on the back-line outside the circle.
9. A player taking or defending a shoot-out may enter the half used for the shoot-out for that purpose.
10. Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment.
11. Three players from each team take a shoot-out alternately against the goalkeeper/defending player of the other team making a total of 6 shoot-outs.
12. Taking a shoot-out:
 - 12.1 the goalkeeper/defending player starts on or behind the goal-line between the goal posts;
 - 12.2 the ball is placed 3 metres outside the circle opposite the centre of the goal;
 - 12.3 an attacker stands behind but near the ball;
 - 12.4 the Umpire blows the whistle to start time;
 - 12.5 an official at the technical table starts the clock;
 - 12.6 the attacker and the goalkeeper/defending player may then move in any direction;
 - 12.7 the shoot-out is completed when:
 - 12.7.1 6 seconds has elapsed since the starting signal;
 - 12.7.2 a goal is scored;
 - 12.7.3 the attacker commits an offence;

- 12.7.4 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;
 - 12.7.5 the goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
 - 12.7.6 the ball goes out of play over the back-line or side-boards; this includes the goalkeeper/defending player intentionally playing the ball over the back-line;
 - 12.7.7 if the ball rebounds off a goalkeeper/defending player over the side-boards, the shoot-out is completed; if the ball is propelled by a goalkeeper/defending player over the side-boards, the shoot-out is retaken by the same player against the same goalkeeper/defending player.
13. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the match report form, subject to the provisions of clauses 16, 17 and 18 of this Appendix.
 14. The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
 15. A player may be suspended by a yellow or a red card, but not by a green card during the shoot-out competition.
 16. If during a shoot-out competition (including during any penalty stroke which is awarded) a player is suspended by a yellow or red card:
 - 16.1 that player takes no further part in that shoot-out competition and, unless a goalkeeper/defending player, cannot be replaced;
 - 16.2 the replacement for a suspended goalkeeper/defending player can only come from the three players of that team nominated to take part in the shoot-out competition:
 - 16.2.1 the replacement goalkeeper/defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player they are replacing was wearing;
 - 16.2.2 for taking their own shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
 - 16.2.3 any shoot-out due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as a goal.
 17. If during a shoot-out competition, a defending goalkeeper/defending player is incapacitated:
 - 17.1 that goalkeeper/defending player may be replaced by another player from among the players listed on the match report form for that particular match, except as excluded in this Appendix or unless suspended by an umpire during the shoot-out competition;
 - 17.2 the replacement goalkeeper:
 - 17.2.1 is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper/defending player was wearing;
 - 17.2.2 if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off his/her protective equipment to take their shoot-out and subsequently to put it on again.
 18. If during a shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the match report form for that particular match, except as excluded above or unless suspended by an umpire during the shoot-out competition.
 19. If an equal number of goals are scored after each team has taken three shoot-outs:
 - 19.1 a second series of shoot-outs is taken with the same players, subject to the conditions specified in this Appendix;

- 19.2 the sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - 19.3 the team whose player took the first shoot-out in a series defends the first shoot-out of the next series;
 - 19.4 when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, that team is the winner.
- 20 If an equal number of goals are scored after a second or subsequent series of three shoot-outs, an additional series of shoot-outs is taken with the same players subject to the conditions specified in this Appendix:
- 20.1 the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - 20.2 the team which starts each shoot-out series alternates for each series.
21. Unless varied by this Appendix the Rules of Indoor Hockey apply during a shoot-out.

Appendix 3 - Time-out Procedure

1. A time-out may be called when play is stopped immediately before putting the ball back into play after it has been outside the pitch or before a free push, a centre pass or a bully.
2. A time-out may not be called within the period from the award of a penalty corner or penalty stroke until after it has been completed.
3. Time-outs may only be requested by the team manager direct to the technical officer on duty at the table. The technical officer on duty will decide the appropriate time to stop the play.
4. A time-out may be granted once to each team in each half of the match. Time-outs which have not been taken during the first half cannot be transferred to the second half.
5. The technical officials must keep a note on the match report form of the time and number of time-outs called by each team.
6. A time-out takes a maximum of one minute.
7. Procedure:
 - 7.1 The technical officer on duty stops play by sounding the hooter on the technical table or by whistle. A 'T' signal is made with their hands in front of their chest to indicate that a time-out has been requested, followed by an indication of which team has called the time-out.
 - 7.2 The technical officer will stop match time and commence a one minute countdown.
 - 7.3 Suspended players may re-join their team for the duration of a time-out but must return to their seat at the technical table to complete their suspension period.
 - 7.4 At the expiry of 50 seconds, the technical officer on duty will inform the umpire nearest the technical table.
 - 7.5 The umpire shall immediately blow his/her whistle for the players to return to the pitch.
 - 7.6 After exactly one minute (or less if both teams are ready to play), the umpire shall re-start the game, and the technical officer shall re-start the match time clock.
 - 7.7 Play recommences with the restart that was due to take place before the time-out occurred.

EH/November 2018