



# Junior League Rules



Department of  
Local Government, Sport  
and Cultural Industries



Curtin University

# Junior League Rules

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# Junior League Rules: Intents and purposes

The Junior League Rules should be read in conjunction with the Affiliation Rules and FIH Rules of Hockey. The FIH Rules of Hockey remain the ultimate source of information regarding how matches should be conducted. In those instances where the Junior League Rules differ from the FIH Rules of Hockey, then the Junior League Rules will take precedence.

All Rules outlined in the Junior League Rules are designed with the intention of encouraging the largest amount of participation in our sport, whilst ensuring that there are some form of limitations on the extent to which people can do this. As such, the Junior League Rules are designed with some freedom for clubs to communicate with each other in the most sportsmanlike fashion to provide the best opportunities for their players to enjoy the sport.

# 1. Definitions

In these rules, unless contrary intention appears:

- “Advisory Group” refers to an Advisory Group that is set up by Hockey WA to assist with the decision-making process.
- “Age Group” means the whole school year group (i.e. J 9/10 B Black).
- “Association”, “WAHA”, and “Hockey WA” all refer to the name of the Western Australian Hockey Association Incorporated and its Staff, Board and Committees.
- “CEO” refers to the Hockey WA Chief Executive Officer.
- “Club” means any Club or Association, or any other group within Australia or overseas controlling the playing of field hockey, according to the rules of FIH.
- “Committee” refers to a Committee that is set up by Hockey WA to carry out delegated functions or powers of Hockey WA.
- “Competition” means the leagues controlled by Hockey WA.
- “Division” means the specific division within the grade (i.e. J 9/10 B Black).
- “FIH” refers to the International Hockey Federation.
- “Final” refers to any of the series of games played at the end of the qualifying season of all grades except J 5/6 to determine the Premier.
- “Fixture Week” refers to the period from Friday to Thursday inclusive.
- “Grade” means the specific grade within the age group (i.e. J 9/10 B Black).
- “Grading Games” refers to games played in the Grading carnival in the first week of the season in the J 5/6 grades. In all other Grades, “Grading Games” refer to matches conducted prior to the commencement of the season to assist in determining the grade in which teams will compete.
- “HA” refers to Hockey Australia.
- “HockeyNet” refers to the online membership/competitions package used by Hockey WA.
- “Home Club” refers to the first mentioned team in the fixture schedule.
- “HPCC” refers to the High Performance & Coaching Committee.
- “League” refers to one of Premier League, Provisional League, Metropolitan League, Masters League, Junior League, Indoor League or Junior Indoor League which are conducted under the auspices of Hockey WA.
- “Player” refers to any player regardless of their position, includes field players and goalkeepers.
- “Policy” refers to guiding principles set down and endorsed by the relevant Committee, Advisory Group, Division, Board, Council or CEO of Hockey WA.
- “Protective Headgear” refers to a full goalkeeping helmet, not just a facemask.
- “Qualifying Season” is defined as the round games played prior to the finals series.
- “Regular Grade” is the grade in which a player has played most of their games in the current season at that point in time up to and including the last qualifying round. Where a player has played an equal number of games in more than one grade, his/her Regular Grade will be the higher of those grades.
- “Rules of Hockey” means current edition of the FIH Rules of Hockey.
- “Senior Competition” refers to the Premier, Provisional and Metropolitan Leagues.
- “Team” means a number of players registered with a Club and designated by that Club to represent it in a scheduled match in the competition.
- “Winter Season” means a winter hockey season competition run by Hockey WA or a Hockey WA affiliated Regional Association, including junior competitions, the first day of which shall be the date of the first match of the competition and the last day of which shall be the date of the grand final match of the competition for that season.

## 2. Club Uniforms

- 2.1 If the playing uniforms of both teams in a game are so similar that it may lead to possible confusion, the second named team in the game shall wear a contrasting uniform (shirt or bib and socks). Failure to wear alternate colours will incur a fine as per the Fines Schedule (refer to Hockey WA Affiliation Rules – Section 13).
- 2.2 In all competitions, goalkeepers are to wear an over shirt that is of a colour contrasting to the shirt colour of both teams.

## 3. Competition Structure

- 3.1 The Board of Hockey WA shall cause the Junior Competition to be divided into the following school years groups:
  - J 11/12
  - J 9/10
  - J 7/8
  - J 5/6
- 3.2 The grading process will be governed by policies and guidelines from Hockey WA.
  - 3.2.1 A paper grading process will be conducted for J 11/12, J 9/10 and J 7/8 ages by a Grading Committee formed by Hockey WA and the Junior Advisory Group. For the Junior Grade Hierarchy, refer to Rule 16.
  - 3.2.2 Grading games may be organised by the Grading Committee if deemed necessary.
  - 3.2.3 J 5/6 grades will commence with a grading carnival with no points allocated for these games. The qualifying season will commence on the second fixture weekend and conclude on semi-final weekend.
  - 3.2.4 All grades shall consist of eight teams wherever possible that will play fourteen (14) rounds, unless otherwise determined by Hockey WA.
  - 3.2.5 Hockey WA shall circulate to all Junior Clubs, a list of all nominated teams set out in their grades, no less than four (4) weeks prior to the beginning of the season.
  - 3.2.6 Any Club disagreeing with the change of a grade of a team by Hockey WA from the club's original nomination of that team for that year shall appeal in writing to Hockey WA by the date nominated by Hockey WA.
- 3.3 Hockey WA shall have the power to consider and act upon any request in writing from a Club, for changing that Club's team(s) from one grade to another.
  - 3.3.1 Changes to grading will not be made after the fifth fixture week.

## 4. Conduct of matches

### 4.1 Match conditions

Subject to these rules all games must be played on the date and time and at the ground nominated unless the prior approval of Hockey WA is obtained. Approval will only be provided if the Hockey WA office is informed in writing by both teams at least eight (8) days prior to the scheduled game. A team can only use players who were eligible to play on the original nominated date.

- 4.1.1 J 5/6 matches shall consist of four (4) periods of play each of twelve (12) minutes. The first and third intervals shall be one (1) minute in length and be held on the defensive 23m. There shall be a half-time interval of five (5) minutes.
- 4.1.2 J 7/8 matches shall consist of four (4) periods of play each of fifteen (15) minutes. The first and third intervals shall be two (2) minutes in length, and a half-time interval of five (5) minutes.

- 4.1.3 All other matches shall consist of four (4) periods of play each of seventeen (17) minutes with a short interval between each quarter. The first and third intervals shall be two (2) minutes in length, whilst the interval at half-time shall be five (5) minutes. Teams shall only swap directions after half-time. A maximum period of ten (10) minutes may be added for delays or interruptions but the match shall conclude at a time not less than five (5) minutes before the scheduled commencement of the next match scheduled to take place on the same field.
- 4.1.4 For J 11/12 A and J 9/10 A Divisions, matches shall still consist of four (4) periods. However, these periods shall be of fifteen (15) minutes each, with forty (40) seconds of stoppage time allowed when a Penalty Corner is awarded.
  - 4.1.4.1 All other conditions shall exist as per 4.1.3.
  - 4.1.4.2 If a subsequent Penalty Corner is awarded without completing the previous Penalty Corner, then for the subsequent Penalty Corner, additional stoppage time is not awarded.
- 4.1.5 For a match, each team shall provide at least one (1) white hockey ball of standard requirements in good condition, to the satisfaction of the Umpires. A coloured ball may be used with the agreement of both teams and both umpires.

## 4.2 Ground conditions

- 4.2.1 Where the weather or ground conditions are unsatisfactory or due to any other extraordinary circumstances a game may be postponed if both coaches agree or, failing agreement, one coach and both umpires agree. If the game does not start or if less than twenty (20) minutes playing time has been played, the game will be replayed in full. If more than twenty (20) minutes has been played, the remaining time will be completed. If less than 15 minutes is remaining then the game will be considered complete. Any game needing to be replayed or completed will be done so at a time and venue determined by Hockey WA.
- 4.2.2 A postponed or replayed game due to Junior League Rule 4.2.1 shall be deemed to have been played on the day originally appointed. A team can only use players who were eligible to play on the original nominated date.
- 4.2.3 If during the course of a match a team declines to continue the game or to take it up where it left off, or if at any time during a match the number of its players on the field is fewer than seven (7), this team shall be deemed to have lost the match and the opposing team to have won the match with the score standing at the time or by a score of 5 – 0 whichever is the greater with respect to goal difference.

## 4.3 Team conditions

- 4.3.1 Teams can comprise of up to 16 players of which a maximum of 11 players (less any players who have been suspended by the Umpires) may be allowed on the field of play at one time. Players may be interchanged at any time except during penalty corners.
- 4.3.2 Each team must play with a goalkeeper with goalkeeping privileges wearing full protective equipment comprised of at least protective headgear (see definition), leg guards and kickers and a different coloured shirt. Any team (not in J 9/10A or J 11/12A) that does not have a goalkeeper is deemed not ready to commence the game, and should refer to the rule 5.1.3.
  - 4.3.2.1 Teams playing in J 11/12 A or J 9/10 A competitions shall be permitted to play with 11 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.

***The FIH Rule that allows teams to play without a goalkeeper does not apply to any Hockey WA Junior Competition other than those included above.***

- 4.3.3 No team shall commence play with fewer than seven (7) players.
- 4.3.4 A team with fewer than eleven (11) players may add extra players during the progress of the game until the full complement is reached.

- 4.3.5 Should a team be left to play a fixture with more than 50% of their regular players absent due to official commitments (i.e. mandatory School Camps, Boarders Weekend, State Representation, etc.), then consideration will be given for the fixture to be rescheduled to an appropriate time.

4.3.5.1 Written requests for reschedule must be made to the opposition club a minimum of four (4) weeks prior to the original fixture date. Hockey WA recommend in the interest of ensuring maximum participation in our sport that clubs work together towards reaching a mutual agreement.

4.3.5.2 This period of four (4) weeks prior to the original fixture date will be amended to two (2) weeks, should a team be re-graded at the allocated time of the Hockey WA assigned Re-Grading Period. Again, Hockey WA recommend that clubs work together towards reaching a mutual agreement.

4.3.5.3 If mutual agreement cannot be reached before ten (10) days prior to the original fixture date, it is at Hockey WA's discretion as to whether the fixture is to be changed to an alternative date and time.

Below is a chart depicting how teams would be affected based upon the number of regular players in order to request a reschedule.

Number of Regular Players	16	15	14	13	12	11	10	9	8	7
Minimum Number of Regular Players Absent	9 (56%)	8 (53%)	8 (57%)	7 (54%)	7 (58%)	6 (55%)	6 (60%)	5 (56%)	5 (62%)	4 (57%)
Remaining Regular Players	7	7	6	6	5	5	4	4	3	3

- 4.3.6 If a club wishes to re-schedule a match without meeting the requirements of Junior League Rule 4.3.5, they may discuss options with the opposing club. Should both clubs agree to the change, Hockey WA will approve the re-schedule. If an agreement between clubs cannot be reached, then reference should be made to Rule 4.3.5

#### 4.4 Stick above the shoulder

- 4.4.1 The FIH Rule 9.7 permitting players to play the ball in a controlled manner with the stick above their shoulder will be implemented in all J 7/8, J 9/10 and J 11/12 grades.
- 4.4.2 For all J 5/6 Grades, players shall not be permitted to play the ball with their stick above their shoulder at any time.

#### 4.5 Blood rule

- 4.5.1 If a player is bleeding they must immediately leave the field to receive treatment (substitution may be made).
- 4.5.2 The player may return to the field once bleeding has been controlled, the wound covered and any blood contaminated clothing changed. Managers need to have spare shirts available for players.
- 4.5.2.1 If the bleeding player does not leave the field voluntarily or when asked, the umpire may suspend them for misconduct.
- 4.5.3 Recommendations for the cleaning of the playing area:
- 4.5.3.1 If an area on the field becomes contaminated with blood, the umpire must stop the game. The blood must be mopped up and the area washed with soapy water using a long handled broom and again washed with clean water (this is the Ground Controller's responsibility when playing on artificial surfaces).
- 4.5.3.2 Equipment Required:
- 2 plastic buckets
  - 1 mop
  - 1 broom
  - Detergent
  - Disposable protective gloves

## 4.6 J 7/8 & J 5/6 matches

- 4.6.1 In all J 5/6 grades, other than J 5/6 A, the coach may be permitted to move around the field, between the 23 metre lines, provided that play is not interrupted or disrupted and that the presence of either coach is not intimidating to the players or to the umpires.
- 4.6.1.1 Coaches are not permitted on the field after the 7<sup>th</sup> Round of the Season.
- 4.6.1.2 Coaches acting in an intimidating manner to players and/or umpires must leave the field of play upon request by the umpire.
- 4.6.2 The rule against dangerous play shall be strictly enforced in J 7/8 & J 5/6 grades.
- 4.6.2.1 Raised ball:  
Play is considered dangerous when the lifting of a ball causes legitimate evasive action by players. In this case, a free hit should be awarded to the opposition.
- 4.6.2.2 Raised stick:  
Play is considered dangerous when the lifting of a stick causes legitimate evasive action by players.
- If the danger is caused by the player lifting their stick, then a free hit should be awarded to the opposition.
  - If the danger is caused by the opposition player entering the contest from the wrong side, then a free hit should be awarded to the team in possession.
- 4.6.2.3 Tomahawk:  
Play is considered dangerous when the lifting of the stick in follow-through or lifting of the ball, in playing the tomahawk (shot or pass), causes legitimate evasive action by players. In these cases, a free hit should be awarded to the opposition.
- 4.6.2.4 Tackling from behind:  
Play is considered dangerous when a player swings their stick from behind the player in possession, trying to hinder their progression up the field (tackling from behind).
- 4.6.2.5 Overheads played from free hits:  
Players shall only be permitted to play Overhead passes when directly from a Free hit in all J 7/8 matches. Should any player attempt such a pass in open play, a free hit should be awarded to the opposition. Overheads are not to be played in any capacity in any J 5/6 grades.
- 4.6.2.5.1 Exception: J 7/8 A, where overhead passes shall be permitted at all times.
- 4.6.3 The FIH Tournament Rule penalising players for Breaking at a Penalty Corner shall not apply for J 5/6 Competitions. In the instance that a player, in a J 5/6 match, enters the circle before the ball is played, and advantage is lost, play should be stopped and the Penalty Corner replayed.
- 4.6.3.1 For all J 7/8, J 9/10 and J 11/12 matches, the FIH Tournament Rule applies, where players penalised for breaking are sent back to the half-line. An attacker may be replaced, but a defender may not.
- 4.6.3.2 Until the ball has been played, no attacker other than the one taking the push or hit from the backline is permitted to enter the circle and no defender is permitted to cross the centre line or backline.
- 4.6.3.3 For any offence of this rule by a defender, other than the goalkeeper, the offending player(s) shall be required to go beyond the centre line and cannot be replaced by another defender.



- 4.6.3.4 For any offence of this rule by a defending goalkeeper, the defending team defends the penalty corner with one less player.
- 4.6.3.5 For any offence of this rule by an attacker who enters the circle before the ball is played, the player taking the push or hit from the backline shall be required to go beyond the centre line.
- 4.6.3.6 The player who pushes or hits the ball from the backline must not feint at playing the ball. For any offence of this rule the offending player must be replaced by another attacker, the offending player(s) shall be required to go beyond the centre line.

## 5. Forfeits and withdrawals

### 5.1 Forfeits

- 5.1.1 If a team does not have at least seven (7) players on the field at any time then it shall forfeit the game.
- 5.1.2 If a team forfeits a game, it shall be deemed to have lost the game nil goals to 5. The opposing team shall be credited with three (3) premiership points.
  - 5.1.2.1 For the third and subsequent games forfeited in a season shall incur a fine as set in the Fines Schedule (refer to Affiliation Rules - Section 13).
- 5.1.3 If a team is not ready to commence a game within 10 minutes of the nominated starting time, it shall forfeit the game. Forfeiture of a game will incur a fine as per the Fines Schedule (refer to Hockey WA Affiliation Rule 13.3)
- 5.1.4 A team intending to forfeit without attending the venue must notify the Hockey WA Office, the venue, the umpires, or Club responsible for umpiring and phone contacts of the opposing Club, by midday of the last business day prior to the fixture. Failure to notify all required personnel shall incur a fine as set in the Fines Schedule (refer to Hockey WA Affiliation Rule 13.3)
  - 5.1.4.1 It should be noted that to forfeit a match without attending the venue, the team must have fewer than seven (7) players available, as outlined Rule 5.1.1. Teams that attend a venue with more than seven (7) players in attendance, may still forfeit a match, but this decision must be made at the venue.
  - 5.1.4.2 Should a club forfeit a game, without complying with the provisions of Junior League Rule 5.1.1, they will be responsible for all associated costs including administrative, ground hire and umpiring charges.
- 5.1.5 The fine for failure to do so will not apply if a team attempts to field a side but finds, on arrival at the ground, that they do not have the required minimum number of members present.
- 5.1.6 When a team withdraws from a game after the game has started, it will be deemed to have lost the game. If the team was losing at the time of the forfeit goals scored for and against each team shall stand or a five (5) goals to nil (0) result shall be awarded to the opposing team, whichever results in a greater goal difference to the non-forfeiting team.
- 5.1.7 If the team was winning at the time of the forfeit, a five (5) goals to nil (0) result shall be awarded to the opposing team.

### 5.2 Withdrawals

- 5.2.1 When a team is withdrawn after the commencement of the season all points and goals scored in games involving that team prior to its withdrawal are to be cancelled.
- 5.2.2 When a club has more than one team in a league and wishes to withdraw a team from a grade, it must withdraw the lowest grade in which it is represented in that league.

## 6. Officiating

### 6.1 Umpiring

- 6.1.1 Each team must provide one umpire who is conversant with the current Rules of Hockey and Junior League Rules, unless otherwise advised by Hockey WA that an umpire(s) has been appointed or allocated.
  - 6.1.1.1 A Club, which fails to supply an umpire when required in accordance with Junior League Rule 6.1.1 may be liable for a fine as set in the Fines Schedule (refer to Affiliation Rules – Section 13).
- 6.1.2 An umpire shall not coach during the playing of a game.
- 6.1.3 If an umpire is a trainee, it is encouraged that this trainee has a mentor assigned to them during matches. Both trainee and mentor should be identified to opposing team staff prior to the match commencing. Both teams should also be clearly informed of which person will be in control of the match, and that this does not change at any stage throughout the match, acknowledging that the mentor is encouraged to provide input to the trainee during the course of play.

### 6.2 Umpire no-shows

- 6.2.1 Where the allocated Umpire(s) fails to arrive by the scheduled starting time a replacement Umpire(s) shall be sourced by the competing teams. Failure to source a replacement Umpire(s) shall result in the competing teams nominating a player(s) to undertake the umpiring allocation.
  - 6.2.1.1 Failure of the allocated umpire(s) to attend the game shall not give cause to request re-fixturing of the match.
  - 6.2.1.2 In the event that both teams are required to supply an umpire, as per rule 6.2.1, failure of one team to do so shall result in forfeiture of the match.
- 6.2.2 If the allocated Umpire(s) arrive after the commencement of the match, they may take the place of the replacement Umpire(s) upon the agreement of both teams.

## 7. Misconduct

- 7.1 All Clubs, players and team officials shall agree to abide by the Hockey WA Codes of Behaviour. Any Club, player or team official considered by Hockey WA to be in breach of any of the Codes of Behaviour may be fined or suspended or otherwise penalised as decided by the Hockey WA Protests and Disputes Tribunal.
- 7.2 In the event of excessive harassment of an umpire by coaches, Club officials or supporters, the umpire (or technical officer where applicable) shall have the power to stop the game, call both captains and ascertain whether the offending person(s) is a coach, Club official or supporter.
- 7.3 If a supporter, the person must be ignored and the game continued.
- 7.4 If a coach or Club official, name and Club should be written on the match report and captain asked to warn offender that if harassment persists, the game may be suspended and allocation of points shall be decided by the Protests and Disputes Tribunal.
- 7.5 A player may be reported by the umpire if they have:
  - 7.5.1 Disputed the decision of any umpire;
  - 7.5.2 Used insulting or abusive language before, during or after the match;
  - 7.5.3 Performed a deliberate act contrary to fair play;
  - 7.5.4 Caused interference or attempted to cause interference with the control exercised by an umpire during a match; or
  - 7.5.5 Acted in a manner likely to bring discredit on the game of hockey.

- 7.6 The following personnel shall also have the power to report any player, team official or supporter for misconduct or any breach of the Hockey WA Rules:

- 7.6.1 An official Umpire's Coach or Junior Mentor whilst in an observing capacity;
- 7.6.2 A member of the Hockey WA Junior Advisory Group;
- 7.6.3 A member of the Hockey WA Board;
- 7.6.4 A Hockey WA employee;
- 7.6.5 A Club Executive member of either team (on club letterhead).

## **7.7 Misconduct cards**

- 7.7.1 In all Junior matches, any breach of the FIH Rules of Hockey, Hockey WA Constitution, Hockey WA Rules or Hockey WA Policies shall be dealt with, where applicable, with the imposition of either a:
  - 7.7.1.1 Warning (verbal)
  - 7.7.1.2 Warning/Temporary suspension (green card)
  - 7.7.1.3 Temporary suspension (yellow card)
  - 7.7.1.4 Permanent suspension (red card)
- 7.7.2 In all J 5/6 and all lower J 7/8 (except J 7/8 A) matches, all Verbal Warnings must include explanation of the infringement. This is to aid the player in not infringing in the same manner again.
- 7.7.3 For an offence where the offending player is temporarily suspended (green or yellow card), the team shall play with one less player for the duration of that suspension. For an offence where the offending player is permanently suspended (red card), the team shall play the rest of the match with one less player.
- 7.7.4 Misconduct cards cannot be contested after the fixtured game except in the case of mistaken identity.

## **7.8 Green cards**

- 7.8.1 Where a green card is issued, the offending player shall be temporarily suspended for two (2) minutes. The offending player must leave the field immediately and the suspension shall commence when the player is seated in a place designated by the umpires, Technical Official or Ground Controller. The umpire shall immediately restart the game and if the offending player interferes with play whilst leaving the field, the umpire will further penalise the player in accordance with the Rules of Hockey.

## **7.9 Yellow cards**

- 7.9.1 Where a yellow card is issued, the offending player shall be temporarily suspended for a minimum of five (5) minutes. The timing of yellow card suspensions shall be controlled by the umpire that issued the card. The offending player must be seated in a place designated by the umpires, Technical Official or Ground Controller.
- 7.9.2 If a player receives a second yellow card in the same game (for the same offence), the player is not permitted to take any further part in the game.
- 7.9.3 When a player accumulates three (3) yellow cards in any Hockey WA League during the competition season, a one fixture week suspension from all Hockey WA Leagues is imposed as determined by Hockey WA.
- 7.9.4 For every additional two (2) yellow cards a player receives in any Hockey WA League during the competition season after the fourth caution, a two (2) fixture week suspension is imposed from all Hockey WA Leagues as determined by Hockey WA.
- 7.9.5 For the purpose of Finals, all yellow cards will be removed from a player's record at the end of the qualifying season. When a player accumulates two (2) temporary suspensions (yellow cards) in any Hockey WA League during finals series, a one-fixture week suspension is imposed from all Hockey WA Leagues as determined by Hockey WA.

## 7.10 Red cards

- 7.10.1 In the event of a player receiving a red card, the umpire concerned must submit a report on the incident to the Hockey WA office within 72 hours of the offence occurring.
- 7.10.2 The player will be suspended for the next following fixture week for which they are available and the player may face a tribunal where the tribunal will decide if further penalty/penalties are to be incurred.

## 7.11 Suspensions

- 7.11.1 Hockey WA will notify clubs whose players are suspended, either through accrual of yellow cards or a direct result of a red card, with a minimum twenty-four (24) hours notice prior to the next fixtured game.
- 7.11.2 A player shall be deemed to be available for a game unless they are:
- 7.11.2.1 Participating in an Australian Championship
  - 7.11.2.2 Participating in an Australian Representative Team, or
  - 7.11.2.3 Serving a suspension imposed by Hockey WA or the Protests and Disputes Tribunal.
- The purpose of outlining this is that players participating in either 7.8.2.1 or 7.8.2.2 must serve their suspension upon their return.
- 7.11.3 If at the end of the qualifying season a player is due for disqualification under Rules 7.9.3, 7.9.4, or 7.10.2, then the disqualification shall apply to the Finals series unless otherwise determined by Hockey WA.
- 7.11.4 If at the end of the qualifying season a player is due for disqualification under Rule 7.10.2, and the team is not involved in Finals, this disqualification shall apply from the commencement of the following Winter season, across all Hockey WA Leagues. (i.e. this suspension shall not apply to other competitions run outside of the Winter Season).

# 8. Player qualification

## 8.1 Qualifying Season player qualification

- 8.1.1 Players for a given age group must meet the school year/age criteria in order to be eligible. School years are the primary factor for creating teams.
- J 11/12 (for players in the WA school years eleven and twelve)
  - J 9/10 (for players in the WA school years nine and ten)
  - J 7/8 (for players in the WA school years seven and eight)
  - J 5/6 (for players in WA school years five and six)
- 8.1.2 Age criteria only covers players who no longer attend school or who are not bona fide enrolled school students in Western Australia. Age criteria is as follows:

Hockey Age Group	Maximum Age
J 11/12	17 years of age at 30 June in year of competition
J 9/10	15 years of age at 30 June in year of competition
J 7/8	13 years of age at 30 June in year of competition
J 5/6	11 years of age at 30 June in year of competition

- 8.1.3 Children in accelerated schooling programs may compete in the age group they are currently in as per the school year criteria or the age group they would have been in if not in an accelerated program as per the age criteria. They must compete in the same hockey age group for the entire year.
- 8.1.4 A player still attending secondary school who turns 19 before 1 July in the year of completion is not eligible to compete in the junior competition unless permission has been granted by Hockey WA.

- 8.1.5 Unless otherwise governed by Junior League Rule 8.2 or Affiliation Rule 10.2.5, a player may only play in one Junior Competition Game within the same fixture week. Exclusions to this rule are:
- 8.1.5.1 Where more than one game in the same grade is scheduled to be played during the same fixture week.
- 8.1.6 A player may play in any grade for which they are qualified provided that when that player's regular grade has a bye, they cannot play in a lower grade unless permission has been granted by Hockey WA.
- 8.1.6.1 During the last three (3) qualifying rounds, a team shall not contain more than two (2) players (see Definitions) whose regular grade immediately prior to the fourth last round, was in a higher ranked team.
- 8.1.7 Applications for permission under clauses 8.1.4 and 8.1.6 must be in writing and submitted to the Hockey WA office at least two (2) full working days prior to the fixture. Hockey WA will not give permission unless the Club can clearly demonstrate that an unfair advantage will not be obtained. In the event that applications are received after this time then the application may not be finalised prior to the game.
- 8.1.8 Due to safety considerations, it is recommended that the Clubs ensure players are only allowed to play up one age group. Permission for this is not required.
- 8.1.9 The date for determining age groups for National Championship events is 1 January. Please see the relevant rules for further information.

## **8.2 Two games in a week**

- 8.2.1 No player is permitted to play in more than one Junior Competition game in any fixture week unless playing under the following rules or where more than one game in the same grade is scheduled to be played during the same week.
- 8.2.2 A player may play in a junior game and a senior game on the same weekend for different clubs provided both clubs are in agreement and have notified their agreement to Hockey WA. If a player wishes to play for a different club on the same weekend in seniors and juniors and the two clubs are not in agreement with this then that player will not be permitted to so play for different clubs unless prior written approval from Hockey WA is obtained. In approving or refusing any such application Hockey WA shall have regard to the intent expressed in these rules of encouraging the largest amount of participation in the sport of Hockey.
- 8.2.3 Approval is not required to play in a junior game and a senior game with different clubs on the same weekend when the junior team is registered by a School.
- 8.2.4 A player who plays in one game as a goalkeeper may also play in another game (for which they qualify in accordance with Junior League Rule 8.1) as a field player on the same weekend. The requirements of Junior League Rule 8.2.5 do not apply in this case.
- 8.2.4.1 Each team must have one player marked as a Goalkeeper. This will clearly show that a player utilising Rule 8.2.4 will be marked as a Goalkeeper in one game, and not marked in the other.
- 8.2.5 A player can play in another age group or grade which is in addition to the player's regular grade on the same weekend if all of the following requirements are satisfied:
- 8.2.5.1 The other game is in a grade which is higher than the player's Regular Grade in accordance with the Hockey WA Grade Hierarchy (Refer to Rule 16), unless the prior permission of Hockey WA is obtained. Permission will only be given in special circumstances.
- 8.2.5.1.1 If a player, who as yet has not acquired a Regular Grade, plays in two junior games in a weekend, the lower grade game in accordance with the Hockey WA Grade Hierarchy will be used to determine the player's Regular Grade for this purpose.

- 8.2.5.2 A team cannot use more than 13 players in a game in which one of its players is not playing in that player's regular grade and that player plays in more than one game on the same weekend unless prior approval of Hockey WA is obtained.
  - 8.2.5.2.1 A team may exceed 13 players in a game if their regular goalkeeper is absent or injured, and the team wishes to replace them with another goalkeeper doubling up from a lower ranked team. NB: If this situation arises, the team may only exceed 13 players if all field players are regular players.
- 8.2.5.3 A team cannot have more than 3 players who are not playing in their regular grade unless the prior permission of Hockey WA is obtained. Permission will only be given in special circumstances.
- 8.2.5.4 The highest ranked J 11/12 team in each club as per Junior League Rule 15 is permitted to list and use up to five (5) double-up players.
- 8.2.5.5 The player has played in two (2) junior games in the same weekend on no more than seven (7) occasions during the season or the prior permission of Hockey WA is obtained. Permission will only be given in special circumstances.
- 8.2.5.6 When a game is not in the player's regular grade, the coach of the other team is advised of this fact prior to the start of the game.
- 8.2.5.7 The match report for the game which is not in the player's regular grade shall have details of the player's regular grade recorded on it and a "D" entered in the player role column.
- 8.2.6 In exceptional circumstances, Hockey WA may grant permission for a player to play in two games in a fixture week. Hockey WA will not give permission unless the Club can clearly demonstrate that an unfair advantage will not be obtained.
  - 8.2.6.1 The Permit player must be clearly indicated on the second match report sheet by a "P" in the player role column.
  - 8.2.6.2 Permit players must be identified to the umpires and the opposition coach before the start of play.
- 8.2.7 Where a club has two or more teams in the same grade, or division where they exist in that grade, then a player can only play for one of those teams following the fourth weekend of the season unless the prior consent of the Hockey WA is obtained.
- 8.2.8 If in any way a Club contravenes this rule, then the Double Up or Permit player(s) becomes an ineligible player in that player's second or later fixtured match regardless of the grade and the appropriate penalty will be applied (refer to Junior League Rule 9.15).

### **8.3 Girls playing in boys competition**

There is no restriction on the number of girls playing in a team in a boy's grade, however in all age groups other than J 5/6 they do so at their own risk and the child's parent must give consent (in writing) to the Club before she may participate.

### **8.4 Boys playing in girls competition**

- 8.4.1 A team playing in a Girls Competition fixture may include a boy if:
  - 8.4.1.1 the boy has not attained the age of 12 years as at the date on which the game is played;
  - 8.4.1.2 the fixture is the only match on a weekend that the boy plays;
  - 8.4.1.3 there are no more than two boys in the team; and
  - 8.4.1.4 there are no more than twelve players in the team.

## 8.5 Finals qualification

- 8.5.1 To qualify to play in any junior final, a player must have played in at least three (3) Hockey WA junior games for that club in the current season, or have obtained the prior permission of Hockey WA. Hockey WA will not give permission unless the Club can clearly demonstrate that an unfair advantage will not be obtained. A player may only play in a final in their regular grade as determined at the end of the qualifying season.
  - 8.5.1.1 If 8.5.1 cannot be achieved, the player must have played in the Junior Competition in that grade in each of the last three (3) weeks of the season. If a team has a Bye within this 3 week period, the player must participate in this bye to qualify;
  - 8.5.1.2 If a player has played in excess of seven (7) games in a Senior Competition (see definition), whether this is in addition to their Junior competition or not, then this player must have played at least seven (7) Hockey WA Junior games for their club in the current season to qualify to play in any Junior final for that club.
  - 8.5.1.3 If 8.5.1.1 or 8.5.1.2 cannot be achieved, the player must obtain permission from Hockey WA. Hockey WA will not give permission unless the Club can clearly demonstrate that an unfair advantage will not be obtained.
- 8.5.2 If a team is required to supply an umpire for a final then the umpire shall not be a parent, sibling, or relation of a player or coach of that team.
- 8.5.3 If a team supplies an umpire for a final in contravention of Junior League Rule 8.5.2 then Hockey WA may cause that team to lose the game.
- 8.5.4 A player may not play in more than one junior final on the same weekend without the prior approval of Hockey WA. Approval will only be given in special circumstances.
  - 8.5.4.1 Permit applications must be lodged to the Hockey WA office in the prescribed format at least two (2) full working days prior to the final.
  - 8.5.4.2 If a player plays as a field player and a goalkeeper under Junior League Rule 8.2.4 for more than half of the season, that player can qualify for two finals, but can only qualify in a final for the position in which the player has played in that grade throughout the year.
- 8.5.5 When a player has played in more than one game in a week as a Permit player pursuant to Junior League Rule 8.2.5.7, then both games shall be used for calculating eligibility to play in a finals game.
- 8.5.6 In the event of an ineligible player playing in a finals fixture, the penalty shall be forfeiture of the fixture in which the breach occurred – see Rule 10.8.

## 9. Match Reporting

- 9.1 A match report system of result checking shall be used.
- 9.2 Each team is responsible for providing a match report book (duplicate booklet) for each match in which they play. Hockey WA will provide the match report booklets to teams prior to the commencement of the season.
- 9.3 Each team shall complete a match report which shall record:
  - 9.3.1 The result of the match played;
  - 9.3.2 A list of players (both surname and first names) from the team completing the match report;
  - 9.3.3 Details of misconduct cards received by individual players;
  - 9.3.4 Details of goal scorers;
  - 9.3.5 Details of player roles (Goalkeepers = GK, Double-up Players = D, and Permit Players = P. Multiple codes may be entered);
  - 9.3.6 Names and Club (if applicable) of umpires who officiated; and
  - 9.3.7 All injuries that have occurred during the match.

- 9.4 In the event of a forfeit, no scores should be entered for either team. Only the result should be entered.
  - 9.4.1 Team lists should be entered for both teams that reflect the players available for the match.
- 9.5 If a player does not take the field they must be removed from the card or indicated as 'did not play' (DNP).
- 9.6 The duplicate copy of the match report is to be given to the opposition team immediately following the match.
- 9.7 The result of the match must be entered into HockeyNet by the first named team in the fixture by 1.00pm on the first business day after the fixture is played. Once the first named team have entered the result and their team details, they must "Save" and then "Submit" this information.
  - 9.7.1 Failure to comply shall result in a fine as set in the Fines Schedule (refer to Affiliation Rules - Section 13).
- 9.8 Specified team match details must be entered into HockeyNet by the respective teams by 1.00pm on the first business day after the fixture is played.
  - 9.8.1 Specified team match details shall mean:
    - 9.8.1.1 Player names (first name and surname);
    - 9.8.1.2 Player's shirt numbers (in grades that require them);
    - 9.8.1.3 Misconduct cards received by individual players;
    - 9.8.1.4 Goal scorers;
    - 9.8.1.5 Player roles (goalkeepers, double-up, and permit players) are to be marked in the Position Column; and
    - 9.8.1.6 All injuries that have occurred during the match.
  - 9.8.2 Failure to comply shall result in a fine as set in the Fines Schedule (refer to Affiliation Rules - Section 13).
- 9.9 It is the responsibility of the opposing team to ensure that their opposition's team details have been entered correctly in HockeyNet. Once the first named team "Submit" the information, the opposing team will have the opportunity to "Confirm" or "Dispute" that information.
- 9.10 The original match report sheet and the duplicate copy of the opposing club must be retained by the club until the 30<sup>th</sup> November of the year in which the match was played.
  - 9.10.1 In the event of an appeal against the information entered into HockeyNet, the original match report must be received by the Hockey WA Office within seven (7) days of the request.
  - 9.10.2 Failure to comply shall result in a fine as set in the Fines Schedule (refer to Affiliation Rules - Section 13).
- 9.11 If a team disputes the information entered by the opposing team an appeal must be made in writing and submitted to the Hockey WA office within fourteen (14) days of the match with the accompanying protest fee (refer to Affiliation Rules - Section 13).
  - 9.11.1 Any appeal relating to the last two rounds of the Qualifying Season and Finals games must be lodged within two (2) business days of the match with the accompanying protest fee.
- 9.12 Where any breach of the Rules is evident according to the details on the match report sheet, Hockey WA shall apply the prescribed penalty.
- 9.13 The details of the imposition of any penalty will be forwarded in writing to the club(s) involved. If a club wishes to appeal against the imposition of any such penalty, then an appeal is to be made in writing and submitted to the Chief Executive Officer within fourteen (14) days.
- 9.14 Should an error on HockeyNet not be queried or otherwise corrected within two weeks of the date of publication, HockeyNet shall be deemed to be correct.
- 9.15 The Hockey WA office shall keep a tabular record of the results, which will be published regularly in an Association distributed publication or website.



## 10. Penalties

- 10.1 Any appeal relating to ineligible players must be made by the opposing team in writing and submitted to the Hockey WA office within fourteen (14) days of the match with the accompanying protest fee (refer to Affiliation Rules - Section 13).
  - 10.1.1 Any protest relating to the last two rounds of the Qualifying Season and Finals games must be lodged within two (2) business days of the match with the accompanying protest fee.
- 10.2 If Hockey WA believes that there is good cause for doing so, then it may investigate any game at Hockey WA's discretion through random audits, regardless of receipt of a protest. Clubs must adhere to rule 10.1 when submitting protests.
- 10.3 Should a team be found to have played an ineligible player win or draw a match, the penalty shall be forfeiture of the match. The points shall be allocated to the opposing team. Goals scored for and against each team shall stand or a five (5) goals to nil (0) result shall be awarded to the opposing team, whichever results in a greater goal difference to the non-offending team.
- 10.4 Should the opposing side also have fielded an ineligible player, then neither team shall receive any points and a 5-0 loss shall be recorded against both teams.
- 10.5 Clubs found to have played an ineligible player will be issued with a \$125 fine by Hockey WA.
  - 10.5.1 This fine will only be issued once per investigation.
  - 10.5.2 Any subsequent occasions in which the same team are found to be in breach of Hockey WA Rules, playing ineligible players again after the issue of the fine, then this financial penalty will compound as follows: \$250 for second offence, \$500 for third offence, etc...
- 10.6 In the event of the false recording of a name on a match report the offending team shall forfeit the fixture.
- 10.7 A player who plays under a false name and the person whose name that player plays under shall be deemed not to have played in the game for the purposes of qualifying for Finals.
- 10.8 If a team plays an ineligible player or records a false name on the match report in a Final, it shall forfeit the game.
- 10.9 All penalties shall be subject to the Fines Schedule set in the Affiliation Rules.
- 10.10 If a team or a player contravenes a Rule for which no specific penalty is provided for then the club shall be liable to a fine as set in the Fines Schedule (refer to Affiliation Rule 13.1).

## 11. Premiership table

- 11.1 The Premiership table shall be established by awarding teams three (3) points for a win, one (1) point for a draw and no points for a loss.
- 11.2 The team finishing first at the completion of the Qualifying Season in each grade is the Minor Premier (or name to be determined by Hockey WA) for that grade.
- 11.3 Where two or more teams have played in an equal number of fixtures and have an equal number of premiership points, their relative positions on the premiership table shall be decided:
  - 11.3.1 Firstly, on goal difference. Goal difference is determined by subtracting the goals scored against a team from the goals scored by it (e.g. 40 goals scored by the team and 20 goals conceded by the team, gives a goal difference of +20);
  - 11.3.2 Then, by the most number of goals;
  - 11.3.3 Then if still equal, on the number of matches won;
  - 11.3.4 Then if still equal, by the highest total of goals scored when the teams played each other during the season;
  - 11.3.5 Then if still equal, by the tossing of a coin.

- 11.4 Where the teams have played an unequal number of games at the end of the Qualifying Season, the position of teams on the premiership table shall be decided on percentages and then by following the steps outlined from rule 11.2. A team percentage is arrived at by dividing the points scored by the possible points and multiplying the result by a hundred (e.g. games played = possible points 30, points scored = 15. Percentage  $15/30 \times 100 = 50\%$ ).
- 11.4.1 Where two or more teams have an equal percentage, their relative positions on the premiership table shall be decided by goal difference and the subsequent steps listed in Junior League Rule 10.4. Clubs querying or wishing to correct the premiership table must do so in writing to Hockey WA. Changes will not be made without confirmation from involved clubs.
- 11.5 Should an error on the premiership table not be queried or otherwise corrected within two weeks of the date of publication of that premiership table, the premiership table shall be deemed to be correct.

## 12. Finals

### 12.1 Format for Junior League Finals

Unless otherwise determined by Hockey WA, the top four teams at the completion of the qualifying season shall play in the final series.

- 12.1.1 The second and third placed teams shall play in the first Semi-final;
- 12.1.2 The first and fourth placed teams shall play in the second Semi-final;
- 12.1.3 The winner of the second Semi-final shall play the winner of the first Semi-final in the Grand Final.
- 12.2 No finals games will be held in J 5/6 grades. The Guth Ardagh and May Campbell pennants will be awarded to the team finishing on top of the ladder after the last competition round.

## 13. Tie breakers

- 13.1 Tie breakers are not used during qualifying season games.
- 13.2 If the score in a finals game is level at the end of normal time then, after a five (5) minute rest, umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. Two periods of up to 5 minutes of extra time, in between which teams must change ends, without a rest period, shall be played.
- 13.3 The first team to score a goal in extra time shall be the winner of the game.
- 13.4 In finals games other than the grand final, in the event that the score is still level at the end of the two periods of extra time then the highest placed team on the Premiership table at the end of the round games shall be the winner.
- 13.4.1 In J 7/8A grand final games, in the event that the score is still level at the end of extra time then a penalty stroke competition will take place. All other J 7/8 grand finals games, the Premiership shall be shared.
- 13.4.2 In all J 9/10 and J 11/12 grand final games, in the event that the score is still level at the end of the two periods of extra time then a penalty stroke competition will take place.
- 13.4.2.1 In a penalty stroke competition five (5) players from each team shall take a penalty stroke alternatively.
- 13.4.2.2 Permanently suspended (red card) players are ineligible to take part in a penalty stroke competition.
- 13.4.2.3 The umpires, after consultation with the Team Captains and Technical Officer if present, shall choose the goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke.

- 13.4.2.4 Each goal keeper shall defend for their team unless unable to do so, in which case another player may replace them. This player must wear approved goal keeping equipment.
- 13.4.2.5 The competition will cease once an outright winner has been established.
- 13.4.2.6 In the event of an equal number of goals having been awarded, another series of penalty strokes shall be started with the same players and shall feature “sudden death”, which shall mean that the winner shall be the first team to have scored one more goal than the opposing team after an equal number of penalty strokes has been taken by each team. The sequence of stroke takers does not need to be the same as in the previous series and the team captain has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke. The team which defended the first stroke of the first series shall not defend the first stroke of the second series.

## 14. Promotion and relegation

- 14.1 There is no promotion or relegation in any Junior grade.

## 15. Situations not covered by these Rules

- 15.1 Any situation not provided for explicitly in these Junior League Rules shall be referred to Hockey WA for consideration and determined in conjunction with the rules provided by the governing body that are appropriate to the individual case.
- 15.2 Hockey WA reserves the right to review rules to ensure that the premise behind that rule is upheld in the best interest of the Competition.

## 16. Grade Hierarchy

- 16.1 The Junior Grade Hierarchy used to determine higher grade eligibility when playing two junior games in a weekend (for the purposes of Rule 8.2.5) and may also be used by Hockey WA to address permits for finals.
  - 16.1.1 Locate the regular grade and anything:
    - a) above the regular grade within the same column;
    - b) to the left of the regular grade within the same row; or
    - c) both of the above
 is considered to be a higher grade (i.e. J 9/10 A, J 11/12 B, J 11/12 A Reserve and J 11/12 A are all higher than J 9/10 A Reserve).
  - 16.1.2 A Promotion & A Reserve grades are considered equal, so when determining player eligibility, Clubs that have teams in both (or multiple teams in one) have the following options:
    - a) Identify a Club Hierarchy (ranking teams in order of merit). In this instance, players from the lower ranked team would be eligible to double-up into the higher ranked team;
    - b) Distribute players across both teams evenly (creating even teams). In this instance, players from either team will not be eligible to double-up into the other team. Instead, players should be sourced from a lower grade.

# GRADE HIERARCHY

BOYS GRADES			
J 11/12 A			
J 11/12 AP/AR	J 9/10 A		
J 11/12 B	J 9/10 AP/AR	J 7/8 A	
J 11/12 C	J 9/10 B	J 7/8 AP/AR	J 5/6 A
	J 9/10 C	J 7/8 B	J 5/6 AP/AR
		J 7/8 C	J 5/6 B
			J 5/6 C

GIRLS GRADES			
J 11/12 A			
J 11/12 AP/AR	J 9/10 A		
J 11/12 B	J 9/10 AP/AR	J 7/8 A	
J 11/12 C	J 9/10 B	J 7/8 AP/AR	J 5/6 A
	J 9/10 C	J 7/8 B	J 5/6 AP/AR
		J 7/8 C	J 5/6 B
			J 5/6 C

GIRLS PLAYING IN BOYS COMPETITIONS							
B 11/12 A							
B 11/12 AP/AR	G 11/12 A	B 9/10 A					
B 11/12 B	G 11/12 AP/AR	B 9/10 AP/AR	G 9/10 A	B 7/8 A			
B 11/12 C	G 11/12 B	B 9/10 B	G 9/10 AP/AR	B 7/8 AP/AR	G 7/8 A	B 5/6 A	
	G 11/12 C	B 9/10 C	G 9/10 B	B 7/8 B	G 7/8 AP/AR	B 5/6 AP/AR	G 5/6 A
			G 9/10 C	B 7/8 C	G 7/8 B	B 5/6 B	G 5/6 AP/AR
					G 7/8 C	B 5/6 C	G 5/6 B
							G 5/6 C