

Barbados Hockey Federation Inc.



2017 Outdoor Classifier

Outdoor Hockey Tournament

2017 Competition Rules & Regulations

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1 RULES OF COMPETITION

- 1.1 The tournament shall be conducted in accordance with the 2017 Rules of Outdoor Hockey published by the International Hockey Federation (F.I.H.), incorporating the Adjustment to Rule 13.2 as at 16, February 2016 and the Rules & Regulations (2007 Amendments) of the Barbados Hockey Federation Inc. except as listed in these regulations.
- 1.2 All participants, umpires, officials and players and any other team personnel alike, allow the Barbados Hockey Federation Inc. to use images taken at this event for any purpose.
- 1.3 Participation in this League or tournament implies adherence and agreement with all of the rules and regulations as set out in this document.

2 PARTICIPANTS

- 2.1 For each match, a club may roster 18 (eighteen) players from their list of players registered.
- 2.2 In the case of withdrawal of one or more clubs:
 - (a) An alternate club can be added at the prerogative of the Competition and Fixtures Committee.
 - (b) Any zones can be re-drawn before the start of the competition in which case all participating clubs will be notified accordingly prior to the commencement of the competition.
- 2.3 Only a team manager, team coach, physiotherapist/doctor/trainer and substitute players can remain seated on any designated team bench or teams' areas during a team's matches. The team manager (if not a player on the team), shall be responsible for the conduct of all persons occupying the bench or area. He/she must be present at the bench or area during the match and occupy the seat or space nearest to the Technical Officials' area. No other person, supporter or relative is allowed to be present at the team bench or area before, during and after matches.

3 UMPIRES

- 3.1 Umpires will be assigned for matches at the discretion of the Umpires and Technical Committee.
- 3.2 Clubs are required to name at least one umpire, preferably two, who will be present at all of the said club's matches.
 - (a) In the event of that umpires assigned by Umpires and Technical Committee are unavailable, club umpires may be expected to officiate the match.
 - (i) If one assigned umpire for a match is unavailable, the home team's umpire may be required to umpire the match.
 - (ii) If both assigned umpires for a match are unavailable, both the home and away team's umpires may be required to umpire the match.
 - (b) Named umpires may be team players, the coach, manager or trainer.
 - (i) If an umpire is needed these persons will be first obligated to umpire the match.
 - (II) Club umpires should be knowledgeable about the current Rules of Outdoor Hockey and fit and able to apply them for the duration of the match.
 - (c) Teams not providing any umpires may be subject to a penalty.

4 ENTRY FORMS / ROSTERS

- 4.1** Competition entry forms must be received from the participating clubs by the Competition and Fixtures Committee no later than the advertised date.
- (a) Entries submitted after the advertised date, may be allowed at the discretion of the Competition and Fixtures Committee
- 4.2** The registration forms or notices must include the names players to be registered. Clubs may add/change names at any time before the deadline as advertised.
- 4.3** Once the deadline has expired and the competition has started, clubs will not be allowed to remove names from their roster. Clubs are allowed to add names to their list of registered players.
- (a) However team managers may submit correspondence to the Competition and Fixtures Committee requesting changes accompanied with a reason. Changes may be permitted at the discretion of the Competition and Fixtures Committee.
- 4.4** Exceptions may be granted by the Competition and Fixtures Committee under extenuating circumstances.
- 4.5** Players names and numbers must be on a team's match roster sheet submitted to the Technical Officials or umpires before the start of the match in order to participate in that match.
- 4.6** Once a match has begun, player names may be added to the match sheet submitted to Technical Officials or Umpires, to a maximum of 18 registered players – but not removed.

5 BRIEFING MEETING WITH THE COMPETITION AND FIXTURES COMMITTEE

- 5.1** The Competition and Fixtures Committee at their prerogative may conduct Managers Meetings at a time and place determined by the Competition and Fixtures Committee. If a meeting is not conducted, the Competition and Fixtures Committee must communicate either via mail or email all necessary information necessary for the success and safety of the tournament teams and secure acknowledgements from all teams acknowledging receipt of the Tournament Regulations. Acknowledgements can be received via email, telephone and print.
- 5.2** Team managers and/or team coach or team captain must attend any meetings called. In case both the team manager and coach or captain are not able to attend due to unavoidable circumstances, then that team manager or coach must sign an official document declaring to have received from the Competition and Fixtures Committee, all relevant information as communicated during the meeting. The team manager / coach must deliver the signed document to the Competition and Fixtures Committee before the first match of their team in the tournament.

6 TEAM CLOTHING/EQUIPMENT

- 6.1** There are no restrictions on Sponsorship Advertising on Player Jerseys so long as the advertising does not include any objectionable words or images as determined by the Competition and Fixtures Committee and does not conflict in obscuring any numbers on the backs of player jerseys.
- 6.2** Each player must wear their team uniforms and/or colors as specified on the club's competition registration forms.

- (a) Player's jerseys should have numerical numbers on the backs of their shirts.
 - (b) Numbers must be filled and not outlined and be visible from across the length of the field.
 - (c) Numbers should not be printed on with a marker or tape etc.
 - (d) Each field player's number (including goalkeepers) must remain the same throughout the competition.
 - (e) Exemptions to Regulation 6.2 above may be granted for match by the Technical Officials, Umpires or the Competition and Fixtures Committee
- 6.3** If in the opinion of the Match Officials or Umpires for the match, the colors of two opposing teams might lead to confusion, the **away** team must change colors.
- 6.4** Goalkeepers must wear a different colored jersey from that of their own team and that of their opponents. The jersey cannot be white color.
- 6.5** A Team's alternate jerseys should be with each team at all times involved in a match for emergencies.
- 6.6** All players must be uniformly and neatly dressed at all times during a match as determined by the Technical Officials or Umpires for the match.
- 6.7** Shin guards are mandatory for all players.
- (a) Shin guards must be worn inside the socks, at all times during a match.
 - (b) If not in possession of Shin guards, players may seek exemption from the Technical Officials on duty or from the Technical Organizing Committee. Such exemptions will be noted and penalties may be applied for repeat violators.
- 6.8** Mouth guards, while not mandatory, are highly recommended.
- 6.9** Players are permitted to wear a face mask while defending a penalty corner provided that the face mask has a smooth surface and fits flush with the face. The face mask must be removed at the earliest opportunity and must not be worn for an extended period of time after the conclusion of the penalty corner. This period of time is gauged at the discretion of the umpire(s) for that match.
- 6.10** Players must not wear anything that could be dangerous to other players such as ear or nose rings, caps & bracelets etc. as determined by the Technical Officials or Umpires for the match.
- 6.11** The goalkeepers' leg guards, kickers and hand protectors may not be white in color.
- 6.12** Players' shoes and socks may not be white in color. Umpires may allow players to wear white shoes and/or socks at their discretion, provided the color does not affect their vision.
- 6.13** Any player(s) may be required to make their hockey sticks and goalkeeping equipment available to the Technical Officials or Umpires before, during or after their match(es) to ensure legality.
- 6.14** Technical Specifications of all playing equipment must meet FIH requirements as listed in the 2017 edition of the Rules of Outdoor Hockey. It is the individual responsibility of the teams to ensure that all goal-keeping and player equipment meet these requirements. Any violations of these requirements by any player will result in a red card for that player from the match and an automatic one match suspension of the player(s) next match.
- 6.15** Any violation of these regulations may result in sanctions by the Disciplinary Committee as follows:

- (a) A monetary fine, and or
- (b) Suspension of team personnel for any number of matches, and or
- (c) Permanent suspension from the competition for players or teams

7 COMPOSITION OF A TEAM

- 7.1** Before every match, each team manager or captain must indicate his/her team's starting lineup including the captain and goalkeeper(s) for the match, excluding any player who has been suspended from playing by the Competition and Fixtures Committee or Disciplinary Committee to the Technical Officer or Umpires for the match.
- 7.2** The remaining players, with the exception of suspended players if any, may warm-up and practice with their team prior to the scheduled start time of the match.
- 7.3** All suspended player(s) are prohibited from warming up with their team before their team's match and may not be present at their team bench during their team's match.
- 7.4** A nominated player who becomes incapacitated during warm-up or practice may be replaced by another player in the starting lineup. The team manager or captain must notify the Technical Officer or Umpires on duty accordingly.
- 7.5** Each team must have a captain designated for the duration of a match. A captain who is substituted is allowed on the bench, without having to appoint a designate captain.
 - (a) A captain must wear an arm band during their match.
 - (b) If a captain is permanently suspended or issued with a red card, another player from the match roster must be designated as the standing captain.
- 7.6** Each team must field a minimum of 7 (seven) players. Eleven (11) players total may take the field.
- 7.7** In case a team is unable to field a minimum of 7 (seven) players, the opposing team will be considered as having won the match by a forfeit score of 3 - 0, or by the score when the match was discontinued, whichever of the two scores that will be more advantageous for the winning team. Please refer to regulation 11.2 for rules governing the start of play.
- 7.8** A team can elect to place a goalkeeper on the field with full protective goalkeeping equipment or, only with protective headgear and a different color jersey, or play entirely with field players in which case no player will have goalkeeping privileges.
 - (a) If playing without a goalkeeper, but playing with player with goalkeeping privileges, that player must wear a helmet or a protective face mask if defending penalty corners or penalty strokes.

8 SUBSTITUTIONS OF PLAYERS / GOALKEEPERS

- 8.1** Any team wishing to substitute a player may do so at any time subject to substitution guidelines as listed in regulations 8.2 to 8.5.
- 8.2** Any player nominated by the team manager to enter as a substitute, shall do so from the designated substitution area as determined by the Technical Officials or Umpires for the match.
- 8.3** Goalkeepers may substitute near the goal from the end/back line of the goal they are defending.

(a) If a field player - he/she will attract the attention of the player to be substituted, and the substitution will be carried out under the supervision of a technical official on duty where possible, without stoppage of time.

(b) If a goalkeeper - the substitution will be supervised by the umpire(s), without stoppage of time.

- 8.4** Any player with a bleeding injury must leave the field of play and shall not re-enter until the bleeding has ceased completely, the wound is adequately covered and his/her clothing, if blood stained, has been replaced.
- 8.5** All incoming substitute goalkeepers must be fully dressed in goalkeeping equipment unless the team wishes to play with a goalkeeper with protective headgear only or with field players only.

9 ADMISSIONS TO THE FIELD OF PLAY

- 9.1** Teams are not allowed to warm up on the sidelines of the field while another match is in progress. Teams can only take the field for their next match after the previous match has concluded. All teams are requested to vacate the designated team area as soon as possible after their match is over, as the time between matches is very limited.
- 9.2** The team coach, manager or physiotherapist /doctor/trainer may not enter the field of play at any time under any circumstances without the explicit approval from the Technical Officers or Umpires on duty.
- 9.3** The team officials and substitute players plus the team medical doctor, if registered, must remain at the team bench or area during regulation time, including time stoppages, unless the Technical Officer on duty or umpire(s) direct otherwise or when following substitution procedures.
- 9.4** All team officials and substitute players must remain on the bench or in the designated area.
- 9.5** Vocal communication by team officials and/or players on the team bench or area must not in any way be directed at the match officials, the umpires and/or the players of the opposing team. The Technical Officer or Umpires on duty, after warning a team manager of acts of misconduct by a person or persons on that team bench or area, is empowered, should misconduct continue, to order that person or persons involved to vacate the team bench or area immediately for the remainder of the match. Further disciplinary action may be taken by the Competition and Fixtures Committee or Disciplinary Committee after the match, based upon the circumstances.
- 9.6** No incapacity treatment will be permitted on the field of play.
- (a) If a player becomes incapacitated on the field of play, one of the umpires may stop the match and assess whether or not the player requires attention from the team bench.
- (b) In the case of an injury to a field player, the umpire may authorize the registered team medical doctor or, if a team does not have such registered officials, the on-duty physiotherapist/trainer, to enter the field of play to assist and remove the player concerned from the field of play as soon as it is safe to do so.
- (c) In the case of an injury to a goalkeeper, the umpire may authorize the registered team medical doctor or, if a team does not have such registered officials, the on-duty physiotherapist /trainer, to enter the field of play to assess and as appropriate provide

brief treatment or remove the goalkeeper concerned from the field of play as soon as it is safe to do so.

(d) If any person from the team bench and/or the on-duty trainer enters the field of play to attend to a player other than a goalkeeper, that player must leave the field of play and return to the team bench area for a minimum of 2 (two) minutes before being allowed to re-enter the match. The 2 (two) minute period will be managed by the Technical Officials on duty. The player required to leave the field may be substituted.

- 9.7** No liquid or other refreshments may be consumed on the field of play. Any player wishing to consume refreshments during a match, including during time stoppages must leave the field of play and is permitted to re-enter only at the area designated for substitutions. A goalkeeper may leave and re-enter the field of play only adjacent to the goal.
- 9.8** Any player(s) receiving a yellow card(s) will exit the field and serve their suspension in the designated suspension area or behind their defending goal, whichever is indicated by the umpire(s), until summoned back by the umpire(s).
- 9.9** Any player(s) receiving a red card(s) will be required to exit the field and team area in an expedited manner and shall not return to the team area for the duration of that and any future match(es) until he/she has served any suspension levied by the Disciplinary Committee.

10 DURATION OF MATCHES

- 10.1** All matches shall consist of four (4) fifteen minute quarters (15 minutes) with two and one-half minute (2½) intervals between the first two quarters and the last two quarters, and a 7 (seven) minute half-time interval between quarters two (2) and three (3).
- (a) Players are not allowed to leave the field of play during the 2½ minute intervals, except for the purpose of being substituted.
- 10.2** Teams will change sides (attacking sides) only at the start of the third quarter (second half).
- 10.3** Time will be stopped for all penalty strokes awarded by the umpires during matches.
- 10.4** Due to the tight schedule, there will be no real-time stoppages unless:
- (a) In the opinion of the umpire(s), intentional interruption is being carried out by a team member(s) for their team's advantage in reference to the outcome of a match. Any player feigning injury will also be subject to disciplinary action.
- (b) It would be injurious to a player if he/she were to be removed without proper medical assistance.
- 10.5** Matches will start at the scheduled times **in all cases**.
- 10.6** There will be no postponements unless deemed absolutely necessary by the Competition and Fixtures Committee.

11 PROVISIONS FOR MATCHES

- 11.1** Each team must provide two balls and give them to the umpire(s) before the match. Balls must meet the specifications set out in Regulation 3 of the Field and Equipment Specifications of the 2017 Rules of Hockey.
- 11.2** Players and officials must make all efforts to ensure that matches start punctually. Teams not having the required minimum number of players at the scheduled time for the start of the game or within 15 minutes after may be considered as having lost by default, provided their opponents have the required minimum available and are ready to play, subject to the following:
- (a) At the scheduled time for the start of the game, should one team be ready to play:
 - (i) After 5 minutes have elapsed, a one goal penalty will be incurred to the team not ready to play and the score shall be 0 – 1 against.
 - (ii) After 10 minutes have elapsed, a further one goal penalty will be incurred to the team not ready to play and the score shall be 0 – 2 against.
 - (iii) After 15 minutes have elapsed, a further one goal penalty will be incurred to the team not ready to play and the score shall be 0 – 3 against. At this time the officiating Technical Official(s) or Umpire(s) should offer the default win to the captain of the team ready to play.
 - (b) At the scheduled time for the start of the game, should both teams be not ready to play, the following will apply:
 - (i) After 5 minutes have elapsed and both teams are not ready -
 1. Should one team become ready to play prior to 10 minutes having elapsed, the opposing team will have until 10 minutes past the time to be ready to play. After 10 minutes have elapsed, a one goal penalty will be incurred to the team not having the required minimum number of players and the score shall be 0 – 1 against
 2. After 15 minutes have elapsed, a further one goal penalty will be incurred to the team not having the required minimum number of players and the score shall be 0 – 2 against. At this time the officiating Technical Officials or Umpire(s) should offer the default win to the captain of the team ready to play.
 - (ii) After 10 minutes have elapsed and both teams are not ready -
 1. Should one team become ready to play prior to 15 minutes having elapsed, the opposing team will have until 15 minutes past the time to be ready to play. After 15 minutes have elapsed, a one goal penalty will be incurred to the team not having the required minimum number of players and the score shall be 0 – 1 against
 2. At this time the officiating Technical Officials or Umpire(s) should offer the default win to the captain of the team ready to play.
 - (iii) After 15 minutes have elapsed and both teams are not ready -

1. The officiating Technical Officials or Umpire(s) should declare the match a 'No Result'.
2. However, once 20 minutes after the scheduled time for the start of a match has not expired, should the teams become present and ready to play, the officiating Technical Official(s) or Umpire(s) should offer the option of a match continuance to the two captains. Matches played under this rule will play under the following stipulations:
 - (a) Their duration will be two (2) periods of 22½ minutes, with a 5 minute halftime interval.
 - (b) They must start on or before 20 minutes after the after the scheduled time for the start of a match.
 - (c) The match will start with a level score of 0 – 0.

The officiating Technical Official(s) and/or Umpire(s) will have sole discretion over the application of the defaulting rules specified in regulation 11.2. The officiating Technical Official(s) and/or Umpire(s) should always inform any team captains before invocation of regulation 11.2 and should always take into consideration the best interests of the teams, the competition and the sport.

- 11.3** Once 20 minutes after the scheduled time for the start of a match has not expired, the captain of the team that can claim a default win due to the opposing team being timed-out, may grant a match continuance in the spirit of competition. Matches played under this rule will play under the following stipulations:
- (a) Their duration will be two (2) periods of 22½ minutes, with a 5 minute halftime interval.
 - (b) They must start on or before 20 minutes after the after the scheduled time for the start of a match.
 - (c) The team that would have lost by default, will incur a one (1) goal penalty, and will start with a score of 0 – 1 to their deficit.

Team captains are encouraged to invoke regulation 11.3 in the spirit of competition and fair play.

- 11.4** If a match is abandoned for inclement weather (including fading light) and more than 45 minutes of the match has been played, the final score will be the score when the match was abandoned. If less than 45 minutes of the match has been completed, or the match was not able to play as scheduled, then a replay may be awarded at the discretion of the Competition and Fixtures Committee, otherwise the match would be declared as 'No Result' and each team will be awarded one point.
- (a) For matches ending in No Result, all goals scored will be recorded and counted towards a team's competition match statistics for the calculation of final positioning. This includes 'Goals For' and 'Goals Against'.

- 11.5** At the start of a match, if in the umpires' opinion, a full match is not possible due to fading light, poor weather or pitch conditions, once 20 minutes after the scheduled time for the start of a match has not expired, should the teams be available and ready to play, the option of a match continuance should be offered to the two captains. Matches played under this rule will play under the following stipulations:
- (a) Their duration will be two (2) periods of 22½ minutes, with a 5 minute halftime interval.
 - (b) They must start on or before 20 minutes after the after the scheduled time for the start of a match.
 - (c) The match will start with a level score of 0 – 0.

The umpires before a match can determine whether the field is unfit for play for whatever reason.

- 11.6** If a match is interrupted by the Umpire(s) or Technical Officials, the match must be resumed as soon as possible as required by the Competition and Fixtures Committee, under the following conditions:
- (a) The match must be completed up to the regulation full time if at all possible as determined by the Competition and Fixtures Committee. The score on the resumption will be the same as at the time the interruption took place.
- 11.7** The absolute cut-off time for all matches will be 85 (eighty-five) minutes after the scheduled start time of the match. After 85 minutes has elapsed from the scheduled start time of the match, the Technical Official(s) and/or Umpire(s) will signal the end of the match and that match shall be concluded. This rule shall be applied to all regular and reduced matches.
- 11.8** The Match Official(s) on duty controls the team benches/areas for persons seated and prevents vocal communications and poor conduct directed to the Match Officials seated at the table, umpires and players of the opposing team. Match Officials issue reprimands to Team Managers, players and other personnel seated in the team bench and if necessary, remove them from personnel from the playing area and team bench.
- 11.9** ***Non-Payment of Fees:*** Clubs/Teams will be given 30 days from the start of competition to settle, or make adequate arrangements for the settlement of all outstanding competition and player registration fees due for the year to that date. Should these fees not be settled, or suitable arrangements made by the given date, teams will be automatically withdrawn from the competition. Any fees incurred after the 30-day period (newly registered players/match fees) are expected to be settled before the start of the Championship Playoffs. If any additional fees are not settled before the start of the Championship Playoffs, any teams eligible for the Championship Playoffs and Finals will be automatically disqualified and withdrawn from the competition.

12 TIME-KEEPING

- 12.1 Time-keeping will be controlled by the officiating Technical Official(s) or Umpire(s). They will be responsible for signaling the end of regulation time to the players.
- 12.2 In the case of an extension of any period of regulation time to permit the completion of a penalty corner(s), the umpires will signal the end of that period.
- 12.3 The umpires will whistle the start or restart of a match; they must also signal to any Technical Official(s) on duty every stoppage they may order and the subsequent restart.

13 DISCIPLINARY CARDS / DISQUALIFICATION / FAILURE TO PLAY

- 13.1 Automatic penalties for breaking the line during Penalty Corners: Due to the time constraints, implementing these provisions could easily result in delays, intentional and otherwise, resulting in defensive teams taking advantage of this towards the end of matches. Umpires will still have the latitude of issuing green and/or yellow cards if they deem necessary and even time stoppages as a last resort.
- 13.2 Accumulation of Yellow Cards:
 - (a) Any player accumulating more than 3 yellow cards in the competition will be automatically suspended for the next match.
 - (b) Players who receive a fourth yellow card during the course of the competition are subject to be disciplined by the Disciplinary Committee. The approved decision of the Disciplinary Committee will then be passed on to the player, who has the right to appeal to the Appeals Committee within 7 (seven) days. Decisions of the Committees will also be copied to the respective club.
- 13.3 Red Cards:
 - (a) Any player receiving a red card will be automatically suspended for the next match.
 - (b) Any player receiving a red card may be further disciplined by the Disciplinary Committee, which can include a monetary fine and/or further suspension and/or permanent suspension from the competition.
- 13.4 At the start of a match:
 - (a) If a team has less than the required number of players on the field, a default period of 15 minutes will be granted, after which, that team will forfeit the match by a score of 0 – 3 subject to the provisions laid out in regulation 11.
 - (b) If both teams have less than the required number of players, a default period of 15 minutes will be granted, after which, if both teams still have less than the required number of persons, the match will be declared as ‘No Result’ subject to the provisions laid out in regulation 11. No points will be awarded to either team in this case.
 - (c) The default period will not be extended or reset for arriving players.
 - (d) Players must be on the field, in full match uniform and ready to play, in order to be counted.
 - (i) The Technical Official(s) or Umpire(s) for the match will have full discretion on determining whether a player or team is deemed ready to play.

(d) Persistently late teams, as adjudged by the Technical Officials, may be subject to sanctions as follows:

- (i) A monetary fine and/or
- (ii) Suspension of team personnel for any number of matches, and or
- (iii) Permanent suspension from the competition for players or teams

13.5 If, during the course of the match, a team declines to continue to play or to take up play where it was left off, or if at any time during the match the number of its players is less than 7 (seven), this team will lose the match by a difference of 3 (three) goals, or by the score when the match was discontinued, whichever of the two scores that will be more advantageous for the winning team.

(a) A team either disqualified or consistently refusing to play or consistently fails to complete a match shall be deemed to have withdrawn from the competition.

(b) If a team so withdraws from the competition, any matches it has played until then, will be recorded as a 0 - 3 losses, or by the score when the match was played, whichever of the two scores that will be more advantageous for the winning team; any matches it has still to play will be recorded as a 0 - 3 losses and that team shall be ranked last in the competition.

The point-tables will be corrected accordingly.

13.6 If, during the course of the Competition or League, a team fails to meet three (3) consecutive scheduled matches, that team shall be deemed to have withdrawn from the competition. If a team is so withdrawn from the competition, all points awarded to opponents by default will be retroactively removed and no points will be awarded for future matches. The official match schedule may be updated and the point-tables will be corrected accordingly.

13.7 The Competition and Fixtures Committee reserves the right to disqualify any club or team at any stage of the League or Competition for any arrears or current funds owed to the Barbados Hockey Federation for Player Registration, Competition or Match Fees. Disqualification remains at the discretion of the Competitions and Fixtures Committee. Any club or team so disqualified will relinquish any points, rights and titles accumulated in the League or Competition up to the point of disqualification.

13.8 During the Final Round/Playoff matches:

(a) A team either disqualified or refusing to play or to complete a match will be deemed to have withdrawn from the competition at that stage and to have lost the match in question.

(b) The team will be ranked last in the competition and will not receive, or will not be allowed to keep any medals and trophies to which it was entitled or which it had already received.

(c) All teams ranked below the team at the time of the withdrawal will be advanced by one place in the final ranking. Where appropriate after such revision of the ranking, the next highest ranked team(s) at the time of the withdrawal will be awarded any medals and trophies as appropriate.

14 COMPETITION FORMAT

14.1 The competition will consist of one division in each of the Men's and Women's categories. All member clubs are eligible. 2018 Super League eligibility will be determined by this competition's results.

There will be one zone in the Men's and Women's division. The Competition and Fixtures Committee reserves the right to rearrange the composition of any zones or the League(s) prior to the start of the competition if it is deemed necessary.

There will be two stages of competition–

Stage 1 (Divisional Single Round-robin):

All the teams will play against each other in their zone once and the following points will be awarded for each match:

- 3 (three) points to the winner
- 1 (one) point to each team, in the event of a draw
- 1 (one) point to each team, in the event of a played No Result match
- 0 (zero) points to the loser
- 0 (zero) points to each team , in the event of an un-played No Result match

If teams were available and ready to play a match, but the match was unable to start due to weather or adverse conditions, that match would be considered a played No Result.

Stage 2 (Knockouts):

Stage 2 teams and matches will be determined after all Stage 1 matches have been concluded and matches will be as follows:

Championship Knockout 1 – 2nd Ranked Team v 3rd Ranked Team: The Winner of this match advances to face the winner of 'Championship Knockout 2' in the Championship Final.

Championship Knockout 2 – 1st Ranked Team v 4th Ranked Team: The Winner of this match advances to face the winner of 'Championship Knockout 1' in the Championship Final.

All other teams ranked 5th and below are ineligible for the Championship and their Stage 1 rankings will be considered as their final rankings in the League.

The losers of Championship Knockout 1 and Championship Knockout 2 will have their final rankings based on their accumulated points in Stage 1 and subject to the ranking rules laid out in Section 15. Their rankings will be 3rd and 4th based on these points.

The losers of the Championship Finals will automatically be ranked 2nd.

No other classification matches will be played.

14.2 For Championship Knockout and Final matches there will be no extra time period.

(a) These match results will be determined by a penalty shoot-out competition.

14.3 The Competition and Fixtures Committee will have the authority to modify the competition format if modifications are deemed necessary. Team managers and clubs will be notified of any changes to the competition format.

(a) No modifications to the competition format will be made once 21 days have elapsed after the official start of the competition.

15 RANKING AFTER STAGE 1

15.1 Teams will be ranked according to the number of points each has accumulated in the round-robin pool competition.

(a) If at the end of the round-robin matches two or more teams have the same number of points for any place, these teams will be ranked according to their respective number of matches won.

(b) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference ("goals for" minus "goals against"). A positive goal difference always takes precedence over a negative one.

(c) If there still remains equality among two or more teams, then these teams will be ranked according to their respective number of "goals scored".

(d) Should there still remain equality among two teams, then the result of the match played between those teams will determine the ranking of the tied teams.

(e) If more than two teams are involved in a tie after a through c have been applied, then a ranking based upon the results of the matches among (only) them shall determine their respective positions.

(f) Should there still remain equality among two teams, then the matter will be settled by a penalty shoot-out competition between those teams at a time designated by the Competition and Fixtures Committee.

(g) If more than two teams are involved, then each team will play a penalty shoot-out competition against the other teams in the same sequence of play as per the order of play in the tournament but with only 5 attempts to be taken by each team.

(h) A ranking will then be established based upon the results of the penalty shoot-out competition as follows:

- (i) 3 (three) points for a win
- (ii) 1 (one) point for a tie
- (iii) 1 (one) point for a played No Result
- (iv) 0 (zero) points for a loss
- (v) 0 (zero) points for an un-played No Result

(i) If 2 (two) or more teams are still tied with an equal number of points, teams shall be ranked according to (a), (b), (c) and (d) as applied to goals recorded during the penalty shoot-out competition.

(j) If an equal position of three (or more) teams still remains thereafter, then the same procedure shall be repeated using “sudden death rules” until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of shoot-out are required.

16 PENALTY SHOOT-OUT COMPETITIONS

16.1 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 as set out in this regulation. 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.

16.2 Respective team managers nominate five players to take and one player to defend the shoot-outs from those on the team entry form except as excluded below. A player nominated to defend the shootouts can also be nominated to take a shoot-out. No substitutions/replacements are permitted during the shoot-out competition, other than as specified below.

16.3 These regulations refer to the team entry form for a particular match but if a shoot-out competition is used to determine rankings in a pool, team managers must submit a team entry form for that competition.

16.4 A player who is still suspended 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 their suspension has not been completed at the end of the match.

- 16.5** The Umpires or Technical Officials for the match or competition will specify the goal to be used.
- 16.6** A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
- 16.7** All players on the team entry form, other than any player who 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 but must be at least 15 meters from the spot where the ball is placed at the start of the shoot-out.
- 16.8** The goalkeeper/defending player of the team taking a shoot-out may be on the back-line outside the circle.
- 16.9** A player taking or defending a shoot-out may enter the half for that purpose.
- 16.10** If a player taking a shoot-out is also defending the shoot-outs taken by opponents, (s)he is allowed reasonable time to take off his/her protective equipment to take his/her shoot-out and subsequently to put his/her protective equipment on again.
- 16.11** Five players from each team take a shoot-out alternately against the goalkeeper/defending player of the other team making a total of 10 shoot-outs.
- 16.12** Taking a shoot-out:
- (a) the goalkeeper/defending player starts on or behind the goal-line between the goal posts;
 - (b) the ball is placed not less than 8 meters from the top of the circle opposite the centre of the goal and between the centre of the goal and half line; if the half line is of a similar distance, the half line can be used.
 - (c) an attacker stands outside the circle within playing distance of the ball as adjudged by the umpire;
 - (d) 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;
 - (e) the shoot-out is completed when:
 - (i) 8 seconds has elapsed since the starting signal;
 - (ii) a goal is scored;

(iii) the attacker commits an offence;

(iv) 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;

(v) the goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;

(vi) the ball goes out of play over the back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.

16.13 If a penalty stroke is awarded as specified above, it is taken by the two players involved in the shoot-out concerned unless either of them is incapacitated or suspended.

16.14 The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.

16.15 A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.

16.16 If during a shoot-out competition (including during any penalty stroke which is awarded) a player (either an attacker or a goalkeeper/defending player) is suspended by a yellow or red card:

(a) that player takes no further part in that shoot-out competition and, unless a goalkeeper/defending player, cannot be replaced;

(b) the replacement for a suspended goalkeeper/defending player can only come from the five players of that team nominated to take part in the shoot-out competition:

(i) the replacement goalkeeper/defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player (s)he is replacing was wearing;

(ii) for taking his/her own shoot-out, this player is allowed reasonable time to take off his/her protective equipment to take his/her shoot-out and subsequently to put it on again;

(c) any shoot-out (or penalty stroke) due to be taken by a suspended player counts as no goal; the shoot-outs taken by this player and scored before being suspended count as a goal.

16.17 If during a shoot-out competition, a defending goalkeeper/defending player is incapacitated;

- (a) that goalkeeper/defending player may be replaced by another player from among the players listed on the team entry form for that particular match, except as excluded in clause 3 of this Appendix or unless suspended by an umpire during the shoot-out competition;
 - (b) the replacement goalkeeper;
 - (i) is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
 - (ii) if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off his protective equipment to take his shoot-out and subsequently to put it on again.
- 16.18** 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 team entry form for that particular match, except as excluded above in regulation 16.3 or unless suspended by an umpire during the shoot-out competition.
- 16.19** If an equal number of goals are scored after each team has taken five shoot-outs;
- (a) a second series of five shoot-outs is taken with the same players, subject to the conditions specified in this regulation;
 - (b) the sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - (c) the team whose player took the first penalty shoot-out in a series defends the first penalty shoot-out of the next series;
 - (d) 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, not necessarily being all five shootouts, that team is the winner.
- 16.20** If an equal number of goals are scored after a second series of five shoot-outs, additional series of shoot-outs are taken with the same players subject to the conditions specified in this regulation:
- (a) the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - (b) the team which starts each shoot-out series alternates for each series.
- 16.21** Unless varied by this regulation, the Rules of Hockey apply during a shoot-out.

17 PROTESTS & APPEALS

- 17.1** Only the Team Manager listed on record on the team registration form submitted for the competition may file a protest or appeal.
- 17.2** If a Team Manager wishes to lodge a protest at the end of a match or at the end of a penalty stroke competition or for any other reason, then such a protest must be in writing, signed and submitted, via hard or soft copy, to the Competition and Fixtures Committee, within 24 (twenty-four) hours of the conclusion of the match in question or of the penalty stroke competition and declaring the intention to do so immediately under the signature when signing the match or penalty stroke competition report. If the protest is not received in writing within 24 (twenty-four) hours, then it will be deemed that no protest has been registered.
- (a) A protest must be accompanied with a deposit of BBD \$200 cash only - Failure to do so will result in the protest considered void.
 - (b) The deposit will be forfeited to the Barbados Hockey Federation Inc. unless the protest is upheld.
- 17.3** The Competition and Fixtures Committee will render a decision in writing to the protesting team no later than 12 hours after the official written appeal is received.
- 17.4** If the protest is turned down, the protesting team can appeal the decision to Appeals Committee. All appeals must be in writing and must be submitted to the Appeals Committee within 24 (twenty-four) hours upon receiving the decision of the Protest.
- (a) The appeal must be accompanied with a deposit of BBD \$100 cash only. Upon failure to do so, the appeal will be considered void.
 - (b) The deposit will be forfeited to the Barbados Hockey Federation Inc. unless the protest is upheld.
 - (c) If the appeal is upheld, the appeal deposit of BBD \$100 will be refunded along with the protest deposit of BBD \$200.
- 17.5** The Board of Directors of the Barbados Hockey Federation Inc., upon advisement from the Appeals Committee, will render a decision in writing and make it available to the appealing team after receiving the appeal.
- 17.6** The decision of the Board of Directors of the Barbados Hockey Federation Inc. is final and binding.

18 FINAL WORD & UNFORESEEN EVENTS – Competition and Fixtures Committee

- 18.1** If circumstances arise which are not provided for in these Regulations, the Competition and Fixtures Committee will determine any actions necessary to deal with those circumstances.
- 18.2** If any team affected by the decision of the Competition and Fixtures Committee under Regulation 18.1 wishes to appeal, it may do so following the same procedures set out in Regulation 17.
- 18.3** The Competition and Fixtures Committee will have the authority to postpone, re-schedule or cancel any match as necessary for safety of the players and spectators or for any other unforeseen circumstances. Decisions of the Competition and Fixtures Committee shall supersede any rule stated in these regulations if deemed to be in the best interests of fair play and in the best interests of the competition.
- 18.4** Any club/team/player affected by the decision of the Competition and Fixtures Committee may appeal the decision to the Appeals Committee of the Barbados Hockey Federation in writing with a BBD \$150 cash deposit within 24 (twenty-four) hours after the Competition and Fixtures Committee's decision is made known to the club(s)/team(s)/player(s). This cash deposit will be forfeited to Barbados Hockey Federation Inc. unless the decision of the Competition and Fixtures Committee is overturned. The Board of Directors of the Barbados Hockey Federation Inc., upon advisement from the Appeals Committee, will render a decision in writing and make it available to the appealing club(s)/team(s)/player(s). The decision of the Board of Directors of the Barbados Hockey Federation Inc. will be final & binding.
- 18.5** The Disciplinary Committee shall have authority to suspend any matches, players, team officials and any other persons who, in the opinion of the Committee, are guilty of misconduct before, during or after a match, wherever that misconduct occurred. Such suspended person(s) may not enter the field of play, or the technical areas (including the team bench) surrounding the same, during the match(es) of suspension, until the match(es) is/are finished.