



COMPETITION REGULATIONS

6 May 2025

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A	H1 - Player Transfer Letter
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REGULATIONS

1 DEFINITIONS

The following definitions apply throughout these Regulations:

Abandoned	A Match that commences but is unable to take place in full.
AEST/AEDT	Australian Eastern Daylight Time on any date on which daylight savings is in effect in Victoria, otherwise Australian Eastern Standard Time.
Cancelled	A Match which does not take place at all (that is, is unable to commence).
Competition Director	The Competition Director(s) appointed for the Hockey One League Season.
Delayed	A Match which cannot be started at its scheduled start time.
Executive Manager	The Executive Manager of Hockey One or their designee.
HA	Hockey Australia.
HA Officiating Advisory Group	The Officiating Advisory Group as constituted by Hockey Australia at the time of the Season.
Field of Play	The area of the pitch defined as such in the FIH Rules of Hockey.
FIH	The International Hockey Federation.
Finals or Finals Series	The Matches designated as such in the Competition Schedule.
H1	Hockey One, alternatively referred to as Hockey 1.
Hockey	The sport of hockey in all of its various forms, variations and / or derivations, except Ice Hockey.
Home and Away Rounds	The Matches designated as such in the Competition Schedule Alternatively referred to as Regular Rounds.
Host	The host Licensee of a Match, or where there is no such Licensee the host Member Association.
Interruption	An unplanned interruption to a Match (e.g. due to weather, Venue issues, or other external factors, or serious injury).
League Council	Has the meaning given to it in the H1 Team Participation Agreement.
League Officials	Those persons appointed for the League as an Umpire, Video Umpire, Match Manager, Judge, Umpires Manager, Umpires Coach, Competition Director, or other official.
League Term	The period commencing from the Initial Deadline for Long List submission and concluding one (1) month after the date of the last Match in the Match Schedule in the Season commencing within the League Term.
Licensee	Has the meaning given to it in the Hockey One Team Participation Agreement.
Match	A match played or to be played by a Team in a Season.
Match Officials	The Match Umpires and Technical Officials appointed to a Match.
Match Schedule	The schedule of Matches and other key events during each Season.
Matchday	One or more Matches scheduled at a Venue on a single day.

Member Association	Has the meaning given to it in the HA Constitution.
Participants	Team members and officials including but not limited to Players, Team Officials and any duly appointed representatives of a Licensee, League Officials, H1 staff, HA staff, Media Officers, and the Host's representatives.
Player	A player of a Team.
Season	The period during a League Term commencing on the date of the first Match in the Match Schedule in each Season and concluding on the date of the last Match in the Match Schedule in each Season. It includes both the Home and Away Rounds and the Finals Series. Unless otherwise specified it refers to the current or upcoming (if there is no current) Season.
SISAS	The State and Territory Institutes and Academies of Sport within Australia's National Institute Network, either individually or collectively.
Team	The men's or women's team selected by a Licensee to participate in the Hockey One League.
Technical Facility Area	The run-offs surrounding the Field of Play, team benches, video analysts' area and the Technical Table, including the seats for temporarily suspended players.
Team Officials	Those persons listed on a Team's Long List other than as a Player (but may also be listed a Player), including but not limited to team management, coaching staff, medical or sports medicine staff, or technical or other support staff.
Technical Officials	The Match Manager and Judges appointed to a Match.
TMS	The competition/tournament management system prescribed by H1 (e.g. AltiusRT).
Venue	The ground at which a Match is played, and shall include the field of play, the stadium, back of house areas, spectator areas and hospitality areas (including corporate hospitality areas and hospitality marquees) and associated facilities.

2 GENERAL

2.1 These Regulations apply to the Hockey One League (hereafter referred to as “the League”) and will be updated from time to time by H1. A copy of the current edition of the Regulations will be circulated to all Licensees and League Officials.

2.2 Rules of the Competition

2.2.1 The competition shall be conducted in accordance with the FIH Rules of Hockey, in force on the first playing day of the competition except as varied by **Appendix 1** of these Regulations. The Rules shall include any supplementary guidance, interpretations, instructions etc as may be published by HA and/or H1 from time to time.

2.2.2 The Code of Conduct (**Appendix 5**) will apply throughout the League Term.

2.2.3 In addition to the above, **HA Policies, H1 League Manual, H1 Team Participation Agreement, H1 Licence to Operate** and any other rules and regulations that are applicable and may come into force from time to time, shall apply throughout the League Term.

2.3 Authority

The League is sanctioned by HA and held under the authority of H1 in line with the **Licence to Operate**.

2.4 Team Participation Agreement and League Manual

These Regulations should be read in conjunction with the **Team Participation Agreement** and the **League Manual**. Should there be any conflict between these Regulations and the **Team Participation Agreement**, the **Team Participation Agreement** will always take precedence. If there is any conflict with the **League Manual**, these Regulations shall take precedence.

2.5 The Executive Manager in consultation with the Licensees will formulate and publish the Match Schedule for the competition. The Executive Manager reserves the right to amend this schedule as a result of any circumstances that may arise, including making the final decision in relation to the schedule and locations of the Finals Series.

3 MANAGEMENT OF THE LEAGUE

3.1 Roles and Responsibilities

3.1.1 The Executive Manager may delegate the exercise of their powers and authorities to another person, in whole or in part and for such duration as deemed necessary. Any reference to the Executive Manager in these Regulations also applies to any of their designees delegated to act on their behalf on any specific matter.

3.1.2 The Executive Manager, in conjunction with the HA Officiating Advisory Group, will appoint at least one Competition Director and at least one Umpires Manager for each Season

3.1.3 The Competition Director has the full power and authority in relation to technical matters concerning the conduct of the competition in accordance with these Regulations. The Competition Director may delegate the exercise of their powers and authorities to a Match Manager, in whole or in part and for such duration as deemed necessary. Any reference to the Competition Director in these Regulations also applies to any of their designees delegated to act on their behalf on any specific matter.

- 3.1.4 The Competition Director ensures that all Participants abide by these Regulations and the Code of Conduct.
- 3.1.5 League Officials must complete all integrity education requirements prior to the commencement of the Season, as directed by the Executive Manager in accordance with the HA Integrity Education Plan.
- 3.1.6 League Officials are automatically bound by and required to comply with all provisions of these Regulations and Code of Conduct by virtue of accepting their appointment.
- 3.2 **Appointment of Match Officials**
 - 3.2.1 The Competition Director appoints the Match Officials for each Match, including the Match Manager, the Match Umpires, and two Judges, as well as the Umpires Manager.
 - 3.2.2 The Match Manager will lead the Match Officials in all technical aspects of the Technical Facility Area, ensuring that the Rules of Hockey and these Regulations are upheld. They will be the point of contact for the participating Teams in any given Match.
 - 3.2.3 Match Officials for a Match may be of any gender.
 - 3.2.4 The Executive Manager, in conjunction with the HA Officiating Advisory Group, must ensure a sufficient number of Match Officials are available to fulfil the appointments.
- 3.3 **League Schedule, Competition Plan and Ranking in the League**
 - 3.3.1 The Executive Manager in consultation with the H1 League Council will formulate and publish the Match Schedule for the Season. The Executive Manager reserves the right to amend this schedule as a result of any circumstances that may arise, including making the final decision in relation to the schedule and locations of the Finals Series.
 - 3.3.2 The League has separate competitions for men's Teams and women's Teams. Each Season encompasses a single league phase with each Team playing against the other Teams in their competition one (1) time during the Home and Away Rounds, followed by the Finals Series as specified in **Appendix 3**.
 - 3.3.3 Points will be awarded and Teams ranked in accordance with **Appendix 2 Points System and Ranking**.
- 3.4 **Pre-Competition Briefings**
 - 3.4.1 Team Managers and Assistant Team Managers must attend the League Event Briefing with the Competition Director at a time and place or format to be specified prior to the commencement of the Season.
 - 3.4.2 The Umpires Manager may hold a meeting for Team Coaches at a time and place or format to be specified prior to the commencement of the Season. If such a meeting is held, Head Coaches must attend the meeting.
- 3.5 **Match Protocols**
 - 3.5.1 H1 may issue protocols covering the procedures to be followed during a Match, for example the presentation of Teams to spectators before the start of a Match.
 - 3.5.2 H1 reserves the right to vary protocols throughout the Season.

4 TEAM ENTRY

4.1 Long List of Players

- 4.1.1 The Long List of Players is a Team's list of those Players who will take part in the competition.
- The maximum number of Players on a Team's Long List is twenty-five (25).
 - All Players must be identified by their respective playing shirts numbered within the range 1-99 which must remain the same throughout the Season.
 - Players are only permitted to be included on a Team's Long List if they meet the relevant Eligibility Criteria in **Appendix 8**.
 - The Long List, or any changes thereto, must be submitted by Teams to H1 via TMS (or such other method as may be prescribed by the Executive Manager) showing the names and dates of birth of all Players.
- 4.1.2 No later than 5:00pm AEST/AEDT on the first Monday of August (the "Initial Deadline"), Teams must submit a Long List of up to twenty-five (25) Players.
- 4.1.3 After the Initial Deadline but no later than 5:00pm AEST/AEDT on the first Monday of September (the "Final Deadline"), Teams may only amend their Long List as follows:
- International Import and / or Domestic Import Players may be added to the Long List to fill any unused spots. For clarity, International Domestic Players may not be added to the Long List after the Initial Deadline.
 - Domestic Import Players may be added to the Long List to fill any unused spots.
 - Any Player on the Long List may be replaced with a Local Club Player, for any reason. For clarity, a Local Club Player can only be added as a replacement for another Player, not to fill an unused spot on the Long List.
- 4.1.4 After the Final Deadline, Teams may only amend their Long List as follows:
- Up to three (3) Players may be permanently replaced as provided below, subject to the approval of the Executive Manager and only on the grounds of injury. A Player who has been removed from the Long List under this provision may not be later added back to a Long List, including as a Temporary Late Athlete Replacement.
 - An International Import Player who has not yet participated in a Match may be replaced by another International Import Player;
 - Any Player, including an International Import Player, may be replaced by a Local Club Player.
 - Under the provisions of **Appendix 9 Temporary Late Athlete Replacement**.
- 4.1.5 Teams are required to submit to H1 (as directed by the Executive Manager) executed copies of the standard electronic player agreement for each Player selected in their Team verifying the player's agreement to be bound by and to comply with the provisions of these Regulations and Code of Conduct. Players are ineligible for nomination to participate in any Match until an executed player agreement (or evidence satisfactory to the Executive Manager that players have signed the standard player agreement) is received by H1 for that Season.

- 4.1.6 Players and Team Officials must have completed all integrity education requirements to be eligible for nomination to participate in any Match, as directed by the Executive Manager in accordance with the HA Integrity Education Plan. Furthermore:
- i. For Players and Team Officials on the Long List at the Final Deadline, integrity education requirements should be completed no later than 5:00pm AEST/AEDT fourteen (14) days after the Final Deadline.
 - ii. For Players and / or Team Officials added to the Long List after the Final Deadline in accordance with this Regulation, integrity education requirements should be completed no later than 5:00pm AEST/AEDT on the Tuesday prior to the Team's next Matchday.
 - iii. Teams will be liable for a fine of fifty dollars (\$50AUD) per person per day who is non-compliant after these deadlines.
- 4.1.7 The Long List must also show the name of the Team Officials, including at least a Head Coach, an Assistant Coach, an Assistant Team Manager, and the Team Manager (not being the Head Coach).
- i. Team Officials on the Long List may be changed up until the Final Deadline. Changes made after this must be advised to the Executive Manager before they take effect.
 - ii. Team Officials may be shared by both Teams of a Licensee, and if so must be included on both Team's Long Lists.
 - iii. Team Officials are required to agree to and sign the Team Officials Agreement, verifying their agreement to be bound by and comply with all provisions of these Regulations and Code of Conduct. Team Officials are ineligible for nomination to participate in any Match unless and until this has been done.

4.2 Team Kit

- 4.2.1 Teams will design playing uniforms in line with the **H1 Branding Guidelines** and **H1 Uniform Guidelines**. All final uniform designs must be approved by the Executive Manager before production begins
- 4.2.2 Alternative playing uniforms can only be worn with prior approval from the Executive Manager.
- 4.2.3 Each field player within a Team can choose to wear shorts, a skort, or a skirt, as long as they are the same colour and design of their approved playing uniform.
- 4.2.4 Any additional items of clothing worn by a Player during a Match, e.g. compression garments, headbands, etc. must be beige/white/black or of the same colour as the adjoining piece of clothing. It is mandatory that teams coordinate the colour of any additional under/compression garments. For clarity, all players of a team choosing to wear compression garments must be wearing compression garments of the same approved colour (e.g. all players wearing white).
- 4.2.5 When warming up during a Match, substitutes must wear bibs or some other form of clothing in a colour different to both teams.
- 4.2.6 The Competition Director, at their discretion, shall specify the clothing and colours to be worn by field players and goalkeepers for each match from the playing uniforms approved.

4.3 Announcement of Match Squads and Starting Line Ups

- 4.3.1 Players and Team Officials may only be nominated for a Match if they are on the Team's Long List, provided that a Team may not nominate any person who has been suspended from participating in the Match in accordance with these Regulations.
- 4.3.2 For Home and Away Rounds, Team Managers must submit to H1 via TMS the names of up to 15 Players, at least one of whom must be a goalkeeper, that will form that Team's Match Squad for a Match in accordance with the following deadlines:
 - i. Friday Matches - submitted by 12:00pm AEST/AEDT on the Tuesday prior to the Match
 - ii. Saturday or Sunday Matches - submitted by 12:00pm AEST/AEDT on the Wednesday prior to the Match
- 4.3.3 For the Finals Series, Team Managers must submit to H1 via TMS the names of up to 17 Players that will form that Team's Match Squad for all Finals Series Matches by 12:00pm AEST/AEDT on the Tuesday immediately following the completion of the Home and Away Rounds.
 - i. No more than 15 of these Players may participate in a Finals Match as a field player (that is, a Team of 17 Players must include 2 goalkeepers).
- 4.3.4 No later than 1 hour before the start of a Match, Team Managers must submit to H1 via TMS:
 - i. the names of the 11 Players that will start the Match; and
 - ii. the names of the Team Manager, Team Coach, Physiotherapist (if any) and Team Doctor (if any) for the Match plus up to one other member of the team management who will be present on the team bench.
- 4.3.5 A nominated Player who becomes incapacitated after the submission of the Team's Match Squad may be replaced in the squad by another Player whose name appears on the team's Long List:
 - i. For Home and Away Rounds, up to one hour before the start of that Match
 - ii. For the Finals Series, up to one hour before the start of that Team's first Match of the Finals Series
- 4.3.6 A nominated starting line up Player who becomes incapacitated between the submission of the starting line up and the start of the Match may be replaced in the starting line up by another Player from within the Match Squad. The Team Manager must notify the Match Manager accordingly, who will inform the Team Manager of the opposing team and the media of such a change.

5 MATCH PROCEDURES

5.1 Composition of a Team

- 5.1.1 The maximum number and composition of players that may be used by a Team in a Match is as specified in the Team Entry article of these Regulations.
- 5.1.2 No person is permitted on the team bench during a Match other than:
 - i. those Players and Team Officials named in the Team's Match Squad;
 - ii. the on-duty Medical Officer;
 - iii. Match Officials, the Competition Director and Umpires Manager;

- iv. Those persons as approved by the Executive Manager in consultation with Competition Director.

5.2 Team Clothing and Equipment

- 5.2.1 Each Team involved in a Match must have available with it at least one extra set of Team Kit without number plus suitable material for numbering.
- 5.2.2 All Players must be uniformly and neatly dressed at all times during a Match.
- 5.2.3 Field players must:
 - i. wear shin guards inside the socks and below the knee at all times during a Match;
 - ii. not wear any additional protective equipment related to medical reasons or similar as specified in the Rules of Hockey unless approved by the Executive Manager.
- 5.2.4 A Player on the Field of Play must not use or be equipped with any device to send or receive voice communication unless approved by the Executive Manager for the purposes of broadcast.

5.3 Duration of Matches

- 5.3.1 The Umpires start, stop and re-start the Match; they also signal to the Technical Officials on duty every time stoppage they order and the subsequent re-start.
- 5.3.2 Time-keeping is controlled by the Technical Officials on duty; they are responsible for signalling the end of each quarter. If a Match, however, is prolonged at the end of a quarter to allow for the completion of a penalty corner as specified in the Rules of Hockey, the Umpires will signal the end of that quarter.
- 5.3.3 The duration of breaks between quarters may be extended due to weather in accordance with **Appendix 7 Weather Related Procedures**.

5.4 Substitution of Players

- 5.4.1 Substitutions take place as specified in the Rules of Hockey and these Regulations from the players named in the Match Squad.
- 5.4.2 Substitution takes place under the supervision of the Match Manager.
- 5.4.3 After leaving the Field of Play having been substituted, a Player must go to the team bench.
- 5.4.4 Team Managers are responsible for the proper application of the procedures.

5.5 Admission to the Field of Play

- 5.5.1 The Coach/es and any additional persons (not otherwise specified) on the team bench may not enter the Field of Play during playing time under any circumstances but may do so during a shoot-out competition.
- 5.5.2 The Team Manager and substitute players nominated for that Match must remain near or within the team bench during playing time, including time stoppages, except when implementing the substitution procedures. The Team Coach nominated for the Match must remain in an area designated by the Match Manager but need not be seated. Substitutes may leave their seats to warm up in an area designated by the Match Manager. The Team Medical Doctor and Physiotherapist may leave their seats to treat players; wherever possible treatment should take place at the end of the team bench.

- 5.5.3 The nominated Team Manager for a Match is responsible for the conduct of all persons occupying the team bench.
 - 5.5.4 Vocal communication by Team Officials and / or Players on the team bench must not be directed at any Match Official and / or the Players of the opposition.
 - 5.5.5 If misconduct occurs after a Team Manager has been warned about acts of misconduct on their team bench, the Match Manager is empowered to order the person or persons involved to leave the team bench and remain in the team changing room for the rest of the Match. After the Match, the Match Manager will report the circumstances to the Competition Director who may take further disciplinary action.
 - 5.5.6 No incapacity treatment is permitted on the Field of Play unless the Physiotherapist or Team Doctor reasonably believe that a Player requires urgent medical attention and for that reason they may enter the Field of Play without permission.
 - i. If a team does not have such registered officials, the Match Manager will authorise the on-duty Medical Officer and / or Team Manager, to enter the Field of Play if they reasonably believe that a Player requires medical attention.
 - 5.5.7 If any person from the team bench and / or the on-duty Medical Officer enters the Field of Play and attends a Player:
 - i. that Player must leave the Field of Play and return to the team bench area for a minimum of two (2) minutes of playing time;
 - ii. the two minute period will be managed by the Technical Officials on duty;
 - iii. the Player required to leave the Field of Play may be substituted in accordance with the Rules of Hockey and these Regulations.
 - iv. As an exception to the above, if a goalkeeper is treated on the pitch for an injury, the goalkeeper does not have to leave the pitch for two minutes of playing time.
 - 5.5.8 If blood staining to the Field of Play occurs, cleaning must immediately take place using a Non- Acid Disinfectant Surface Cleaner which is effective against antibiotic-resistant bacteria or, if such a material is not available, an 80% alcohol solution. During this operation there must be a time stoppage of play.
 - 5.5.9 Team Officials and Players may leave the Technical Facility Area surrounding the Field of Play during half time.
 - 5.5.10 Except as otherwise permitted under this Regulation or as authorised by the Match Manager, no person other than the Players and Match Officials may enter the Field of Play during playing time or during a shoot-out competition under any circumstances.
- 5.6 Match Report Forms**
- 5.6.1 At the end of a Match, a Match Report is produced at the technical table. This document is a summary of the Match showing the names of all Players, Team Officials and Match Officials nominated for the Match and key statistics of the Match, including the result.
 - a. The Match Report includes any Shootout Form, disciplinary Card Form, and / or Injury Form if applicable.

- 5.6.2 Within ten minutes of the end of the Match, the Team Manager of each participating team must sign the Match Report. In signing the Match Report, Team Managers are indicating that the details on the report are correct. Should it subsequently come to light that a detail is incorrect (e.g. the scorer of a goal) and the Team Manager wants the information corrected, evidence must be submitted to the Executive Manager that an error has occurred. If the Executive Manager is satisfied by the evidence provided that a mistake has been made, they will arrange for TMS to be corrected accordingly.
- 5.6.3 The Match Officials must also sign the Match Report once both Team Managers have done so.
- 5.6.4 This process may be conducted electronically through TMS.

6 DELAY, INTERRUPTION, RESCHEDULE AND CANCELLATION OF A MATCH

- 6.1 All Matches should start and end as defined by the Match Schedule, to ensure operational plans are effective.
- 6.2 Under certain circumstances, outside of the control of H1 and the Host, changes to the schedule may be required. The Executive Manager may determine such changes in consultation with the Competition Director.
- 6.3 Where a Match cannot be commenced on the day on which it is scheduled, it may be rescheduled at the earliest possible time subject to agreement between the involved Licensees and the Executive Manager, in consultation with the Competition Director.
- 6.4 Where a Match is unable to commence and is not rescheduled, the Match is considered Cancelled. The Executive Manager may make such a decision in consultation with the Competition Director.
- 6.5 In the event of a Match being Cancelled or Abandoned:
 - 6.5.1 where it is Abandoned prior to the completion of the second quarter or Cancelled, then:
 - i. for a Home and Away Round Match a 0-0 draw will be the result with points awarded in accordance with **Appendix 2 Points System and Ranking**;
 - ii. for a Finals Series Match a 0-0 draw will be the result with the higher ranked Team deemed the winner for the purposes of progression and / or ranking;
 - 6.5.2 where it is Abandoned after the completion of the second quarter, the score at the point that the Match was Abandoned will stand, and:
 - i. for a Home and Away Round Match points will be awarded in accordance with **Appendix 2 Points System and Ranking**;
 - ii. for a Finals Series Match if this result is a draw then the higher ranked Team will be deemed the winner for the purposes of progression and / or ranking.
- 6.6 If a Match is Delayed or Interrupted, the commencement or resumption continuation of this Match is dependent upon the following factors:
 - 6.6.1 A Match Delayed or Interrupted prior to the completion of the second quarter should only be commenced / resumed if the first half can be completed within two (2) hours of the Match's scheduled commencement time. In this case:
 - a. If the Match can be completed within two (2) hours of its scheduled commencement time, then the resumed Match should be completed.

- b. If the Match cannot be completed within two (2) hours of its scheduled commencement time, then the resumed Match should be played up to the completion of the second quarter and then Abandoned in accordance with this Regulation.
- 6.6.2 A Match Interrupted after the completion of the second quarter should only be resumed if the Match can be completed within two (2) hours of the Match's scheduled commencement time.
- 6.7 **Appendix 7 Weather Related Procedures** specifies the principles, guidelines and procedures that will be considered for Delays or Interruptions to a Match due to weather.

7 MEDICAL DATA

- 7.1 HA may collect and assess injury data in a Match in order to monitor injuries sustained by all Players. Such studies are conducted in the interest of player's health and safety.
- 7.2 Players are requested to participate in any HA medical injury surveillance study conducted in connection with the League. For the avoidance of doubt any information gathered in the course of any medical injury surveillance study shall not identify Players personally and shall be used for statistical purposes only. It is the right of Players not to participate in any medical injury survey should they not wish to do so.

8 DISQUALIFICATION OR FAILURE TO PLAY

- 8.1 During the Home and Away Rounds:
 - 8.1.1 A Team either disqualified or refusing to play or failing to complete a Match is deemed to have withdrawn from the competition for that Season.
 - 8.1.2 If a Team so withdraws from the competition:
 - i. Any Matches it has played until then, as well as all the Matches it has still to play, will be recorded as a 5-0 loss;
 - ii. That Team will be disqualified and will not be ranked in the competition;
 - iii. The League Table will be adjusted accordingly for all Teams;
 - iv. Statistics in TMS for the Team (other than the result referred to in article 'i' above) and individual Player scoring statistics will be retained for all Matches played up to and until the point of withdrawal.
- 8.2 A Team either disqualified, withdrawn or refusing to play between the completion of the Home and Away Rounds and the start of the Finals Series, if they had qualified to compete in the Finals Series will be replaced by the next qualified Team.
- 8.3 During the Finals Series:
 - 8.3.1 A Team either disqualified or refusing to play or to complete a Match is deemed to have withdrawn from the competition at that stage.
 - 8.3.2 If a Team so withdraws from the competition:
 - i. The Team is deemed to have lost the Match in question;
 - ii. The Team will be disqualified and will not be ranked in the competition
 - iii. All Teams ranked below the Team at the time of the withdrawal will be advanced by one place in the final ranking;

- iv. Statistics for the Team (other than the result referred to in article 'i' above) and individual statistics will be retained in TMS for all Matches played up to and until the point of withdrawal.
- 8.4 A Team which is deemed to have withdrawn may be subject to further disciplinary action as determined by the Executive Manager.
- 8.5 A Team shall not be deemed to have failed to play or complete a Match if such failure is caused or brought about by an event of force majeure. An event of force majeure in these Regulations is meant to cover circumstances beyond the control of a Team that is unforeseeable and cannot be resisted. The Executive Manager shall have the power to determine if the reason for such failure amounts to an event of force majeure.

9 CODE OF CONDUCT

- 9.1 The Code of Conduct (**Appendix 5**) applies to all Participants.
- 9.2 **Appendix 6** to these Regulations provides further information for the application of the Code of Conduct, appeal process, guidelines on sanctions and the process for hearing and determining any reported offence.
- 9.3 In deciding on the duration of any suspension, the Competition Director is limited to the remaining Matches in the Season but, if the Competition Director decides that the appropriate penalty may or ought to include the imposition of a suspension that affects Matches or should otherwise take effect beyond the conclusion of the competition, the Competition Director must, within three (3) days of the decision being published, give written notice of the decision to the Executive Manager who will decide on any further period of suspension or other penalty to be imposed. The Executive Manager has the power to impose a period of suspension for the subsequent League Season.
- 9.4 Suspended persons may not enter the Field of Play or the Technical Facility Area until completion of the Match or Matches comprising the suspension.
- 9.5 Subject to these Regulations an individual or a Team may appeal against any suspension during a Season. The appeal will be referred to an Appeal Jury in accordance with these Regulations.
- 9.6 Subject to these Regulations if an individual or a Team wishes to appeal, the Team Manager must give written notice to the Competition Director within sixty (60) minutes after the Competition Director's decision is published. If no appeal is lodged within this period, the decision of the Competition Director is final. A valid appeal will be referred to an Appeal Jury.
- 9.7 If an appeal is lodged, the Competition Director must immediately inform the Executive Manager.

10 PROTESTS

- 10.1 If a Team wishes to lodge a protest at the end of a Match or at the end of a stand-alone shoot- out competition the Team Manager must:
 - i. declare the intention to do so immediately in writing directly below their signature when signing the Match Report or Shoot-out Competition form;
 - ii. in addition, produce in writing the grounds of the protest and must provide that document to the Match Manager within 30 (thirty) minutes of the completion of the Match or stand-alone shoot-out competition;

- iii. deposit in addition five hundred dollars (\$500AUD) with the written protest to the Match Manager, who will accept the deposit on behalf of H1.
- 10.2 If a protest is made, the Match Manager must immediately notify the Competition Director, who shall in turn inform the Executive Manager.
- 10.3 Notwithstanding the provisions of this Regulation, a protest from a decision of a Match Official during a Match or shoot-out competition may not be made to or considered by the Competition Director. This includes decisions by a Match Umpire to award a green or yellow personal penalty card, except in the case of mistaken identity, that is a green or yellow card was awarded to the wrong person for a specific incident.
- 10.4 A Team may protest to the Competition Director about any other decision of the Competition Director under this Regulation or application of these Regulations, other than in relation to the Match Schedule and / or any amendments to it. If a protest is to be made the Team Manager must:
 - i. Produce in writing the grounds of the protest and must hand that document to the Competition Director within thirty (30) minutes of the publication or other communication on which the protest is based;
 - ii. Deposit in addition five hundred dollars (\$500AUD) with the written protest to the Competition Director, who will accept the deposit on behalf of H1.
- 10.5 The Competition Director must make a decision and publish it within two hours from the submission of the protest, save for protests relating to the eligibility of a player where further time is required in order to properly investigate the protest (in which case the Competition Director must make a decision and publish it as soon as reasonably possible); if possible, the Competition Director should also verbally notify the decision to the Team Manager concerned immediately after making the decision.
- 10.6 The Team Manager must arrange with the Competition Director to be available so that the Competition Director can give their decision about the protest to the Team Manager.
- 10.7 The Competition Director must notify the Executive Manager of the outcome of any protest.
- 10.8 Failure to comply with any part of this Regulation will result in dismissal of the protest.
- 10.9 The deposit may be refunded in whole or part if the protest is not allowed, at the discretion of the Executive Manager, who will consider the matter at an appropriate time after the Match or the competition.
- 10.10 If a Team involved in a protest wishes to appeal the decision of the Competition Director resulting from any protest under these Regulations, the Team Manager must give written notice to the Competition Director within sixty (60) minutes after the Competition Director's decision is published. If no such appeal is lodged, the decision of the Competition Director is final.
- 10.11 If an appeal is lodged, the Competition Director must immediately inform the Executive Manager. An appeal will be conducted with the provisions of these Regulations.

11 APPEAL JURY

- 11.1 Each Licensee must submit a nominee for the Appeal Jury. The Licensee must advise the Executive Manager of the name and contact details of their nominee prior to the League Event Briefing.
- 11.2 HA must submit a nominee for the Appeal Jury. HA must advise the Executive Manager of the name and contact details of their nominee prior to the League Event Briefing.

- 11.3 Prior to the first Match of the Season the Appeal Jury nominees must appoint a Chair of the Appeal Jury from their numbers. In the event that the nominees cannot agree on a Chair, the Executive Manager will appoint the Chair of the Appeal Jury.
- 11.4 For any Appeal, the Chair of the Appeal Jury determines which nominees to appoint for a particular hearing; if not chairing the hearing, the Chair of the Appeal Jury will appoint a chair. The names of the members of the Appeal Jury will be announced to the appellants in due course.
- 11.5 An Appeal Jury shall consist of three persons from the panel of nominees who are not a nominee of the Licensee of those Team(s) involved in the original decision of the appeal.
- 11.6 Any person who has taken part in any previous proceedings relating to the matter under appeal must not be appointed to a particular Appeal Jury.

12 APPEALS

- 12.1 An individual or a Team may lodge an appeal against:
- a. a decision by the Competition Director(s) to suspend a Player, Team Official or other official;
 - b. a protest which has not been allowed by the Competition Director.
- 12.2 An appeal may not be lodged for consideration by an Appeal Jury in respect of any decision of the Competition Director unless the decision appealed against is in respect of a suspension or other penalty imposed to have effect during the remainder of the League Term. Where the decision appealed against is in respect only of a period of suspension or other penalty that takes effect after the conclusion of the League Term, a written notice of the appeal must be given within sixty (60) minutes of the Competition Director's decision being published to the Executive Manager, who will make the final determination on this period of suspension or other penalty to be imposed.
- 12.3 A deposit of five hundred dollars (\$500AUD) must be paid if the appeal is against the decision by the Competition Director to suspend a Player or Team Official; the deposit must accompany the written notice of appeal and be provided to the Competition Director, who will accept the deposit on behalf of H1.
- 12.4 The written notice of appeal must contain a statement outlining the grounds of appeal and indicating whether the appeal is against:
- a. a finding;
 - b. a penalty imposed;
 - c. both a finding and a penalty;
 - d. procedural irregularities of a Competition Director hearing.
- 12.5 The appeal is not by way of a re-hearing of the evidence. It is limited to a review of the decision of the Competition Director to ensure compliance with these Regulations, Code of Conduct, and principles of natural justice.
- 12.6 No fresh evidence shall be presented to the Appeal Jury without its approval. If approval is sought to present fresh evidence, particulars of such evidence and the reasons why it was not presented to the earlier decision-maker must also be included in the written notice of appeal.
- 12.7 The parties are entitled to make oral representations to the Appeal Jury at the hearing.

- 12.8 The Appeal Jury may conduct the hearing in such a manner and at such time and in such a way as it considers desirable and / or suitable. If any party fails to attend the hearing, the Appeal Jury may proceed in the absence of that or any other party.
- 12.9 The Appeal Jury must publish a decision in writing. A copy must be provided to the Competition Director and the Executive Manager and it must be published as soon as possible but not later than two hours before the next Match in which the individual or Team that is the subject of the Appeal is due to participate. If possible, the Chair of the Appeal Jury which heard the case should orally notify the decision to the Team Manager or individual immediately after making the decision.
- 12.10 The decision of the Appeal Jury is final and binding on all parties concerned.
- 12.11 An Appeal Jury has the power:
- i. to allow or dismiss the appeal;
 - ii. to vary the decision of the Competition Director;
 - iii. to increase, decrease, remit or otherwise vary any penalty included in the decision of the Competition Director;
 - iv. to impose such other penalty or sanction as it deems fit;
 - v. to recommend to the Executive Manager that the deposit be refunded or forfeited;
 - vi. to make an order for payment of cost.
- 12.12 If the Appeal Jury decides, whether or not it allows the appeal in whole or in part, that any period of suspension or other penalty may or ought to be include the imposition of a suspension that affects matches or otherwise should take effect beyond the conclusion of the Season, the Appeal Jury must, within three (3) days give written notice of its decision to the Executive Manager who will make the final determination on any further period of suspension or other penalty to be imposed.

13 ANTI-DOPING

- 13.1 All anti-doping testing and investigations will be carried out in accordance with the Australian National Anti-Doping Policy.
- 13.2 Team Managers will be advised about anti-doping test procedures as part of the League Event Briefing.
- 13.3 Any Player listed on the Match Squad for a Team may be the subject of anti-doping testing even if that player has not entered the Field of Play.

14 UNFORESEEN EVENTS

- 14.1 If circumstances arise pertaining to the technical aspects of the conduct of a Match or of the Season, which are not provided for in these Regulations, the Competition Director will determine any actions necessary.
- 14.1.1 If any Team affected by a decision of the Competition Director under this article wishes to protest, it may do so following the procedures set out in these Regulations.
- 14.2 If circumstances arise in relation to any other matter which are not provided for in these Regulations, the Executive Manager will determine any actions as appropriate.

APPENDIX 1: SCHEDULE OF VARIATIONS TO THE RULES OF HOCKEY

Below is a list of Regulations which vary the Rules of Hockey and they apply to all Matches in the Hockey One League.

1 GREEN CARD – TWO (2) MINUTE SUSPENSION

Rule 14.1.b: For any offence, the offending player may be warned and temporarily suspended for 2 minutes of playing time (indicated by a green card).

Regulation: For any offence, the offending Player may be warned and temporarily suspended for two (2) minutes of playing time (indicated by a green card).

- a. For the duration of each temporary suspension, the offending team plays with one fewer Player.
- b. If a field player receives a green card, the Umpires stop the match (but not necessarily the time) to issue the card; if time has been stopped, the Umpires restart it immediately after issuing the card.
- c. If a goalkeeper receives a green card, the Umpires stop the time and re-start it immediately after that Player has left the Field of Play.
- d. The offending Player leaves the Field of Play immediately; if they interfere with play on their way to the designated suspension area the Umpire may further penalise the Player in accordance with the Rules of Hockey.
- e. The two (2) minutes temporary suspension starts when the Player is seated in the designated area. Should the Player receive a further temporary suspension while seated in the designated area, the time shall be added to the two (2) minutes and served immediately after the end of the first suspension.
- f. Timing of the suspension is controlled by a Technical Official on duty.
- g. The offending Player is permitted to resume play when the Technical Official on duty indicates that the period of suspension has been completed.
- h. If the offending Player is a goalkeeper, the Technical Official on duty notifies the Umpires when the period of suspension has been completed; the Umpires stop the time at the next stoppage of play to enable that Player to resume play.

2 YELLOW CARD – TEMPORARY SUSPENSION

Rule 14.1.c: For any offence, the offending player may be temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card).

Regulation: For any offence, the offending Player may be temporarily suspended for a minimum of five (5) minutes of playing time (indicated by a yellow card).

- a. The duration of temporary suspension is indicated to the Technical Officials on duty by the Umpire who issues the yellow card.
- b. For the duration of each temporary suspension, the offending Team plays with one fewer Player.

- c. If a field player receives a yellow card, the Umpires stop the match (but not necessarily the time) to issue the card; if time has been stopped, the Umpires restart it immediately after issuing the card.
- d. If a goalkeeper receives a yellow card, the Umpires stop the time and re-start it immediately after that Player has left the Field of Play.
- e. The offending Player leaves the Field of Play immediately; if they interfere with play on their way to the designated suspension area the Umpire may further penalise the Player in accordance with the Rules of Hockey.
- f. The temporary suspension commences when the Player is seated in the designated area. Should the Player receive a further temporary suspension while seated in the designated area, the time shall be added to duration initially indicated in (a) above and served immediately after the end of the first suspension.
- g. Timing of the suspension is controlled by a Technical Official on duty.
- h. The offending Player is permitted to resume play when the Technical Official on duty indicates that the period of suspension has been completed.
- i. If the offending Player is a goalkeeper, the Technical Official on duty notifies the Umpires when the period of suspension has been completed; the Umpires stop the time at the next stoppage of play to enable that Player to resume play.

3 MATCH PERIODS

Rule 5.1: A match consists of four quarters of 15 minutes, an interval of 2 minutes between quarter 1 and 2 and between quarter 3 and 4 and a half- time interval of 5 minutes between quarter 2 and 3.

Regulation:

- a. A Match consists of 4 quarters of 15 minutes.
- b. At the end of the first and third quarters (and after the completion of any penalty corners where the match is prolonged at the end of the quarter) there shall be an interval of 2 minutes. During this interval, teams are not permitted to leave the Field of Play.
- c. At the end of the second quarter (and after the completion of any penalty corners where the match is prolonged at the end of the quarter) there shall be an interval of 8 minutes. During this interval Team Officials and Players may leave the Technical Facility Area surrounding the Field of Play only with the prior permission of the Match Manager.
- d. When a penalty corner is awarded, time is stopped for up to 40 seconds, except in the case of re-awards.
- e. In the case of a re-awarded penalty corner time will be immediately stopped but the Teams will not be allowed an additional 40 seconds. The Umpire will re-start play at the earliest possible opportunity, ensuring that any delay is kept to a minimum.
- f. After a goal is scored, time is stopped. The Umpire will then re-start play as soon as possible, unless time has to be stopped for another reason.

4 PENALTY CORNERS

Regulation: When an initial penalty corner is awarded, the timing of the match shall be stopped for up to 40 seconds, as specified in Article 3 above, (inter alia to permit defenders to put on protective gear etc) before allowing the penalty corner.

It is mandatory for all players defending a penalty corner to use head or face protection.

The engaged Umpire shall advise both the defence and the attackers as the countdown clock approaches zero. No later than after forty (40) seconds, if both Teams are ready, the Umpire will re-start play by blowing the whistle and the ball shall be injected immediately or very shortly thereafter.

In the event that a Team is not ready the engaged Umpire is to determine whether the delay is intentional, or in the case of the defending team, if the delay is due to players finding and putting on their full protective equipment. The priority for the umpires is athlete safety and welfare, and therefore if a little more time is required for all defenders to be ready and fully protected, this should be given, without penalty. If, however, the Umpire is of the view that there is an intentional delay resulting in a team not being ready within the aforesaid 40 seconds, the Umpire is to identify and issue a personal penalty (i.e. a green card) to the Player who is responsible for the delay, with an increased personal penalty (i.e. a yellow card) for repeated offences. If this Player is a defender, the defending Team defends the particular penalty corner with one Player fewer. For any offence of this rule by a defending goalkeeper the defending Team defends the penalty corner with one fewer Player: i.e. the corner is defended by one fewer Player than before this incident. The defending team nominates which defender will be subject to a personal penalty.

Rule 13.4: The match is prolonged at the end of each quarter to allow completion of a penalty corner or any subsequent penalty corner or penalty stroke.

Regulation: The match is prolonged at the end of each quarter to allow completion of a penalty corner or any subsequent penalty corner or penalty stroke. In this instance, a penalty corner is completed when:

- a. a goal is scored
- b. a free hit is awarded to the defending team
- c. the ball travels more than 5 metres outside the circle more than once
- d. after having left the circle more than once, the ball travels more than 5 metres outside the circle (for the first time)
- e. the ball is played over the back-line and a penalty corner is not awarded
- f. the ball is played over the 23 metre line or a side-line
- g. a defender commits an offence which does not result in another penalty corner
- h. a penalty stroke is awarded

Notwithstanding the above, a goal will be classified as a Field Goal (and thus eligible for a Field Goal Conversion) if the ball has travelled more than 5 metres outside the circle from a penalty corner.

The intent of this Regulation is to enable a team to still be able to take the ball 'outside the 5' immediately, to attempt to score a field goal (and thus earn a conversion attempt) at the end of a quarter. If they don't do this (because they play the ball straight back into the circle after the injection) then if the ball subsequently travels 5 metres outside the circle then the penalty corner and quarter are completed.

5 FIELD GOAL CONVERSION

Regulation: After a Field Goal or Penalty Stroke awarded in field play is scored, the attacking team can attempt to score an additional goal through a conversion. The conversion attempt will be a one-on-one shootout opportunity where the Player who scored will take a shootout against a defending goalkeeper or Player. The conversion attempt will occur at the same end that the goal was scored. All Players not involved with the shootout must be situated outside the 23m area in which the conversion attempt is occurring and not interfering with the attempt.

The Players and Umpires involved with the conversion attempt must be ready to commence the attempt within 40 seconds of the goal being scored. The Umpires will be responsible for managing this. If either Player (the attacker or defender)

is not ready, the Umpires will issue a personal penalty (i.e. green card). If the attacker is penalised, the conversion attempt is forfeited, if the defender is penalised the conversion will be upgraded to a penalty stroke and a nominated defending Player (on the field at the time) will receive the personal penalty.

Should a Player become incapacitated when scoring a goal that results in a field goal conversion attempt, at the direction of the Umpires they may be replaced by the nominated team captain, or if the captain is a goalkeeper / injured / incapacitated / serving suspension, another nominated Player.

The shootout will be taken in accordance with Articles 8, 12, 13, 14, 15, 16, 17 and 18 of **Appendix 4 Shootout Competition**. The Match Manager will be responsible for ensuring the timing and signalling of the completion of the 8 seconds.

One additional goal will be awarded to the attacking Team for scoring a field goal conversion.

Should a Team be playing with eleven field players when they concede a field goal conversion attempt, they are permitted to interchange their goalkeeper back onto the field to defend the field goal conversion attempt, provided the goalkeeper is not serving a suspension. Every attempt must be made for this substitution to be completed within 40 seconds.

6 STICK CHANGE

Rule 9.15: Players must not change their stick between the award and completion of a penalty corner or penalty stroke unless it no longer meets the stick specifications.

Regulation: Players must not change their stick between the award and completion of a penalty corner, penalty stroke, or field goal conversion unless it no longer meets the stick specifications.

APPENDIX 2: POINTS SYSTEM AND RANKING

1 LEAGUE TABLES

- 1.1 The following points will be awarded to Teams for each Home and Away Round Match:
- a. three (3) points to the winner in normal time;
 - b. one (1) point to each team, in the event of a draw;
 - i. a shoot-out competition will occur to determine the outright winner;
 - ii. one (1) bonus point will be awarded to the winner of the shoot-out, making a total of two (2) points;
 - iii. where no shoot-out competition is able to be completed due to a Match being Cancelled or Abandoned, no bonus point will be awarded;
 - c. zero (0) points to the loser in normal time.
- 1.2 Teams will be ranked within a separate League Table for each of the men's and women's competitions within a Season according to the number of points each has accumulated in the Home and Away Rounds.
- a. At the end of the Home and Away Rounds if two or more Teams have the same number of points, these Teams will be ranked according to their respective number of Matches won.
 - b. If there remains equality among two or more Teams, then these Teams will be ranked according to their respective goal difference (which means "goals for" less "goals against"). A positive goal difference always takes precedence over a negative one.
 - c. If there remains equality among two or more Teams, then these Teams will be ranked according to their respective number of "goals for".
 - d. Should there remain equality among two Teams, then the result of the Match played between those Teams, including any shoot-out competition, will determine the ranking of the tied Teams.
 - e. If more than two Teams are involved, then a ranking based upon the results of the Matches among (only) them shall determine their respective position, based upon the points awarded in accordance with article 1 of this Appendix. If there remains equality, then the Teams involved shall be ranked according to the above sub-clauses a through d.
 - f. If there still remains equality among two or more Teams, then these Teams will be ranked according to the number of Field Goals scored during the Home and Away Rounds. For clarity, this does not include any Field Goal Conversions.
 - g. Should there remain equality among two or more Teams, then the ranking will be determined according to their ranking at the end of the Home and Away Rounds in the immediately preceding Season. For clarity, a higher ranking in this preceding Season means a higher ranking in the current Season amongst the Teams being ranked under this sub-clause.

2 ONE HOCKEY CUP TABLE

- 2.1 The One Hockey Cup is a Licensee (hereafter referred to in this appendix as “Club”) based award that is awarded to the Club that ranks highest based on the aggregate scores of their Women’s and Men’s teams at the end of the Home and Away Rounds. The One Hockey Cup Table stands as a separate competition to the Season and its League Tables, and as such, the following points system is applied only to the One Hockey Cup Table, and not applied to the League Tables. The One Hockey Cup results will have no impact on the outcome of the Hockey One League Season.
- 2.2 Clubs will be ranked on the One Hockey Cup Table, based on the aggregate scores of the Women’s and Men’s Matches on each Matchday during the Home and Away Rounds.
- a. Matchday results will be awarded as wins, draws, or losses, based on the aggregate score achieved by one Club against another on a single Matchday.
 - b. If an individual Match results in a draw, the Club that wins the shoot-out competition will receive one extra goal on their aggregate Matchday goal total.
- 2.3 Points on the One Hockey Cup Table will be awarded as follows, based on the aggregate score of both matches on a single Matchday:
- a. three (3) points to the winning Club;
 - b. one (1) point to each Club in the event of a draw;
 - c. zero (0) points to the losing Club.
- 2.4 In circumstances where a Match is Cancelled or Abandoned, the result and score determined under these Regulations will also apply towards the Matchday points for the One Hockey Cup.
- a. At the end of the Home and Away Rounds, Clubs will be ranked on the One Hockey Cup Table according to the number of points each Club has accumulated.
 - b. If two or more Clubs have the same number of points, these Clubs will be ranked according to their respective number of Matchdays won.
 - c. If there remains equality between two or more Clubs, then these Clubs will be ranked according to their respective goal difference (which means “goals for” less “goals against”).
 - d. If there remains equality among two or more Clubs, then these teams will be ranked according to their respective number of “goals for”.
 - e. Should there remain equality among two Clubs, then the results of the Matchdays played between those Clubs will determine the ranking of the tied Clubs.
 - f. If more than two Clubs are involved, then a ranking based upon the results of the Matchdays (only) between them shall determine their respective position, based upon the points awarded in accordance with the above sub-clauses a through d.
 - g. If there remains equality among two or more Clubs, then these Clubs will be ranked according to the number of Field Goals scored during the Home and Away Rounds. For clarity, this does not include any Field Goal Conversions.
 - h. If there remains equality among two or more Clubs, then these Clubs will share the relevant placing on the One Hockey Cup Table.

APPENDIX 3: FINALS SERIES

1. The top four (4) ranked Men's and top four (4) ranked Women's Teams on their respective League Tables at the conclusion of the Home and Away Rounds will qualify to compete in the Finals Series.
2. The qualifying teams will congregate at a common location to be determined and advised by the Executive Manager taking into account factors including staging viability, quality of facilities and infrastructure and convenience of travel and access for teams and stakeholders.
3. In each of the Men's and Women's competitions:
 - 3.1. The Semi Finals will be determined based on the rankings of teams from the Home and Away Rounds.
 - i. The first Semi Final will be played between teams ranked 1st and 4th
 - ii. The second Semi Final will be played between teams ranked 2nd and 3rd.
 - 3.2. The winners of the Semi Finals will play in the Grand Final
 - 3.3. The losers of the Semi Finals will play in the 3rd Place Play-Off
4. The Executive Manager will determine the schedule and order of Finals Series matches, taking into account factors including commercial/broadcast preferences and player welfare.
5. The Executive Manager has the authority to alter the Finals Series model as it sees fit, in line with the Team Participation Agreement and Licence to Operate decision making framework.

APPENDIX 4: SHOOT-OUT COMPETITION

In a shoot-out competition, five (5) 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. If the shoot-out competition takes place after the end of a Match, the first shoot-out should take place as soon as possible after the end of the Match but no later than five (5) minutes after the end of regulation playing time.
2. The respective Team Managers provide five players to take and one player to defend the shoot-outs from those on the Match Report 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.
3. A player who has been excluded permanently (red card) during the Match which leads to the shoot-out competition, cannot take part in that shoot-out competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shoot-out competition even if the period of their suspension has not been completed at the end of the match.
4. The Match Manager will specify the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
5. The Match Manager will specify the goal to be used.
6. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
7. All persons listed on a team's Match Squad 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.
8. The goalkeeper / defending player of the team taking a shoot-out shall wait on the back-line outside the circle.
9. A player taking or defending a shoot-out may enter the 23m area for that purpose.
10. Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment.
11. Five (5) players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of ten (10) shoot-outs.
12. Taking a shoot-out:
 - a. the goalkeeper / defending player starts on or behind the goal-line between the goal posts;
 - b. the ball is placed on the nearest 23m line opposite the centre of the goal;
 - c. an attacker stands outside the 23m area near the ball;
 - d. an official at the technical table starts the clock either
 - i. when the Umpire blows the whistle to start time, or

- ii. when the Umpire has indicated that the players are ready and an automatic whistle sound is made over the venue PA system when the clock is started (if the venue includes this technical set up)
- e. the attacker and the goalkeeper / defending player may then move in any direction;
- f. the shoot-out is completed when:
 - i. eight (8) seconds has elapsed since the starting signal;
 - ii. a goal is scored;
 - iii. the attacker commits an offence;
 - iv. the goalkeeper / defending player commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper / defending player;
 - v. the goalkeeper / defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
 - vi. the ball goes out of play over the back-line or side-line; this includes the goalkeeper / defending player intentionally playing the ball over the back-line.
- 13. If a technical error occurs during the shootout (e.g. the 8 second clock does not start or work correctly, the PA system does not work correctly) then the shootout must be retaken regardless of the outcome of the original shootout.
- 14. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the Match Report subject to the provisions of Articles 17, 18 and 19 of this Appendix.
- 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;
 - i. 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;
 - ii. 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;
 - b. 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 Match Report for that particular Match, except as excluded in this Appendix or unless suspended by an Umpire during the shoot-out competition;
 - b. the replacement goalkeeper:
 - i. is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
 - ii. if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off 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 Match Report for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.
- 20. Once replaced, an incapacitated player can take no further part in the shoot-out competition.
- 21. 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.
- 22. 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.
- 23. Unless varied by this Appendix or **Appendix 1**, the Rules of Hockey apply during a shoot-out.

APPENDIX 5: H1 CODE OF CONDUCT

1 PURPOSE, SCOPE & APPLICATION

- 1.1 The H1 Code of Conduct ("Code of Conduct") aims to promote the highest standard of behaviour and conduct in the administration, coaching and playing of hockey and is an effective means to deter any Participant from conducting themselves both on and off the field-of-play in a manner that is contrary to the spirit of hockey.
- 1.2 By virtue of their agreement to participate, all Participants are bound by and required to comply with all of the provisions of the Code of Conduct. Accordingly, by their participation in the League, such Participants shall be deemed to have agreed that it is their personal responsibility to familiarise themselves with all of the requirements of the Code of Conduct, including what conduct constitutes an offence under the Code of Conduct.
- 1.3 The Licensee of each participating Team is responsible for informing and educating Participants about the Code of Conduct. Licensees shall share liability with Participants should breaches of the Code of Conduct occur.
- 1.4 All Participants are bound by the Code of Conduct at all times and shall continue to be bound by and required to comply with the Code of Conduct throughout the League Term in which they participate and for a period of one (1) month after the final Match of the Season. During this period, the Hockey One League shall have jurisdiction over all Participants under the Code of Conduct.
- 1.5 The Competition Director(s) has jurisdiction to deal with breaches of the Code of Conduct during the tournament (unless the Competition Director(s) is in breach, in which case, the matter will be dealt with by the Executive Manager). After the Hockey One Season has been completed and at all other times, any breaches of Code of Conduct shall be dealt with by the Executive Manager.
- 1.6 Further information about the Code of Conduct, appeal process, guidelines on sanctions and the process for hearing and determining any reported offence is contained in the Hockey One League Regulations.

2 CODE OF CONDUCT OFFENCES

2.1 General Behaviour

- a. Participants shall comply at all times with the Hockey One League Regulations, FIH Rules of Hockey, Australian National Anti-Doping Policy, HA National Integrity Framework, HA Concussion Policy, HA Pitchsiding Policy, H1 Code of Conduct, HA Code of Conduct, and any other rules and regulations that may come into force from time to time.
- b. Participants shall always use their best efforts during a Match.
- c. Participants shall conduct themselves fairly, properly and in an acceptable manner on and off the Field of Play, including inside or around the hockey venue and accommodation.
- d. Participants shall not act (or fail to act) in any way which may harm the interests and reputation of the Hockey One League, or bring Hockey into disrepute.

Conduct described in 2.2. to 2.4 below, if committed by a Participant during the League Term, shall amount to an offence by a Participant under the Code of Conduct.

Comment: Where considered helpful, guidance notes have been provided beneath the description of a particular offence. Such notes are intended only to provide guidance as to the nature and examples of certain conduct that might be prohibited by a particular Article and should not be read as an exhaustive or limiting list of conduct prohibited by such Article.

2.2 Specific Offences – Level 1

The penalty for a Level 1 Offence shall be an official reprimand or a suspension of the individual for a minimum of one Match with or without an official reprimand.

- a. Using language or gesture(s) that is obscene, offensive or of an insulting nature.

Note: This includes:

- i. excessively audible or repetitious swearing; and
- ii. obscene gestures which are not directed at another person, such as swearing in frustration at one's own poor play or misfortune.

- b. Showing dissent at an Umpire's decision.

Note: Dissent will include disputing / protesting, reacting in a provocative or disapproving manner in an inappropriate way towards any decision made by an Umpire or other official. This may include arguing or entering into a prolonged discussion with an Umpire or a Technical Official about the decision.

- c. Charging or advancing towards an Umpire or Technical Official in an aggressive manner.

- d. Excessive appealing of an Umpire's, Video Umpire's or Technical Official's decision, or crowding an Umpire or Technical Official.

Note: Excessive appealing shall include repeated appealing of the same decision / appeal.

- e. Throwing a stick or ball (or any other object or item of equipment) at or near another. Participant or any other person in an inappropriate and / or dangerous manner.

- f. Deliberate, reckless or careless physical contact between Players in the course of play.

Note: Without limitation, Participants will breach this article if they deliberately, recklessly or carelessly push, walk or run into another Participant.

- g. Feigning injury and / or overreacting to alleged physical contact from another player.

Note: Without limitation, Participants will breach this article if they deliberately fake an injury in order to penalise another Participant against whom it is alleged committed a foul against him / her.

- h. Abuse of hockey equipment or clothing, venue equipment or fixtures and fittings.

Note: This includes any action(s) outside the course of normal hockey actions, such as hitting or kicking the goal posts and any action(s) which intentionally or negligently results in damage to the team benches, advertising boards, dressing room doors, mirrors, windows and other fixtures and fittings.

- i. Breach of the Uniform Advertising Policy, Kit Regulations or Team Dress Protocol.

Note: Hockey One may provide a Uniform Advertising Policy, Kit Regulations and a Term Dress Protocol. Participants must adhere to any such policies and protocols. One of the core objectives of the Uniform Advertising Policy and Team Dress Protocol is to ensure appropriate and professional standards of appearance on the field of play and during the Season and to prevent any practices that undermine that objective.

- j. Failure to attend media conferences/interviews as requested or a breach of the H1 Media Policy.

Note: Hockey One may provide a Media Policy. Participants must adhere to any such policy.

- k. Public criticism of, or inappropriate public comment in relation to an incident occurring in the Hockey One League or any Participant or Team participating in Hockey One League or Hockey One or HA, generally, irrespective of when such criticism or inappropriate comment is made.
- l. Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either is contrary to the spirit of the game or brings the game into disrepute.

Note: This Article is intended to be a 'catch-all' provision to cover any type of conduct of a minor nature that is not, and because of its nature cannot be, adequately covered by the specific offences set out elsewhere in the Code of Conduct.

- m. Spitting towards another participant.

Note: Without limitation, Participants will breach this article if they deliberately, recklessly or carelessly spit towards another participant

- n. Repeated failure to comply with the directions of a Match Official or the Competition Director.

Note: Repeated failure includes a situation where a player, coach, manager or other team personnel has been given directions by an official just once and fails to comply. Such directions includes being asked to remain within the team bench, to wear a bib when warming down, etc.

2.3 Specific Offences – Level 2

The penalty for a Level 2 offence shall be a suspension of the individual for a minimum of two Matches.

- a. Using language or gesture(s) that is seriously obscene, seriously offensive or has a seriously insulting nature to another Participant or any other third person.

Note: It is acknowledged that there will be verbal exchanges between Players in the course of play. Rather than seeking to eliminate these exchanges entirely, Umpires or Technical Officials will be required to report such conduct that falls below an acceptable standard.

- b. Serious public criticism of, or inappropriate public comment in relation to an incident occurring in a Match or any Participant or Team participating in any Match or H1, generally, irrespective of when such criticism or inappropriate comment is made.

Note: The following factors are indicative of "serious public criticism":

- i. Criticism that can reasonably be considered to be insulting

- ii. Criticism that can reasonably be considered to be meant to humiliate
 - iii. Criticism of a threatening nature
 - iv. Criticism that is of a disparaging nature
 - v. Criticism that vilifies any Participant or Team
- c. Any attempt to manipulate any Match for inappropriate strategic or tactical reasons.
Note: This is intended to prevent the manipulation of Matches for inappropriate strategic or tactical reasons (such as when a Team deliberately loses a Match in order to affect the standings of other Teams in that event). It is not intended to cover any corrupt or fraudulent acts (including any use of inside information and / or related betting activity). Such conduct is prohibited under the HA Competition Manipulation & Sport Gambling Policy, FIH Integrity Code and the Olympic Movement Code on the Prevention of the Manipulation of Competitions and must be dealt with according to the procedures set out therein.
- d. Intimidation of a Participant or other third person whether by language or conduct (including gestures).
Note: Includes appealing in an aggressive or threatening manner.
- e. Threat of assault or physical assault (without injury) on a Participant or any other third person.
Note: This offence is not intended to cover threats of assault, which are prohibited under Level 3 Offences, where directed at a League Official. A threat of assault includes gestures which would reasonably cause a Participant or any other person to be in fear of physical harm or offensive contact. Physical assault refers to intentional or reckless physical contact with a Participant or any other person, whether by using fists, feet or equipment (including but not limited to a hockey stick or hockey ball)
- f. Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that is either contrary to the spirit of the game or brings the game into disrepute.
Note: This Article is intended to be a 'catch-all' provision to cover any type of conduct of a serious nature that is not, and because of its nature cannot be, adequately covered by the specific offences set out elsewhere in the Code of Conduct

2.4 Specific Offences – Level 3

The penalty for a Level 3 offence shall be a suspension of the individual for a minimum of five Matches.

- a. Threat of assault or physical assault (without injury) on a League Official.
- b. Physical assault of another Participant or any other person (including a spectator)
- c. Any act of violence on or off the Field of Play.
- d. Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that is either contrary to the spirit of the game, or brings the game into disrepute.

Note: This Article is intended to be a 'catch-all' provision to cover any type of conduct of a very serious nature that is not, and because of its nature cannot be, adequately covered by the specific offences set out elsewhere in the Code of Conduct.

Note: A threat of assault includes gestures which would reasonably cause a Participant or third person to be in fear of physical harm or offensive contact.

Physical assault refers to intentional or reckless physical contact with a Participant or any other person, whether by using fists, head, feet or equipment (including but not limited to a hockey stick or hockey ball).

Injury includes bruising.

An act of violence includes the causing of deliberate physical harm to any person, whether Player, Umpire, Technical Official or other Participant. Kicking, punching or fighting would be considered to be acts of violence. The force of contact and resulting injury would be indicative of the seriousness of the act of violence.

APPENDIX 6: H1 CODE OF CONDUCT – GUIDELINES ON PROCESS

1 THE REPORT

All reports of any offence against the Code of Conduct shall be made to the Competition Director.

The Competition Director is to determine the level of the offence.

A report can be received by the Competition Director from any person but if received later than 24 hours after the occurrence of the conduct said to constitute the offence the Competition Director must exercise discretion as to whether to accept such a report. That discretion is to be exercised taking into account the seriousness of the reported behaviour and the reason for the delay in making the report.

2 PRINCIPLES OF NATURAL JUSTICE

The principles of natural justice apply in the following way.

2.1 The Competition Director will advise the Team Manager of:

- a. the fact of the report of an offence;
- b. the identity of the team member(s) reported;
- c. the level of the offence;
- d. the time and place or format of the hearing;
- e. details of the conduct and the mode of proof of it;
- f. if the report was received later than 24 hours after the occurrence of the conduct said to constitute the offence the Competition Director must state the reasons for the exercise of the discretion to accept the report. No appeal from the exercise of that discretion is available.

3 THE HEARING

The Competition Director must chair the meeting (subject to delegation for reason of conflict of interest).

The Competition Director may conduct the hearing in such a manner and at such time and in such a way as they consider desirable and / or suitable. This may include holding the meeting electronically. If any party fails to participate in the hearing, the hearing may proceed in the absence of that or any other party.

The person who is the subject of the report must participate in the hearing and one representative if they desire (in addition the person the subject of the report may be assisted by an interpreter).

The Competition Director must outline the evidence relied on to support the report including showing any video footage that may be available.

The person the subject of the report is to be asked for their response to the report, i.e. do they accept the offence as alleged or not. The person subject to the report is permitted to present material as to either or both of the fact of the offence or penalty.

Should the person who is the subject of the report fail to participate in the hearing, the hearing shall take place in the absence of that person and the fact of the failure to participate shall be taken into account in the determination of the appropriate penalty in the event that an offence is found to have been committed.

4 THE DECISION

The decision should be in writing and, wherever possible, read to the person the subject of the report (through an interpreter if necessary).

4.1 It should deal (at least) with the following matters:

- a. whether or not the person subject to the report accepts the breach of the Code of Conduct;
- b. if the person subject to the report does not accept the breach, a finding as to whether a breach has occurred and why.

4.2 Should it be found (or agreed) that an offence has been committed either the minimum penalty will be imposed or, at the entire discretion of the Competition Director, a greater penalty. If a greater penalty is being considered then:

- a. the disciplinary history of the person subject to the report;
- b. the attitude of the person subject to the report at the hearing;
- c. any penalty already incurred, e.g. if a card was given during the match the length of time of any suspension served under that card;
- d. the seriousness of the offence by comparison with other offences at this level will be taken into account in imposing a greater penalty and details of which will be set out in the written decision.

5 DEFINITION OF THE PENALTY

A clear definition of the penalty will include:

- a. the number of matches for which the person subject to the report is suspended;
- b. the date of commencement of the suspension;
- c. a statement whether any additional period of suspension or other penalty to take effect beyond the conclusion of the Season should be imposed or may be appropriate; and, if so:
 - i. a statement that the decision to impose any further suspension or penalty is referred, as appropriate, to the Executive Manager for further consideration; and
 - ii. a summary of the reasons that may justify the imposition of an additional suspension or other penalty.

APPENDIX 7: WEATHER RELATED PROCEDURES

The following are weather-related circumstances that collectively should be considered and taken into account in the delivery of a Match.

1 THUNDER AND LIGHTNING

In the case of thunder and lightning occurring and the timing between thunder and lightning being less than thirty (30) seconds, in a situation where a Venue does not have lightning protection for the Field of Play or an alternative venue policy, H1 procedure is to halt the Match. Play should not restart until at least thirty (30) minutes after the timing between thunder and lightning has extended to more than thirty (30) seconds.

1.1 Procedure Implementation

- a. On determination that thunder and lightning is a risk, the following actions shall be taken.
 - i. The Host shall provide the Match Manager updates on the weather position at least every 30 minutes.
 - ii. The Host to prepare for spectator safety, including evacuation if necessary, as outlined in the Venue Health & Safety plan.
 - iii. The Match Manager shall inform the Competition Director as soon as this situation is likely to occur or immediately following this decision if it is not foreseen in advance. The Competition Director will regularly update the Executive Manager of the developing situation.
- b. On determination that thunder and lightning is a high risk the following actions shall be taken in addition to the above.
 - i. The Host shall provide the Match Manager updates on the weather position at least every 15 minutes.
 - ii. The Match Manager will decide when to stop play.
 - iii. The Match Manager shall inform the Competition Director as soon as this situation is likely to occur or immediately following this decision if it is not foreseen in advance. The Competition Director will regularly update the Executive Manager of the developing situation.
 - iv. The Match Manager will initiate the Delay, Interruption, Reschedule and Cancellation procedure set out in these Regulations.

2 INTENSE RAINFALL

The Rules of Hockey are silent about how and who determines when a pitch is unfit for play. There is no definition at which point that a pitch is too filled with water to make it unplayable and / or unsafe.

2.1 Procedure Implementation

- a. When heavy rainfall is forecast, the Match Manager will stay at the Technical Table and keep in contact with the Match Umpires. If the Umpires are of the view that the pitch has become unfit for play, they will stop the Match and consult with the Match Manager.

- b. If the Match Manager deems the pitch unfit for play, the Match Umpires will be instructed to stop the Match.
- c. The Match Manager shall inform the Competition Director as soon as this situation is likely to occur or immediately following this decision if it is not foreseen in advance. The Competition Director will regularly update the Executive Manager of the developing situation.
- d. The Match Manager will initiate the Delay, Interruption, Reschedule and Cancellation procedure set out in these Regulations.

3 HIGH TEMPERATURES

The following procedure will apply when the temperature in the team bench area (where the players are most readily able to reduce body temperature) is 35°C, ten minutes before the start of a match or the third period of a match. This threshold may be reviewed and lowered in locations where the relative humidity is more than 65%.

3.1 Procedure Implementation

- a. A thermometer and hygrometer shall be stationed at the technical table to measure the temperature and relative humidity. Where such devices are not present, the Bureau of Meteorology's weather observations shall be used instead.
- b. The Host shall provide two fans for each team bench and one for the technical table.
- c. Team Managers will be advised by the Match Manager before the start of the first or third quarter as appropriate that the policy is being implemented.
- d. Breaks at the end of the first and third quarters will be extended to four (4) minutes in order to allow players to rehydrate. Teams shall provide additional hydration for their goalkeepers.
- e. Where possible, rehydration should take place in the shade.
- f. In case of extreme weather conditions with humidity above or at 75 % and / or temperatures in excess of 42°C as measured on the Field of Play or via the Bureau of Meteorology's weather observations, a break of one (1) minute to be provided at an appropriate break in play around 7 minutes and 30 seconds of the 1st and 2nd quarters. Any decision to apply these break times for 3rd and 4th quarters will be decided based on the weather conditions assessed by the Match Manager in consultation with the on-duty Medical Officer for the Match. Also, breaks at the end of the first and third quarters will be extended to four (4) minutes in order to allow players to rehydrate.
- g. In the case of extreme weather, rehydration should take place in the team changing room. If this is not possible because of the layout of the venue, rehydration should take place in an appropriately located place in the shade.

4 ICE, SNOW AND LOW TEMPERATURES

As with the above section on Intense Rainfall, both the Rules of Hockey are silent about how to and who determines when a pitch is unfit for play. There is no definition at which point that a pitch is too filled with ice or snow to make it unplayable and / or unsafe.

Ice starts to form when water reaches a temperature of 4°C. Hosts are encouraged to seek advice from the relevant turf supplier about playing in these conditions as there may be warranty restrictions.

4.1 Procedure Implementation

- a. A thermometer shall be stationed at the technical table to measure the temperature. Where such a device is not present, the Bureau of Meteorology's weather observations shall be used instead.
- b. The Host shall provide the Match Manager updates on the weather position at least every 15 minutes.
- c. When ice and snow are forecast, the Match Manager will stay at the technical table and be in contact with the Match Umpires. If the Umpires are of the view that the pitch has become unfit for play, they will stop the Match and consult with the Match Manager. Indications of this will be players slipping on water that is starting to freeze and that water is ponding due to drainage pathways becoming blocked by the formation of ice, or if snowfall should make the outline of the pitch markings and / or ball difficult to distinguish.
- d. If the ambient air temperature drops to 3°C, the Match should be stopped and a pitch inspection take place to determine whether the Match should be suspended until the ambient air temperature reaches 4°C.
- e. If the Match Manager deems the pitch unfit for play, the Match Umpires will be instructed to stop the Match.
- f. The Match Manager shall inform the Competition Director as soon as this situation is likely to occur or immediately following this decision if it is not foreseen in advance. The Competition Director will regularly update the Executive Manager of the developing situation.
- g. The Match Manager will initiate the Delay, Interruption, Reschedule and Cancellation procedure set out in these Regulations.

APPENDIX 8: ELIGIBILITY CRITERIA

1 GENERAL ELIGIBILITY CRITERIA

- 1.1 To be eligible to compete in a Season of the League as a Player, a person must satisfy one or more of the following:
- a. They are an Australian Athlete who is a Local Club Player.
 - i. “Australian Athlete” is defined as a person who is eligible to represent Australia in Senior international competition under **FIH Regulations**.
 - ii. “Local Club Player” is defined as a person who plays and is affiliated (i.e. they are registered and fully financial and have played games within this jurisdiction in the same year as start of the League Term) with the Member Association for the state / territory in which the Licensee that they wish to compete for is based.
 - b. They are an Australian Athlete who has relocated to another state / territory or overseas for work or education purposes (and they are not in the National Development Squad or National Squad), in which case they may elect to be eligible to compete for a Licensee based in the state / territory that they previously resided in.
 - c. They are a National Senior Squad member based in Perth, or a National Development Squad member based in Perth at the request of the National Program, in which case:
 - i. If they competed (i.e. played at least one Match) in a previous Season of the League then they are eligible to compete for the Licensee that they most recently competed for.
 - ii. If they have never competed in a Season of the League, then they are eligible to compete for a Home Licensee. A “Home Licensee” is any Licensee based in the same state / territory as the person’s SISAS (If they hold a SISAS scholarship), or if not an SISAS scholarship holder then any Licensee based in the state / territory of the person’s eligibility for U21s representative hockey according to HA.
 - iii. If they have no Home Licensee then they may elect to make themselves eligible for a Licensee based in any of the Australian Capital Territory, South Australia, Tasmania, or in Perth. For clarity, this applies even if they have previously competed in a Season of the League.
 - d. They are a Domestic Import, International Import, or Domestic International Player, as defined below.
 - e. Each Licensee has the right to determine their own eligibility criteria for the selection of their Teams over and above (but not in contradiction to) this appendix. These additional eligibility criteria (if any) must be provided to the Executive Manager upon request.

2 INTERNATIONAL IMPORT PLAYERS

- 2.1 Each Team may select a number of International Athletes on their Long List as International Import Players. This number is limited as follows, not counting Domestic International Players:

- a. Licensees based in any of the Australian Capital Territory, South Australia, or Tasmania may select up to (4) Players who are International Athletes or National Senior Squad members who do not have a Home Licensee in each of their Teams (e.g. Northern Territory). That is, the sum of International Athletes and National Senior Squad members without a Home Licensee selected must be no more than four (4).
 - b. Licensees based in Perth may select up to (1) Player who is an International Athlete or a National Senior Squad member who does not have a Home Licensee in each of their Teams. That is, a Team may have either an International Athlete or a National Senior Squad member who does not have a Home Licensee, but not both.
 - c. Any other Licensees may select up to one (1) International Athlete in each of their Teams.
- 2.2 “International Athlete” is defined as a person who does not meet the definition of an Australian Athlete as above.
- 2.3 Teams nominating an international import must secure a No Objection Certificate (NOC) for that athlete from their home national organising body and lodge a copy of same with H1 before being able to name the international import in their squad in line with these Regulations.

3 DOMESTIC INTERNATIONAL PLAYERS

- 3.1 Each Licensee may select up to two (2) Domestic International Players for each of their Teams. This limit includes any Players who have a permit from a previous Season.
- 3.2 A Domestic International Player is an International Athlete who has been granted a permit by the Executive Manager as such. Applications for a permit must be made by a Licensee to the Executive Manager.
- 3.3 An International Athlete will be eligible for consideration for such a permit if they:
- a. Have played in a local competition within Australia in at least the two (2) immediately preceding consecutive years prior to the commencement of the League Term, including the year in which the League Term commences (e.g. played in 2024 and 2025 local competition seasons to be eligible for a permit for the H1 Season commencing in 2025); or
 - b. Irrespective of their playing record within Australia, have been resident in Australia for at least two (2) immediately preceding consecutive years, excluding the current year (e.g. have resided in Australia since at least 1 January 2023 to be eligible for a permit for the H1 Season commencing in 2025).
- 3.4 In considering the application, the Executive Manager will consider the competition balance and the International Athlete’s playing record both at domestic (within Australia and overseas) and international level.
- 3.5 An issued permit is valid indefinitely and may be used for any Team. The Executive Manager reserves the right to review and revoke permits as appropriate, including but not limited to the International Athlete no longer living and/or playing within Australia.

4 DOMESTIC IMPORT PLAYERS

- 4.1 Domestic Import Players are available for selection under the Player Transfer Process and Pick Up Roster Guidelines outlined in this appendix.

- 4.2 A Domestic Import Player is defined as an Australian Athlete who either:
- a. wishes to compete for a Team that they are not otherwise eligible to compete for under the criteria above, and has their transfer approved under the Player Transfer Process; or
 - b. is included on the Pick Up Roster.
- 4.3 If a Player competed (i.e. played at least one Match) for a Team as a Domestic Import Player in the previous Season of the League, they will remain a Domestic Import Player for that Team unless and until they advise the Team otherwise (i.e. that they do not wish to be selected) prior to the Initial Deadline for Long List submission. (“Returning Domestic Import Player”)
- 4.4 The Player Transfer Process allows Teams to engage Domestic Import Players in advance of the Pick Up Roster Process.
- 4.5 All Domestic Import Players selected through the Pick Up Roster process must be approved by the Executive Manager. For clarity, this approval is not required for any Returning Domestic Import Players.
- 4.6 Following the Initial Deadline for Long List submission, each Team will compile a list of persons (“Pick Up Roster”) who were under active consideration but not ultimately selected in the Long List. Persons interested in playing for another Team must accept the terms of the Pick Up Roster process. This list is likely to consist of all ‘train on’ squad members and other identified persons satisfying eligibility criteria for that Team.
- 4.7 It is from these Pick Up Rosters that a Team can select Domestic Import Players into their roster (in addition to the Player Transfer Process) before the deadlines specified in **Regulation 4 Team Entry**.
- 4.8 Once a Domestic Import Player has been included on a Team’s Long List they are ineligible for selection by any other Team (including the Team(s) that they would ordinarily be eligible for).

5 PLAYER TRANSFER PROCESS

- 5.1 From the 1st of January to the first Monday of September each year, all Teams may participate in the Player Transfer Process.
- 5.2 Any Australian Athlete or pre-existing Domestic International Player may nominate to play in the upcoming Season for a Team that they are not otherwise eligible for based on the Eligibility Criteria, conditional on approval of a transfer.
- 5.3 Irrespective of their eligibility under this appendix, transfer approval is always required to change Teams for any person who is either a:
- a. National Senior Squad member;
 - b. National Development Squad member; or
 - c. Domestic International Player.
- 5.4 Transfer approval requires that a “Player Transfer Letter”, signed by the CEO of any and all Licensees that the relevant person is ordinarily eligible for, be submitted to H1 by the Team that the Player is seeking to nominate for. The Executive Manager has final approval over transfer requests, at their sole discretion.

- a. Transfer requests are to be submitted via the following form, along with all other information requested by the form: <https://form.jotform.com/HockeyAustralia/H1-Player-Transfer-Form>
- 5.5 If and when a transfer is approved, the Player will immediately become eligible for selection by the relevant Team, but only by that Team.

6 PICK UP ROSTER PROCESS

- 6.1 Following the Initial Deadline for Long List submission, non-selected players who agree to participate in the Pick Up Roster Process will first be ranked on this Roster according to ability by position by the HA High Performance Director (or a delegate).
- 6.2 The HA High Performance Director (or a person with delegated authority by the HA High Performance Director) can then offer suitable players on the Pick Up Roster to Teams which have reserved places for this purpose on their Long List within one week. In consultation with HA High Performance Director, Teams must accept offered Pick Up Roster player/s and must contact players within 48 hours of being offered the player. If a player rejects the opportunity they are removed from the Pick Up Roster and cannot take part in the Hockey One League for that Season.
- This is to stop coaches from pressuring those players not in the squad to reject the opportunity in hope of having them available as potential injury replacements down the track.*
- 6.3 If a player does not accept a spot on a Team's Long List then the Team can be allocated another player from the Pick Up Roster. Discussions will take place in the background between HA High Performance staff and Team Coaches to ensure the suitability of another allocation.
- 6.4 No Domestic Import Player (whether through the Player Transfer Process or the Pick Up Roster Process) can be added to a Team's Long List after the Final Deadline for Long List submission, except under the provisions of **Appendix 9 Temporary Late Athlete Replacement**.
- 6.5 Once a player has been selected on a Teams' Long List they are not eligible to be selected on any other Team's Long List for that Season.

7 SELECTION AND TEAM ENTRY TIMELINES

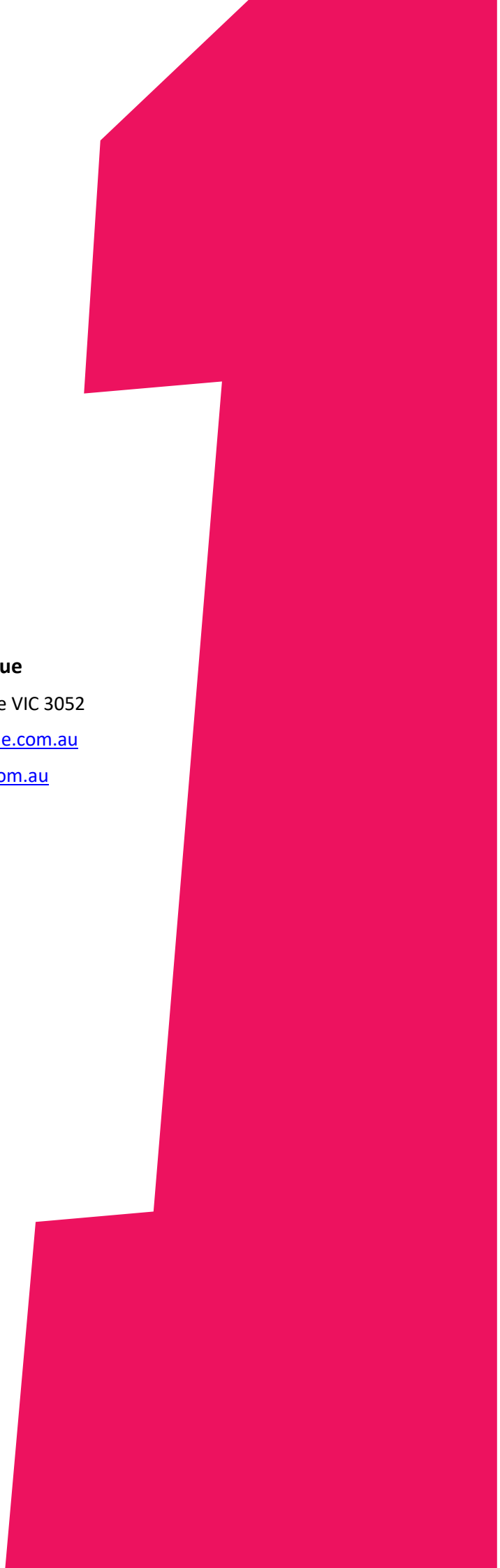
These dates are intended to match the definitions in **Regulation 4 Team Entry**.

ITEM	DESCRIPTION	OPENING DATE	DEADLINE DATE (5pm AEST/AEDT)
Player Transfer Process	Opportunity for mutually agreed player movement across Teams.	1 January 2025	4 August 2025
Domestic Import declaration	Opportunity for Teams to negotiate with Domestic Import Players from the previous season for the upcoming season.	N/A	4 August 2025
Initial Deadline for Long List submission	Teams must submit their Long List of Players, minus the number of allowable International Import Players and / or projected Pick Up Roster Players.	N/A	4 August 2025

Pick Up Roster Process	Athletes not selected on a Long List on the Initial Deadline become available for selection by other Teams (provided those athletes agree to become part of the Pick Up Roster Process).	5 August 2025	1 September 2025
Final Deadline for Long List Submission	The last opportunity to name Domestic Import Players selected via the Pick Up Roster Process, or to name International Import Players on a Long List.	N/A	1 September 2025
Integrity education deadline	Players and Team Officials must have completed all integrity education requirements to be eligible to participate in a Match. Teams will be liable for fines for uncompleted integrity education after this date.	1 January 2025	15 September 2025

APPENDIX 9: TEMPORARY LATE ATHLETE REPLACEMENT

1. Temporary Late Athlete Replacements can be accepted on limited grounds following the Final Deadline for Long List submission only with approval from the Executive Manager following the recommendation from a Licensee.
 - a. Licensees must provide such a recommendation to the Executive Manager at least 5 business days prior to the Matchday in question.
 - b. The only grounds permitted will be the inability to field a team from within the Team's Long List due to absences relating to Player commitments in an FIH sanctioned event for one or more of:
 - i. National Senior Squad;
 - ii. National Development Squad; and / or
 - iii. National Junior Squad.
 - c. 'Inability to field a team' here means where the Executive Manager, at their sole discretion, determines that:
 - i. a Team has insufficient Players capable of playing a given position available to fill a Match Squad for the Matchday(s) in question; and
 - ii. that position is where both the Player that the Team is seeking to temporarily replace and the proposed temporary replacement athlete usually play.
2. Temporary Late Athlete Replacements are only valid for the specific Matchday(s) approved by the Executive Manager. Once the approved Matchday(s) have taken place the approved temporary replacement expires.
3. A Player can only be used as a Temporary Late Athlete Replacement provided that they meet either the Local Club Player or Domestic Import Player eligibility criteria as per **Appendix 8**.



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