

Rules For

NATIONAL MĀORI HOCKEY TOURNAMENT 2024
(Including Appendix 1 – Shoot Out Competition)

DISTRIBUTION / AMENDMENT

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INTRODUCTION

Each year, New Zealand Māori Hockey runs a national tournament for all Rohe from throughout New Zealand. This year Tai Uru is hosting the tournament and has responsibility for the tournament rules.

This tournament is run in accordance with the rules and regulations listed in this document, along with the following:

- FIH Rules of Hockey 2024 – Outdoor
- Hockey New Zealand National Code of Conduct – Governs the judicial process at all Hockey New Zealand tournaments
- Hockey New Zealand Head Injury Policy
- Hockey New Zealand Anti-Doping Policy
- Hockey New Zealand Player Safety Policy
- Hockey New Zealand Mouthguard Policy

MATTERS NOT COVERED IN OFFICIAL RULES AND POLICIES OR CHANGE TO RULES

The Tournament Director shall deal with any matters arising that are not specifically dealt with in the rules below or in the documents above or where a change to the rules is warranted. If possible, the Tournament Director should consult with Hockey New Zealand. If it is not possible to consult with Hockey New Zealand, a committee consisting of the Tournament Director (chair), Tournament Administrator, and an appointed member will deal with the matter. Any decision reached by the committee will be final.

A. ELIGIBILITY

1. Team Eligibility

Rohe eligible to enter teams at the National Māori Hockey Tournament are:

Te Tai Tokerau
Tamaki Makaurau
Waikato-Maniapoto
Wairariki
Te Tairāwhiti
Takitimu
Wairariki
Tai Uru
Te Waipounamu

Each Rohe may enter one tane and one wahine team as a matter of course. The hosting Rohe team has the option to enter two tane and two wahine teams. The addition of further teams outside of these teams is at the discretion of the Kaunihera and the ability of the hosting Rohe to cater for more teams.

2. Player Eligibility

As per New Zealand Māori Hockey rules for player eligibility.

3. Tournament Fee

The Entry Fee is to be sent to NZ Māori Hockey via internet banking with the invoice generated by New Zealand Māori Hockey. This fee will be set annually by New Zealand Māori Hockey and communicated to all Rohe.

B. PRE-TOURNAMENT ADMINISTRATION

3. Team Registration Form

3.1 The names of not more than **twenty (20)** and not less than **fourteen(14)** players must be registered on the Team Registration Form (*A copy of the Team Registration Form is to be sent to each Rohe*).

3.2 A maximum of **eighteen (18)** players may be used by a team in a match, of whom **two (2)** must be goalkeepers wearing full protective equipment.

3.3 If one of the goalkeepers becomes injured or is suspended during a tournament, that team can continue to use **seventeen (17)** players including only **one (1)** goalkeeper.

3.4 If a team chooses not to include a second goalkeeper in the 18 players, they are limited to using **sixteen (16)** players in a match.

3.5 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. If a player(s) has been suspended by the Tournament Director for one or more matches then, for those matches, the team concerned may use another registered player within that teams registered players to fill their spot. A player registered for that Rohe in another team cannot be used to fill their spot. A suspension is not deemed grounds to allow for Additional Non Registered Players to be added to the teams registered players.

3.6 When a team registers their players, the goalkeepers will need to be named and identified with their own number.

3.7 Players registered in a Rohe's B or C team cannot play in the Rohe's A team. The exception is where a registered goalkeeper(s) in a 1 Rohe's team can play in the field for 1 of that Rohe's other team(s).

3.8 The names of not less than **two (2)** team officials must be registered on the Team Registration Form. (*Minimum of Coach and Manager*).

NB - One of the team officials accompanying female teams **must** be a woman.

3.9 The Team Registration Form is to be emailed to New Zealand Māori Hockey. It should also be emailed to the nominated person at the hosting Rohe for the inclusion in the tournament booklet. NZMH use PlayHQ so teams lists can be printed by NZMH once layers/manager/coaches have confirmed all registrations.

3.10 A final signed copy of the Team Registration Form is to be given to the Tournament Director at the Tournament Briefing.

3.11 All players' signatures must be on the Team Registration Form. No player may participate in a tournament if they have not signed the Team Registration Form.

3.12 The signature of the player indicates that they have read and understand the Hockey New Zealand Anti Doping Code & Sanctions and Hockey New Zealand Code of Conduct.

NB – A Parent or Guardian must sign for players under 16 years of age. (*Under 16 at time of signing*).

4. Team Uniform, Colours and Shirt Numbers

4.1 Each team must wear the colours of the Rohe they represent as specified on the Team Registration Form except for extenuating circumstances deemed appropriate by the Tournament Director.

4.2 All teams must have numbered shirts at tournament.

4.3 Each player's number will remain the same as registered on the Team Registration Form throughout the competition except for extenuating circumstances deemed appropriate by the Tournament Director.

4.4 Each team should have a “blood shirt” and a suitable material for numbering in an emergency i.e. replacing blood stained clothes.

4.5 An alternative set of players' uniforms is required to be supplied by each team. In the instance where there is a clash of uniforms, the decision to which team wears an alternative strip will be determined by the Tournament Director via coin toss.

4.6 Goalkeepers shall wear a colour different from that of their own team and that of their opponents. (A colour not similar to their own team or the opposition that should not be white).

4.7 U21's players will be identified in a suitable manner for the purposes of selection.

5. Tournament Briefing

Team Managers **must** attend the Tournament Briefing with the Tournament Administrator and Tournament Director. *(Team Coaches and Captains may attend).*

C. OPERATIONAL TOURNAMENT ADMINISTRATION

6. Draw and Format

6.1 The draw shall be done by the Kaunihera. Once the draw is confirmed the hosting Rohe will send each participating Rohe, host association, Tournament Administrator, Tournament Director and Umpires Manager a copy of the draw.

6.2 Seedings are determined on the from the tournament the year before with final placings, and additional teams will be seeded by the previous year's tournament.

Deletions and additions of teams and the current protocol for adding new teams. If more than one team is entered for a Rohe they shall be distinguished as "Rohe name" team name, or "Rohe name" A "Rohe name" B.

7. Hockey Balls

Each team will supply a White HNZ-approved match ball.

8. Games Per Day

In any one day, a maximum of **two** (2) games (per team) can be played.

NOTE: This clause may be waived by the Tournament Director due to unforeseen circumstances, delays and postponements of matches.

9. Points and Pool Placements

9.1 Points in Pool Play and Round Robin shall be awarded as follows:

Win or Forfeit	- 3 points
Draw	- 1 point
Loss	- 0 point
Default	- refer Rule No. 19 defaulting of a game.

9.2 Pool Competition

a) In each pool, teams will be ranked according to the number of points each has accumulated in the Pool Competition.

b) If at the end of Pool Competition two or more teams have the same number of points for any place, then these teams will be ranked according to their respective number of matches won.

A positive goal difference always takes precedence over a negative one.

- c) Should there remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against').
- d) Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e) Should there remain equality between two or more teams, then the result(s) of the match(es) played between (only) these teams will be used to determine their ranking according to Rule No. 9.2 b), c), d).
- f) Should there remain equality between two teams or more teams, then the ranking of these teams will be determined by a shootout competition between (only) these teams (Appendix 1 Shootout Competition).

9.3 Round Robin Competition

- a) Teams will be ranked according to the number of points each has accumulated in the Round Robin Competition.
- b) If at the end of Round Robin Competition two or more teams have the same number of points for any place, then these teams will be ranked according to their respective number of matches won.
- c) Should there remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against').
- d) Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e) Should there remain equality between two or more teams, then the result(s) of the match(es) played between (only) these teams will be used to determine their ranking according to Rule No. 9.2 b), c), d).

10. Post Pool Quarter final/Semifinal/Classification Matches

In post pool play-offs, if, after regulation time, the game is tied the teams will progress immediately to a penalty shootout competition as per *Appendix 1 Shootout Competition*.

11. Final Classification Matches (Including final playoff)

All classification matches must result in a winner. If, after regulation time, the game is tied, a shootout competition shall take place to determine the winner as per *Appendix 1 Shootout Competition*.

12. Competition Format

Reviewed each year and dependent on:

- a) the number of teams attending
- b) the days of play and time available to play during each day
- c) the maximum number of games that can be played by any one team in a day

D. MATCH PLAY REGULATIONS

13. Players in the Tournament

13.1 For the duration of the tournament teams may only use the players registered on the Team Registration Form except in the case of significant injury and/or extenuating circumstance

Significant Injury Replacement

13.2 If any player named on the final Team Registration Form suffers a significant injury and/or extenuating circumstances meaning they can take no further part in the tournament, they may be replaced.

- a) All rules relating to player eligibility mentioned in Rules 1, 2, 3 above apply to all replacement players.
- b) The team manager must submit a **signed Doctors Medical Certificate from a suitably qualified medical professional i.e. team physio, onsite first aid personnel, registered medical doctor** and/or compelling information to the Tournament Director before a replacement can be confirmed.
- c) **Additional Player Registration Form must be** completed and handed in to the Tournament Administrator before the replacement player can take the field. *(A copy of the Additional Player Registration Form is available for download from the 'Important Downloads' section of the Hockey NZ website).*

13.2 It is not compulsory for all players to accompany the team to the tournament. However, teams shall have a minimum of **eleven** (11) fit players available for the first game of the tournament.

13.3 A maximum of **eighteen** (18) players may be used by a team in a match. Of whom **two** (2) must be goalkeepers wearing full protective equipment.

13.4 If one of the goalkeepers becomes injured or is suspended during a tournament that team can continue to use **seventeen** (17) players including any **one** (1) goalkeeper.

13.5 If a team chooses not to include a second goalkeeper in the 18 players, they are limited to using **sixteen** (16) players in a match.

- 13.6 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.
- 13.7 A player registered for that Rohe in another team cannot be used to fill their spot. Additional non-registered players will not be able to be added to the squad in the instance of a player suspension.

14. Ineligible Players

If it is discovered that a team has a player(s) who does not comply with the rules on team and/or player eligibility, the Tournament Director, after consulting with Hockey New Zealand, will act as outlined in the following scenarios:

If the discovery happens:

- a) At the Tournament Briefing or before the first match is played:
The ineligible player(s) concerned shall not play for the team at the tournament unless the issue is resolved to the satisfaction of the Tournament Director.
- b) During pool play or round robin and before classification matches:
All games played involving the team with the ineligible player(s) will be regarded as being defaulted. The points table shall be corrected accordingly. The team may continue to play at the tournament but the ineligible player(s) may not continue playing for the team.
- c) During post pool play and classification matches:
All games played involving the team with the ineligible player(s) will be regarded as being defaulted. The team may continue to play at the tournament but the ineligible player(s) may not continue playing for the team. The offending team will be considered to have lost that match and any subsequent matches. At the completion of the tournament the offending team will be placed last, and the final placings adjusted accordingly.

14. Judicial Process

Please refer to the Hockey New Zealand Code of Conduct for the judicial procedure at all Hockey New Zealand tournaments including the appeal process.

15. Player Safety

Hockey New Zealand highly recommend the use of safety equipment such as face masks, mouthguards and shinpads.

16. Game Duration

All Games will be four (4) periods of 15 minutes with an interval of two (2) minutes between the 1st and 2nd quarters, an interval of five (5) minutes between 2nd and 3rd quarters (half time), and finally two (2) minutes between the 3rd and 4th quarters.

If a penalty shootout is required for all classification games i.e. quarter finals, semifinal, final, and/or classification matches teams must proceed immediately to the penalty shootout.

During match time will only be stopped for serious injury or when a goalkeeper is replaced by another goalkeeper or field player. Time frames are tight so we ask that all stoppages are kept as short as possible.

17. Interruptions to a Match

- 17.1 If the Tournament Director, Technical Officer on duty or umpires decide to interrupt a match (e.g. because of weather conditions), that match should be resumed as soon as possible (not necessarily on the same field of play or on the same day) under the conditions following.
- 17.2 The match must be completed up to the agreed regulation full time Refer to Rule 16)
- the score on the resumption being that at the time the interruption took place.
 - there shall be no substitution of eligible players during the interruption to the match.
If a match(es) cannot be rescheduled then the Tournament Director shall determine what course of action is appropriate.

18. Admission to the Field of Play

- 18.1 A maximum of **eleven** (11) players of each team, and the umpires may be on the field of play during a match.
- 18.2 The substitute players registered on the Match Sheet up to a maximum of **seven** (7) persons should remain in the team dugout during the regulation time including time stoppages, unless the Tournament Director, Match Director/Technical Officer on duty or umpires direct otherwise or when following substitution procedures or providing medical assistance.
- 18.3 A maximum of **4 (four)** team management staff can be in the dugout during the course of a match (regulation time and during penalty shootout).
- These are – **1 x coach, 1 x manager, 1x physiotherapist (optional) 1 x extra Team management staff (To be agreed with Tournament Director).**
 - Those placed in these positions must be genuine.
 - The Tournament Director and Match Director/Technical Officer reserve the right to remove any persons from the dugout they feel should not be there.
- 18.4 In the event of a player becoming incapacitated and not leaving the field of play, then one of the umpires may stop the match. If it then appears that the player is unable to resume play, that player must leave the field of play, and remain off the field for a minimum of **two** (2) minutes. (*Time is stopped for serious injury*).
- 18.5 If the player cannot or will not leave, then the umpire will:
- Authorise the registered team medical doctor/physio or if a team does not have such

registered officials, authorise the official match doctor and/or Team Manager to enter the field of play to assist and remove the player concerned as soon as it is safe to do so
b) Order if necessary, the stretcher-bearers to enter the field of play. There shall be no injury attendance on the field of play

18.6 The team coach, unless (s)he is a registered player on the Team Registration Form, may not enter the field of play during regulation time, including stoppages (excluding breaks at the end of periods play and for 'shootouts').

19. Defaulting of a Game

19.1 A default can be accepted on medical advice, or other extenuating circumstances, when a team is unable to field **seven (7)** fit players. The points for the match will be:

the defaulting team - 0 points
the opposing team - 3 points

The score recorded shall be 3 - 0 in favour of the opposing team.

19.2 If at any time during the match the number of players on the field of play for a team is less than **seven (7)**, this team shall be deemed to have defaulted the match. The points for the match will be:

the defaulting team - 0 points
the opposing team - 3 points

If, at the time a team defaults, the goal difference is more than +3 in favour of the opposing team then that score will stand otherwise the score will be 3-0 in favour of the opposing team. *(If 5 players from a team are suspended the match is lost).*

19.3 A team (that is minimum **seven (7)** fit players) that has not appeared on the field of play at the official match start time shall be deemed to have defaulted the match. If a team is late due to extenuating circumstances, deemed appropriate by the Tournament Director, the match may be rescheduled. Unless rescheduled the points for the match shall be:

the defaulting team - 0 points
the opposing team - 3 points

The score recorded shall be 3 - 0 in favour of the opposing team.

If the match is rescheduled, the match must be completed to the agreed regulation full time - refer Rule No. 17. *A team that defaults a match under Rule 19 may continue to play in the tournament.*

20. Failure to Play

20.1 During Round Robin Matches:

- a) A team refusing to play or to complete a match shall be deemed to have withdrawn from the tournament, unless the refusal to play can be justified to the satisfaction of the Tournament Director
- b) When a team is deemed to have withdrawn from the tournament, all the matches it has played or scheduled to play will be deemed to have been defaulted. . The points table shall be corrected accordingly.

20.2 During the Classification Matches (Final Placing Matches)

A team refusing to play or to complete a match shall be deemed to have withdrawn from the tournament will lose the match in question. *A team that defaults a match under Rule 19 may continue to play in the tournament.*

APPENDIX 1 – SHOOTOUT COMPETITION

- a) Respective team managers will nominate five players to take and one player to defend the shoot-outs from those on the team registration 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.
- b) A player who is still suspended 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 their suspension has not been completed at the end of the match.
- c) The Tournament Director will specify in advance the goal to be used.
- d) The Tournament Director will specify in advance of any possible shoot-out competition the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
- e) A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
- f) 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 23m area used for the shoot-out but must be at least 10 metres from the spot where the ball is placed at the start of the shoot-out.

- g) The goalkeeper/defending player of the team taking a shoot-out may be on the back-line outside the circle.
- h) A player taking or defending a shoot-out may enter the 23m area for that purpose.
- i) If a player taking a shoot-out is also defending the shoot-outs taken by opponents, he/she 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.
- j) 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.
- k) Taking a shoot-out:
 - (i) the goalkeeper/defending player starts on or behind the goal-line between the goal posts;
 - (ii) the ball is placed on the nearest 23m line opposite the centre of the goal;
 - (iii) an attacker stands outside the 23m area near the ball;
 - (iv) 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;
 - (v) the shoot-out is completed when:
 - 8 seconds has elapsed since the starting signal; or
 - a goal is scored; or
 - the attacker commits an offence; or
 - 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; or
 - the goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken; or
 - 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.
- l) If a penalty stroke is awarded as specified above, it is able to be taken by anyone on the match sheet who has not been suspended.
- m) A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
- o) 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:
 - (i) that player takes no further part in that shoot-out competition and, unless a goalkeeper/defending player, cannot be replaced.

- (ii) 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.
- 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;
 - 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;
- (iii) 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.
- p) If during a shoot-out competition, a defending goalkeeper/defending player is incapacitated;
- (i) 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 b) or unless suspended by an umpire during the shoot-out competition.
- (ii) the replacement goalkeeper
- is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing
 - if this replacement is also nominated to take a shootout, this player is allowed reasonable time to take off his protective equipment to take his shootout and subsequently to put it on again.
- q) If during a shootout competition, an attacker is incapacitated, that attacker maybe replaced by another player from among the players listed on the team entry form for that particular match, except as excluded in Clause b of this Appendix or unless suspended by an umpire during the shootout competition.

Shootout between two teams

- r) During a shootout between (only) two teams, if an equal number of goals are scored after each team has taken five shootouts;
- (i) a second series of five sudden death shootouts is taken with the same players, subject to the conditions specified in the Appendix
- (ii) the sequence in which the attackers take the shootouts need no tbe the same as in the first series.
- (iii) the team whose player took the first penalty shootout in a series defends the first penalty shootout of the next series.
- (iv) when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shootouts, not necessarily being in all five shootouts, that team or the winner (viz ... sudden death)

- s) If an equal number of goals are scored or awarded after a second series of five shootouts, additional series of shootouts are taken with the same players subject to the conditions specified in this Appendix.
- (i) the sequence in which the attackers take the shootouts need no be the same in any subsequent series.
 - (ii) the team which starts each shootout series alternates for each series.