



GOULBURN HOCKEY ASSOCIATION BY-LAWS

2016 HOCKEY SEASON BY-LAWS

These By-Laws are adopted by the Goulburn Hockey Association (a Sub Committee of Goulburn Hockey Inc) to facilitate the organisation of hockey. Such By-Laws shall be read in conjunction with the rules of the Incorporation Body (Goulburn Hockey Inc) and in the event of any conflict the rules of the Incorporated Body shall have preference. The powers of the various committees shall be subject to the provisions set out in Rule 21 of the Incorporated Body Model Rules.

The DELEGATE Committee shall consist of the Executive Committee plus two delegate from each nominated and financial team in the competition. A member of the Executive may be classed as a delegate. Refer to Delegate meetings (n) for penalties for non attendance at meetings.

(a) For voting rights at a Delegates Meeting, each team is allowed one delegate.

(b) The Delegate Committee shall meet at least one in every month during the season, and it may make motions to regulate the necessary procedure for the conduct of its business. Motions unless changed into Laws at the A.G.M. or S.G.M. remain in force only until the next A.G.M. two-thirds members present at any meeting shall constitute a quorum.

In matters of urgency a quorum of three officials may act in the interest of the Association. The order of procedure for forming such a quorum shall be President, Secretary, Treasurer, Vice President, Competition Secretary, Representative Secretary, Communication and Media Officer.

EXECUTIVE OFFICERS

President
Vice President
Secretary
Treasurer
Competition Secretary
Representative Secretary
Communication and Media Officer
Umpire Co-ordinator.

STANDING SUB COMMITTEES

Judiciary
Women's Masters
Men's Masters
Grading

Junior Development Group- newly established in 2014.- no voting power or control of funds. Must report to GHA.

DUTIES AND FUNCTIONS OF THE DELEGATE COMMITTEE

The Delegate Committee shall be the Committee involved with the actual running of the various competitions and shall be entitled to make recommendations to the Goulburn Hockey Association in relation to the actual running of the competition. Two members are required to attend each delegate meeting (preferable not an Inc. or Executive member). Only one vote per Club will be accepted on any motions or decisions.

DELEGATE MEETINGS

(a) At all meetings of the Association the chair shall be taken by the President and in the case of their absence by the President of Inc. or a Chairperson (Vice President) to be elected by those present at the beginning of the meeting.

(b) The Chairperson shall have a deliberate as well as a casting vote.

(c) All questions shall be decided by a bare majority, except in such cases as shall be specified in the rules as requiring a two thirds majority. Grading Sub-Committee is required to have a two-thirds majority.

(d) No motion shall be discussed unless it is seconded and when seconded shall not be withdrawn without the consent of the seconder.

(e) When a motion shall have been moved and seconded, any member may move an amendment thereon, which shall not be discussed until it is seconded: such a motion or amendment, if required by the Chairperson, to be stated in writing by the member proposing the motion or amendment.

(f) No second amendments shall be taken into consideration until the previous amendment shall have been disposed of, but any member may give notice of a further amendment.

(g) If any amendment either upon the original motion or upon an amended motion, shall be negative, then a further amendment may be moved upon the original motion and so on provided that not more than one question and one proposed amendment thereon shall be before the meeting at the one time.

(h) That each delegate at the monthly meetings be asked their opinion, this is done around the table.

(i) No member other than the mover of a motion shall speak on any motion or amendment for a period longer than three minutes without the consent of the meeting. The mover of a motion shall not speak thereon for a period longer than five minutes without the consent of the meeting.

(j) Any member at any stage of a discussion move: "that the question be now put". Such motion shall forthwith be put to the meeting without further debate and, if carried, the original motion then shall be voted on.

(k) The voting at Meetings, except where specified in the rules or on matters of a personal nature, shall be by the show of hands, which shall be conclusive on declaration of the Chairperson, unless a vote by ballot be immediately demanded.

(l) No motion to rescind a resolution of a meeting shall be entertained except at a subsequent meeting and after due notice shall have been given.

(m) This shall not apply to a rescission of a motion at the same meeting at which the motion has been passed.

(n) Penalties for non attendance at delegate meetings. Any Club who fails to have two (2) representatives present at a delegate meeting or any special meetings called shall be:-

First meeting – warning

Second meeting \$50.00 fine plus warning to Club

Third meeting (which equals 3 warnings) all senior teams in the Club will be deducted 3 points

PLAYING RULES

The By-Laws shall at all times be used in conjunction with and be subservient to the Model Rules of the Incorporated Body Act where applicable.

1. COMPETITIONS

- (a) Competitions will be conducted in as many grades as decided by the Executive Committee.
- (b) Teams will compete in the grade to which they are allocated by the Grading Sub Committee and endorsed by the Executive Committee.
- (c) The Executive Committee will decide the length and duration of the competition.
- (d) The Executive Committee will have the authority to arrange matches, as it sees fit to select fields and arrange conditions.

2. REGISTRATION AND FEES

- (a) It is the Club's/Teams responsibility that all players have completed on-line registration and made payment of Hockey NSW registration fee, before being financial to play within this Association or Club in current season.
- (b) Nomination forms will not be accepted unless handed in at a meeting specified by the Executive Committee for the purpose of receiving nominations for that competition. **NO LATE NOMINATIONS WILL BE ACCEPTED**
- (c) All players registered shall only be registered for a calendar year commencing the first week of play.
- (d) A minimum number of 11 players must be registered on the nomination sheet for it to be accepted. The 11 players may include the names of three floaters and one goalkeeper.
- (e) Any team that has three forfeits in a row due to lack of players will be requested to attend the next General Meeting and their nomination in the competition will be discussed and reviewed.
- (f) Nomination should denote any representative players, both Junior and Senior.
- (g) A contact from each club at the grading meeting to assist in decision making.
- (h) Teams playing in the Junior competition shall play in the following age groups:
 - Under 18 - All members of the team must be less than 18 years old on the first of January current year
 - Under 15 - All members of the team must be less than 15 years old on the first of January current year
 - Under 13 - All members of the team must be less than 13 years old on the first of January current year
 - Under 11 - All members of the team must be less than 11 years old on the first of January current year
 - Under 9 - All members of the team must be less than 9 years old on the first of January current year
 - Under 7 - All members of the team must be less than 7 years old and at least 4 years of age on the first of January current year
 - Minkey – All attending must be between the ages of 3-7Junior players may play up to the age group above but may not play down. e.g. A player eligible for under 11's may play under 13's but may not play Under 8's or up to Under 15's
- (i) Special permission may be granted by the Executive Committee for individual players to play in an age group below their year of birth. For this to occur, requests must be in writing and tabled at a Delegate meeting. The player must pass the requirements for this to happen and permission must be granted prior to them taking the field for that age group.

PLAYING RULES

2. REGISTRATION AND FEES Cont.

(i) continued-Requirements are as follows:

1. Players must have had only one season experience (this one to be their second).
2. Players must not be selected in the current season's representative sides.
3. The current season must be their first year in the older age group.
4. If a player has a physical disability then they may be able to play down an age division

Junior players can register to play two different age groups with different clubs as long as the club they first registered with approves, in writing and this club does not have a team registered in the nominated age category. This has to be approved by the Executive Committee and once approved the player must be financial with both clubs. For this to occur requests must be in writing and tabled at a Delegate meeting and permission must be granted prior to them taking the field for that age group.

(i) Junior players to be eligible to play in the Goulburn Senior Hockey Competition must be 12 years of age by 1st January of the current season year.

(j) All affiliated Clubs will pay an Affiliation fee for each team and this fee will be set by the Executive Committee after consideration has been given to the Associations expected expenditure.

(k) Clubs shall supply to the Association on the Nomination Form its membership (active, associate, life) for which Affiliation is sought. Active members or players must also be indicated.

(l) No player may transfer on more than one occasion during the season, and not after the 31st July. A written clearance from the former Club must be submitted to the Executive Committee for approval.

(m) Misconduct on the part of any registered player, Official or team shall render such party liable to any penalty the Executive Committee may impose.

(n) It shall be the duty of any Umpire, player, team or Association Official to report cases of misconduct, which shall be investigated by the Executive Committee, who shall act, as it deems necessary.

(o) Any team not financial with the Association, by the Delegates meeting determined by the association committee, will not, be allowed to take the field. A payment plan may be adopted and if conditions are not met can be terminated at any time. Fees will be set at an early Delegate meeting with 1st instalment due at the Delegate meeting determined by the association and balance due by the Delegate meeting determined by the association.. All fees MUST be paid by month prior to the finals series commencement Delegate meeting and all payment plans must be constructed to meet this requirement.

(p) All clubs are required to receive the affiliation fee from each player prior to the commencement of the current season.

(q) A team cannot register a player from another team without producing a letter of release in writing from the President of the departing club, unless they are changing clubs at the beginning of the hockey season.

(r) Players registering after the commencement of a competition shall be deemed bona fide members of a team. The Executive Committee has seven days after the registration of such player/s to reject registration or once grading committee has met.

(s) Any team playing an unregistered player at any time will automatically forfeit all competition points earned for that game or games.

PLAYING RULES

2. REGISTRATION AND FEES Cont.

(t) Winning Premiership Teams from the previous season:

- i. 1st Grade – If seven players of a team that won the Premiership Grand Final nominate or subsequently nominate in the following seasons competition then the team must remain in the A Grade competition.
- ii. 2nd & 3rd Grade – If seven players of a team win two successive Premiership Grand Finals nominate or subsequently nominate in the following seasons competition then the team must advance to the next Grading level. Any other, team grading issues will be managed by the Grading Sub Committee and require the endorsement of the Executive Committee. All decisions are at the Executive Committees discretion.

3. MATCH RULES

a) All forms of hockey are governed by the rules of hockey as set down by the International Hockey Federation (FIH). The latest Rules of Hockey, Rules of Indoor Hockey, Hockey 5s Rules and notification of any amendments to rules can be found on the FIH website, unless GHA Rules apply.

b) Clubs playing more than one team shall register the name of members of each team. No player may be transferred from one team to another except when:

- i. A player who plays in a higher grade or grades or plays across in the same grade may do so three (3) times and then must be re-graded in the highest grade or remain in the team for which they have played three (3) games across in the same grade. The penalty for breach of this rule results in the loss of three (3) competition points to the original grade or team. For the said player(s) to return to their original grade or team written application must be made and passed by the Grading Sub Committee and executive Committee. This does not apply to the Junior Competition.
- ii. To assist with grading. Clubs may play their players up, down or across in the same grade, from which the players are originally nominated at the commencement of the season. This will apply for the first three (3) games of each competition. This does not apply to the junior competition.

c). A player registered in the Goulburn Hockey Association registered with a club and nominated in a team, a player may play up from third grade to first grade but a player is not allowed to drop down. An example is a first grade cannot drop down to a lower grade nor can a second grade player drop down to third grade.

A club having two teams in a lower grade division being third grade may play players across in that division only

The exception would be a player returning from injury may start in a lower grade only after a clearance to do so is granted by the committee.

Players playing up to play in final series must play 1/3 as per rule 7 (a) 1.

d) Teams and clubs must supply their own goal keepers across each grade. Under the current FIH rule teams may play without a goal keeper so the need for a goal keeper pool has now been abolished.

Take note, all junior teams must play a goal keeper as per rule (o) i & (o) ii

f) Floating provisions do not apply to the Junior Hockey Competition. Teams registered in the junior hockey competition can play registered players within the same club up one age category.

g) Junior players are not allowed to play across the same age category, regardless of whether it is in the same club. They must play in their registered team.

h) New player Registration requirements: All new players must fill out the new registration details on the back of the team sheet. If a player's name is not printed on the front of the team sheet they are *not registered* and need to fill out details on the back of the sheet.

- i) Any player requesting clearance to float across Clubs in different grades must be:
 - ii. Nominated on Club nomination form prior to the start of the season.
 - iii. Request must be received in writing and approved by the Executive Committee.

- iv. The player is to be financial with both Clubs.
 - v. Teams cannot 'borrow' players from other Clubs when they are short.
- j) Any breach of these rules will result in the team the player is not registered with forfeiting all games in which the player was involved. Costs associated with forfeiting will apply.
- k) Teams must be uniformed correctly by the third week of play a skirt for females, shorts for males and top with socks in the correct uniform colours, track pants of any sort or the like are unacceptable (goalie excepted). Players are not permitted to wear anything which may be dangerous to other players (eg curlers, jewellery, hard peaked caps etc). Jumpers are acceptable as long as they are the same colour of the teams playing shirt. Leggings/Skins are allowed as long as they are worn under the playing uniform.
- l) At the beginning of a competition the Executive Committee must issue full details concerning length of games, times and fields
- m) Any team not being on a field within five (5) minutes of time appointed for the commencement of the game shall forfeit the match.
- n) A late player may take the field at any time, provided her position has not been filled and that she has signed the card.
- o) No team shall take part in an official match with less than seven (7) players.
 - i. Seniors: Recommended 1 player be a goalkeeper or player with goalkeeping privileges.
 - ii. Juniors: 1 player MUST be a goalkeeper.
- p) The Executive Committee shall have jurisdiction over all matters affecting teams in any competition and shall have the power to suspend or expel members guilty of a breach of the By-law.
- q) Any team or player who drops out of the competition forfeits their registration fees. All players taking the field must have paid their registration fee. If a player is listed on a team nomination sheet and does not take the field to play their first game then they are not required to pay the registration fee.
- r) Any protest must be lodged immediately to the Duty OC and written up on the game card. All protests must be dealt with within two (2) days, by the Executive Committee, prior to the next competition game.
- s) The Captain is responsible for each player signing the game card prior to the commencement of the game and taking the field. The Captain is responsible for checking the game card and signing it as confirmation at the completion of the game.
- t) Players that fail to sign the card are not covered by insurance and do not get marked down as playing that game therefore may not be eligible for finals.
- u) The Umpires must sign and check the game card at the completion of the game. They also need to verify that no other players other than those nominated on the game card have taken the field.
- v) The team duty officer must sign each game card to verify no other players other than those on the game card took the field.
- w) Players injured must be written up and signed by the Umpire at the conclusion of the game.
- x) Teams are limited to a maximum of 16 players. Consisting of eleven (11) players and five (5) reserves. A minimum of ten nominated players and one goalkeeper including the three floaters is required for a nomination to be accepted. A minimum of seven (7) players, refer Playing Rules 3. (o) for goalkeepers.

y) Goalkeeper requirements refer to annexure B

z) Where teams with similar coloured uniforms are opposed in a match, the team first named in the draw shall wear contrasting coloured socks and/or shirts.

aa) A player in the senior competition who wishes to play in opposite gender competition will apply in writing to Executive Committee and will be assessed on an individual basis with consideration given to ability and skill – under All Policies adapted from Hockey Australia Play by the Rules. At no time shall a player take the field without written clearance from Executive Committee penalties will apply.

ab) All Junior players MUST wear a mouth guard and shin guards. Any Junior player without a mouth guard and shin guards will not be able to take the field. For Senior players the wearing of shin pads is highly recommended and a mouth guard MUST be worn unless the Executive Committee receives a signed Indemnity.(available on website)

(g) i) Any player in the GHA competition who is over 40 years of age shall be permitted to play in the grade of their choice, unless they have been selected and represented in a NSW MASTERS representative team current and/or previously, in which case, they cannot nominate or play below B grade.

ii) Any Masters player over 50 may play in the grade of their choice.

iii) Any NSW Masters player(s) affected by this rule can write to the Executive explaining why they should be allowed to play in third grade and this will be considered by the Grading Committee and the Executive Committee and decided within the first three weeks of the season.

(h) All teams must supply, and play with an approved ball for every game.

(i) Players are NOT to play down an age group or grade, unless, prior to taking the field, permission has been granted by the Executive Committee or Grading Committee. The offending team/s will forfeit points if this occurs.

PLAYING RULES

4. COMPETITION RULES

(a) Each team will be issued with a copy of the current season GHA By-Laws at the time of the acceptance of its nomination and as such will be regarded as sufficient proof of awareness of all incurred responsibilities.

(b) Once team nominations have been accepted and graded at the beginning of the hockey season, teams are not permitted to change their grading for the duration of the current season.

(c) In all official matches, points shall be allotted as follows:

Win 3 points

Draw 1 points

Loss 0 point

Forfeit 0 points

Teams receiving the forfeit 3 points

Bye 0 points

Washout or unfinished game 1 point each team [must comply with 4(f)]

All competition games outlined in the draw for the current season must be played on the artificial surface at the Goulburn Hockey Complex. Games may be played at other complex's upon written approval from the Executive Committee.

(d) No player shall be permitted to take the field or participate in any game if they are intoxicated, injured or not aware of their surroundings. The umpire shall be responsible to make the judgement of a player's ability to play.

(e) If a player is injured during a game which results in blood appearing they must leave the field immediately and will not be permitted to re-enter the game until such injury is covered and the blood flow has ceased. It is to be Clubs responsibility to supply first aid equipment.

(f) That when adverse or dangerous weather conditions affect the playing surface and players safety, games will be postponed and replayed at a date to be allocated by the Competition Secretary with the approval of the Executive Committee. If not possible (as deemed by the Executive Committee) 1 point will be awarded to both teams.

5. FORFEIT

Forfeits by an opposing team for any of the following reasons automatically apply:

(a) If a team of any Club is in arrears to the Association financially. A match, together with points for the same, shall automatically be forfeited for any of the following reasons:

1. If a team shall take the field with less than seven players. In the event of both teams taking the field with less than seven players, both teams will forfeit.

2. If a team plays any unregistered player.

(b) Teams forfeiting matches are liable for payment of their own and opposing teams turf hire fees.

(c) All teams must comply with the forfeit games communication requirements.

6. FORFEIT GAMES COMMUNICATION REQUIREMENTS

(a) You are to notify the Competition Secretary and the team you are to play to let them know as soon as possible that you are unable to field a team.

(b) The forfeiting team will need to contact the Secretary, Goulburn Hockey Inc.

PLAYING RULES

7. FINAL GAMES

(a) (1) A senior player must play 1/3 of the round games within same team within the same grade, a registered floater must play 1/3 games in their floater team, a Junior player must play 1/3 games in the same age group of the local competition to be eligible for the finals. All Players eligible to play in the final series must play in their nominated team or age group. The only exception is where a player's nominated team doesn't make the final series and the player has played 1/3 of the round games with another team within the same club within the same grade. These players must declare which team they will be playing for in the final series. No player can play for more than one team within the same grade of the final series.

(2) Only National (Australian team) and NSW State duties are included and counted as per how many rounds in local competition are missed due to this service. Players must be affiliated and nominated with GHA at the commencement of the current competition.

(b) The Executive Committee will control all finals.

(c) At the conclusion of all rounds, final matches shall be played for each grade as follows:
Major Semi-final will be the team first on the ladder will play the team second on the ladder
Minor Semi-final will be the team third on the ladder will play the team fourth on the ladder.
Final will be the winner of the minor semi-final will play the loser of the major semi-final
Grand-final will be the winner of the major semi-final will play the winner of the final

(d) Grand Final games will be played on Saturday only. Consideration will be given to teams who request specific time slots, but all requests must be in writing and lodged at the meeting prior to the Final series.

(e) The exception to (d) will be the finals and semi-finals. All mid-week competitions maybe played on the respective night for semi-finals and finals at the discretion of the Executive Committee.

(f) If due to adverse or dangerous weather conditions affect the playing surface and players safety, games will be postponed and replayed at a date to be allocated by the Competition Secretary with the approval of the Executive Committee

(g) In the case of a draw in the semi-final, final or grand-final at fulltime, a five minute break will be followed by ten minutes extra time sudden death (golden goal). If the score is still level at the completion of extra time then a drop-off will occur. Teams will play with nine players for a period of five minutes and then two more players will be dropped from each team to reduce to seven per team for a further period of five minutes. There shall be no interval between the periods of extra time. During the drop-off, players may be substituted, except during a short corner. The extra time and drop-off periods are sudden death; the first goal scored will conclude the game. If at the conclusion of the drop-off period the score is still a draw the following shall apply:

i. Juniors (under 18):

Semi Final and Finals : the result of the match will be awarded to the team highest on the Competition Points Table, at the completion of the preliminary rounds.

Grand Final; the teams shall be declared joint premiers.

ii Seniors:

Semi Final and Finals : Shoot Out: see annexure A.

Grand Final; Shoot Out: see annexure A.

PLAYING RULES

8. TEAM DUTY – OC DUTY

- (a) A team will be appointed for duty, by the Executive Committee, as part of the competition draw.
- (b) The team on duty are responsible for the teams playing, so please ensure you remain in the officiating dugout and enforce the Goulburn Hockey Inc rules and GHA By-Laws for everybody's safety.
- (c) Team duty is responsible to see that:

1. The keys are picked up from the appropriate location at least 15 minutes prior to the commencement of the game and sign the sheet with appropriate Team contact details, if you are scheduled for the first game.
2. Open gates and time keeping boxes, if not already open and deactivate the Hockey Complex alarm.
3. Ensure all games start and finish on time and that teams leave dugouts and fields promptly.
4. Games are two halves (times for each age groups below), with a five-minute break at half time and 5 minutes between games.
Under 7 Games 12 minute halves
Under 9 Games 14 minute halves
Under 11 Games 20 minute halves
Under 13 Games 20 minute halves
Under 15 Games 25 minute halves
Under 18 Games 25 minute halves
Senior Games 30 minute halves – all times of games are at discretion of Executive committee.
5. Only the players, coaches and managers are in the dugouts.
6. Only the coach/manager and substituting players are allowed on the sideline. All other players and equipment are to be placed in the dugout.
7. Players being substituted do so from the half way line.
8. Teams are to observe synthetic surface rules of Goulburn Hockey Inc.
9. Shoes are cleaned by brushes provided before entry to the fields.
10. The game cards are signed prior to the commencement of the game and returned to the officiating dugout. Record all goals scored and by whom. Place the score on the scoreboard.
11. Turn lights on fields when required. Turn dugout lights on using key (light switch is situated in Eastern centre dugout).
12. Ensure the umpires sign both game cards.
13. Record if an umpire does not fulfil their teams' commitment. If an allocated team umpire fails to fulfil his/her commitment, and has not found a suitable replacement, the name of the team they are representing must be recorded on the back of the cards as the offending team will lose points.
14. If any dispute arises which cannot be resolved at the time, the player/s is to make a direct written report or complaint to the Executive Committee through the Secretary, within 2 days of the dispute.
15. At the completion of games, turn dugout lights off. Make sure all game sheets and publicity sheets are put into the folders provided.
16. Turn field lights off. Lock clubhouse and make sure the heater is off and activate alarm. Lock all gates inside and outside complex.
17. Return keys to appropriate person and sign the appropriate form.
18. Failing to perform team duties will result in the loss of three points for the team.

PLAYING RULES

9. UMPIRES

- (a) Umpires are to ensure they are on the field and ready for the commencement of the game at the correct time.
- (b) All forms of hockey are governed by the rules of hockey as set down by the International Hockey Federation (FIH). The latest Rules of Hockey, Rules of Indoor Hockey, Hockey 5s Rules and notification of any amendments to rules can be found on the FIH website, unless GHA Rules apply.
- (c) At the completion of the game both game cards must be signed and completed.
- (d) Reporting any breaches of conduct to the Executive Committee.
- (e) Reporting any accidents, which occur during the game.
- (f) Seeing that the Team Duty is aware of any dispute connected with the game.
- (g) Refusing permission to let any player into the game as of week three who is incorrectly dressed.
- (h) Ensuring no player participates in a match, until any injury, which causes the flow of blood, has been covered and the blood flow ceased.
- (i) Failure to fulfil Umpiring commitments will result in loss of three points for the team.

10. PLAYERS SENT OFF

A player or players sent off the field with a red card shall not take part in any further game until dealt with by the Judiciary Committee. The Judiciary Committee will decide upon receiving the report of the umpire concerned whether the player or players involved, must appear before this Judiciary Committee not later than 14 days after the incident.

11. APPEALS

In the event of any appeal by a Club for any valid reason:

The Captain or acting captain of the team lodging the appeal is to notify the Duty OC of her intention to appeal and must state her grounds for appeal before leaving the field. Further, the Secretary of the Club concerned must lodge the appeal formally, in writing stating the grounds for appeal, with the Secretary of the Association within 2 days.

12. INJURIES

All players play at their own risk and the Association will not be responsible in any way for injuries or the charge thereof.

Players who are unable to play 7 round games due to injury or illness can continue to play and be eligible for the final series if they produce a medical certificate and resume playing for their nominated team once medically fit.

PLAYING RULES

13. REPRESENTATIVE TEAMS

- (a) All GHA representative team nominations for players will be advertised on Goulburn Hockey Association website, social media sites and emailed to Club delegates for distribution to Club players.
- (b) Selections will take place at the Goulburn Hockey Complex.
- (c) Those players must complete the Representative Players Registration Sheet confirming they are available for all Carnivals.
- (d) Players must attend trial dates to be eligible for selection unless they have received permission from the Executive Committee.
- (e) Players in the Top Age group will have first priority however skill and availability will also be determining factors.
- (f) That all representative players will attend umpiring classes and umpire a minimum of two competition games in the current hockey season.
- (g) That selector will be selected from members with a representative history and selected by the Executive Committee.
- (h) No Primary registered GHA player will be cleared to play with another association if they have not trialled for GHA or GHA team is short of players. All representative teams must have sufficient numbers per team.

14. ASSOCIATION COACHES AND MANAGERS

- (a) The Executive Committee shall appoint coaches and managers for representative teams of this Association after advertising through the media. If more than one coach/manageress shows an interest in a position then it will be voted on by the Executive Committee.
- (b) Coaches are solely responsible for organising squad and team training. In the event that a coach is unable to fulfil their duties they must advise the Executive Committee so a new coach can be appointed.
- (c) Managers are responsible for the team's welfare and wellbeing.
- (d) Managers shall be responsible for the collection and safe return of all Association uniforms and equipment.

15. CARNIVALS

The organisation and rules of Carnivals will not necessarily be the same as in these By-Laws. The Executive Committee at the time of the Carnival will list all conditions pertaining to it.

Inclusion

These By-laws have been agreed to and voted on at the Special Meeting of GHA held on the 23rd February 2015. All Delegates were invited to attend.

These By-laws provide the framework for the local Goulburn Hockey Association's competition. However due to the changing needs of each individual club all requests put forward to the Executive Committee will be assessed on their individual requirements. This is to ensure the continued enjoyment and practicality of our local Hockey competition.

ANNEXURE A.

SHOOT-OUT COMPETITION (Senior Grand Final)

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.

1 Respective Team Managers or Coaches nominate five players to take and one player to defend the shoot-outs from those on the Game Card 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 Team Managers or Coaches sign the shoot-out competition form to confirm the nominations of the five players and the sequence of players to take the shoot-outs and submit the form to the OC on duty.

3 the above procedures must be carried out promptly so that the first shoot-out can take place within five (5) minutes of the end of the match.

4 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 shout-out competition even if the period of their suspension has not been completed at the end of the match.

5 The Competitions Coordinator Representative will specify the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.

6 The umpires will specify in advance the goal to be used.

7 A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.

8 All persons listed on the Game Card 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.

9 The goalkeeper / defending player of the team taking a shoot-out may be on the back-line outside the circle.

10 A player taking or defending a shoot-out may enter the 23m area for that purpose.

11 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.

12 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.

13 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 on the nearest 23m line opposite the centre of the goal;
 - c** an attacker stands outside the 23m area near the ball;
 - d** the Umpire signals to the field that the time may start;
 - e** one person starts a clock and blows a whistle which issues an audible signal; This person is not watching the shoot out and will blow the whistle loudly again after respective time/seconds as per rule 13.g.i regardless of whether a whistle has been blown from the engaged umpire.
 - f** If a technical official, Executive Committee member or third umpire is present then two umpires must watch the play and one other time the respective time/seconds.
 - f** the attacker and the goalkeeper / defending player may then move in any direction;
 - g** the shoot-out is completed when:
 - i** respective time/ 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.
- 14** If a penalty stroke is awarded as specified above, it must be taken and defended by same player against the same goalkeeper/defending player;
- 15** The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
- 16** A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
- 17** If during a shoot-out competition (including during any penalty stroke which is awarded) a 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 they are replacing was wearing;
 - ii** 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.
 - C** 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.

18 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 Game Card for that particular match, except as excluded in this Regulation 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 their protective equipment to take their shoot-out and subsequently to put it on again.

19 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 Game Card for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.

20 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 Appendix;

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 shoot-out in a series defends the first 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 shoot-outs, that team is the winner.

21 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 Appendix:

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.

22 Unless varied by this Regulation, the Rules of Hockey apply during a shoot-out

ANNEXURE B.

FIH RULES OF HOCKEY

2 Composition of teams (Goalkeepers)

2.2 Each team has either a goalkeeper or player with goalkeeping privileges on the field or plays only with field players.

Each team may play with :

- a goalkeeper wearing a different colour shirt and full protective equipment comprising at least headgear, leg guards and kickers ; this player is referred to in these Rules as a goalkeeper ; or*
- a field player with goalkeeping privileges wearing a different colour shirt and who may wear protective headgear (but not leg guards and kickers or other goalkeeping protective equipment) when inside their defending 23 metres area ; they must wear protective headgear when defending a penalty corner or penalty stroke ; this player is referred to in these Rules as a player with goalkeeping privileges ; or*
- only field players ; no player has goalkeeping privileges or wears a different colour shirt ; no player may wear protective headgear except a face mask when defending a penalty corner or a penalty stroke ; all team players wear the same colour shirt.*

Any change between these options must take place as a substitution.