

Rules For
2025 NATIONAL REPRESENTATIVE TOURNAMENTS –
National Hockey Championship, National U18
Championship and National Masters Tournament
(Including Appendices)

January 2025

INTRODUCTION

In 2023 Hockey New Zealand shifted its tournament structure to an association-based approach. These rules cover the new National Hockey Championship and National U18 Championship and will also be applied for the National Masters Tournament.

Purpose of U18s

The purpose of the National U18 Championship is to have an opportunity for associations to compete on the national stage. It is a participant (umpire, coach and player) national identification opportunity.

Purpose of NHC

The purpose of the National Hockey Championship is to provide an opportunity for associations to compete on the national stage finding the best performed association at each level. It is a participant (umpire, coach and player) national identification opportunity.

Purpose of National Masters

The purpose of National Masters is to provide an opportunity for associations to compete on a national stage. It is participant centered (officials, coaches, and players) providing competitive opportunities whilst ensuring to unite the masters ethos of inclusivity, participation, and hockey friendships.

These tournaments are run in accordance with the rules and regulations listed in this document, along with the following:

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

These documents are available to be downloaded on the Hockey New Zealand website – www.hockeynz.co.nz.

MATTERS NOT COVERED IN OFFICIAL RULES AND POLICIES

The Tournament Director shall deal with any matters arising that are not specifically dealt with in the Rules below or in the documents above. If possible, the Tournament Director should

consult with Hockey New Zealand. If it is not possible to consult with Hockey New Zealand, a committee consisting of the Tournament Director (chair), Tournament Administrator, and an appointed member will deal with the matter. Any decision reached by the committee will be final.

CONTENTS

		PAGE
	A – TEAM AND PLAYER ELIGIBILITY	3
1	Team Eligibility	3
2	Entry Form	3
3	Entry Fee	3
4	Umpires & Technical Officials	3
5	Combined Teams	4
6	Player Eligibility	4
7	Guest Players	5
8	Association of Origin	5
	B – PRE-TOURNAMENT ADMINISTRATION	6
9	Team Registration Form	6
10	Withdrawing from Tournament	7
11	Team Uniform, Colours and Shirt Numbers	7
12	Tournament Briefing	8
	C- OPERATIONAL TOURNAMENT ADMINISTRATION	8
13	Draw & Format	8
14	Hockey Balls	8
15	Games Per Day	8
16	Points and Pool Placements	9
17	Post Pool Playoffs	10
18	Final Classification Matches	11
	D – MATCH PLAY REGULATIONS	11
19	Players in the Tournament	11
20	Ineligible Players	12
21	Judicial Process	12
22	Player Safety	12
23	Game Duration	12
24	Interruptions to a Match	12
25	Admission to the Field of Play	13
26	Defaulting of a Game	13
27	Failure to Play	14

APPENDICES

APPENDIX 1	Eligibility and Tournament Structure for National Hockey Championship
APPENDIX 2	Eligibility and Tournament Structure for National U18 Championship
APPENDIX 3	Eligibility and Tournament Structure for National Masters Tournament
APPENDIX 4	Game Duration
APPENDIX 5	Shootout Competition
APPENDIX 6	Guest Players

A. TEAM AND PLAYER ELIGIBILITY

1. Team Eligibility

Please see *Appendix 1 on Team Eligibility* for more information.

2. Entry Forms

An Online Tournament Entry Form is to be completed by the due date. A link for the online registration will be sent to each relevant competing team. Late entries may be accepted at the discretion of Hockey New Zealand.

3. Entry Fee **

The Entry Fee is to be sent to Hockey NZ via Online banking with the online registration, or internet banking with the invoice generated by Hockey New Zealand. The entry fee will be shared with the Associations in the lead up to the tournament.

4. Umpires and Technical Officials

Hockey New Zealand will supply technical officials to both the National U18 Tournament and National Hockey Championship

National U18 Umpires

With U18's being the first National based tournament in the annual calendar, this is a key focus tournament for umpire development within Associations. Hockey NZ (Technical Manager) will support Associations to help identify and finalise umpire nominations in order to appoint to these umpire panels each year. Associations are to support their respective umpires to attend this tournament, with HNZ to cover all umpires and accommodation and local transport costs.

4.1 Teams must nominate an umpire to the Hockey New Zealand Technical Manager to service each tournament. Nominations are required eight weeks before the start of the tournament.

Associations can nominate more than one umpire per team attending.

4.2 Cost

HNZ will cover the umpire's accommodation and local transport.

Local associations will be responsible to help the umpire attend the tournament.

- All other costs will be covered by the umpire (except lunches provided by the host association)
- Umpire fee/ Technical Official Fee will be set at \$800 per team.

NHC Umpires

- 4.4 HNZ will appoint a national panel to service this tournament including covering all accommodation and transport costs.
- The umpire fee/technical official fee will be set at \$800 per team.

Hockey New Zealand will be responsible for finalising, accommodating and transporting the official's panel for the National Hockey Championship

5. Combined Teams

Combined teams are allowed on application to HNZ, at HNZ's sole discretion, to allow participation opportunities. Preferences will be for a minimum number of combined teams.

Applications will need to outline,

- Senior playing numbers
- Relative strength
- Number of associations within proposed combined area
- Rationale as to why stand-alone teams are not achievable
- Plan to build senior playing numbers to allow standalone team

5.1 A combined team's name must reflect the combined Associations and must be mutually agreed upon in writing by the combining Associations and Hockey NZ.

5.2 The seeding of a combined team that did not participate at the National Association Tournament in question last year is at the discretion of Hockey NZ.

5.3 A combined team may win the Tournament they are competing in.

5.4 If a combined team no longer wishes to be combined, the Association concerned may enter the National Association Tournament in question as individual Associations. The seeding of these teams will be at the discretion of Hockey NZ.

5.5 A combined team may be eligible for promotion at NHC if their combined senior playing numbers do not exceed 500 in total for that current year. A combined team must notify Hockey NZ prior to tournament and in writing if they want to be eligible for promotion.

5.6 A combined team will not be allowed to use guest players – Except at the National Masters Tournament.

6. Player Eligibility

All eligibility will be player centric. When HNZ is required to be involved with decision making this will be the primary consideration.

U18

- The intent is for players to be eligible for the Association that they are registered to.

NHC

- The intent is to provide all players the choice of being eligible for their registered Association or their origin/home Association.

National Masters

- The intent is to provide all players the choice of being eligible for their registered Association or their origin/home Association.

6.1 A player is registered with the Association to which his/her club is affiliated.

6.2 A player may only belong to one club at a time.

Exception

A season permit has been approved by relevant associations and clubs.

6.3 School Players

a). A school player may play in the school competition in one Association and club competition in another Association. Consequently, the player is then registered with the Association to which his/her club team is affiliated.

Exception

Only at the written mutual consent of both Association involved, may a school player playing in a school competition in one Association and club competition in another Association, play representative hockey for the Association to which his/her school team is affiliated.

b). A school player who plays for his/her school team in a competition in an Association and is not registered with a club (in any Association) is registered with the Association to which his/her school team is affiliated.

c) A player who attends boarding school in one Association but lives in another Association and is registered only to the Association where they attend boarding school, is registered with the Association to which his/her school team is affiliated.

Exception

At written mutual consent of the two Associations involved, a player may play for the Association where they live, rather than the Association where they are registered.

6.4 To play for an association in a National Tournament a player must be financial, not be part of a judicial sanction or review, or not be deemed unsuitable at the discretion of HNZ. Players must also be approved by Hockey NZ as a 'Guest Player' for that Association or be eligible under the 'Association of Origin' rule.

6.5 A player returning to NZ from overseas is eligible to play as a local player at the National Tournament for the NZ Association they were last affiliated to. The player must be a NZ Citizen (NZ permanent resident or passport holder) and must not have represented another country at U-21 or senior international level. They are not required to play at least **four** (4) weeks of official club/school competition in that Association immediately prior to tournament.

6.6 Age Qualification periods can be found in *Appendix 1 (NHC)*, *Appendix 2 (U18)* and *Appendix 3 (National Masters)* of this document.

7. Guest Players

Please see *Appendix 6 Guest Players* for details on Guest Players at all tournaments.

8. Association of Origin NHC & National Masters Tournament Only

8.1 A Player's 'Association of Origin' is defined by each player but must meet one of the following criteria:

- First represented association
- Registered association during the majority of your secondary schooling
- Registered association of first senior club game
- Registered association during the majority of your tertiary education

8.2 There are no restrictions on the number of 'Association of Origin' players in a team.

8.3 The Hockey NZ Association of Origin Form must be signed by the player's registered /Association Executive, the player and the Executive of the Association wishing to register the player. *(A copy of the Association of Origin Form is available to download from the Tournament Resources' section of the Hockey NZ website).*

8.4 A copy of the signed Association of Origin Form must be received by Hockey NZ by the 1st of August 2025 for NHC and 14 days before the tournament for NMT.

Once a player has chosen their 'Association of Origin' this cannot be changed year to year except the outlined clause in 8.5

8.5 Where a player has been living in an Association and been actively playing in that Association's club competition for a minimum of 5 consecutive years they can apply to change their 'Association of Origin' to their current 'Registered Association' by submitting an application to Hockey New Zealand. Once changed the 'Registered Association' becomes for all intents and purposes the players 'Association of Origin'. Hockey New Zealand decisions on these matters will be final.

B. PRE TOURNAMENT ADMINISTRATION

9. Team Registration Form

9.1 The names of not more than **eighteen** (18) and not less than **twelve** (12) players must be registered online via the Altius Tournament Management System

9.2 In order to register more than **sixteen** (16) players a team **MUST** register a minimum of **two** (2) goalkeepers in their team list handed in at the tournament briefing.

Exception

National Masters Tournament Teams can register the names of not more than **sixteen** (16) field players with all residual players to be registered as goal keepers.

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

9.4 The names of not less than **two** (2) team officials must be registered online via the Altius Tournament Management System. (*Minimum of Coach and Manager*).
NB - One of the team officials accompanying female teams **must** be a woman.

9.5 The Team Registration is to be completed online via the Altius Tournament Management System two (2) weeks before the start of the tournament. Log in details for each team will be sent out by Hockey NZ once tournament entries have closed.

9.6 A final signed copy of the Team Reconciliation Form (available from the Altius Tournament Management System) is to be given to the Tournament Director at the Tournament Briefing along with a signed cover sheet indicating all players are eligible to compete for your team and all information provided is accurate. At the Tournament Director's discretion, an extension of this time may be offered.

9.7 All team players and team staff signatures must be on the Team Reconciliation Form. No player or team staff may participate in a tournament if they have not signed the Team Reconciliation Form.

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

9.9 The signature of all team representatives indicates that they have read and understand the Hockey New Zealand Anti-Doping Code & Sanctions and Hockey New Zealand Code of Conduct.

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

10. Withdrawing from Tournament

10.1 Any Association withdrawing a team within six (6) weeks of the commencement date of a tournament shall pay a fine of NZD \$600 + GST and will forfeit any applicable bond.

10.2 Any withdrawal must be made in writing to Hockey NZ.

10.3 If any team withdraws from a Tournament, then the replacement team and seeding will be at the discretion of Hockey NZ.

11. Team Uniform, Colours and Shirt Numbers

11.1 Each team must wear the colours of the team they represent (either primary or alternative) as specified on the Team Reconciliation Form except for extenuating circumstances deemed appropriate by the Tournament Director.

11.2 All teams must have numbered shirts at the tournament. (*In the range 1-99*).

11.3 All teams must have alternative coloured socks at tournaments in case of colour clashes. All teams are encouraged to have numbered alternative coloured shirts. (*In the range 1-99. These must be brought to each game*).

- 11.4 Each player's number will remain the same as registered on the Team Reconciliation Form throughout the competition except for extenuating circumstances deemed appropriate by the Tournament Director.
- 11.5 The number shall appear in full figures, not less than 16cm and not more than 20cm in height, on the back of the player's shirt (*In the range 1-99*).
- 11.6 A spare set of players' uniform should be with each team involved in each match (*Replacing blood-stained clothes*).
- 11.7 If in the opinion of the Tournament Director, the colours of two opposing teams might lead to confusion, one of the teams must change colours. The Tournament Director will decide which team is to change colours (this may be by the toss of a coin). The Tournament Director's decision is final. If a team does not adhere to the decision, that team will be defaulted from the match concerned. If both teams do not have an alternate top, then HNZ will look to supply a spare set of match shirts or bibs. The Tournament Director will decide which team is to change colours (this may be by the toss of a coin)
- 11.8 Goalkeepers shall wear a colour different from that of their own team and that of their opponents. (*A colour not similar to their own team or the opposition that should not be white*).

12. **Tournament Briefing**

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

C. OPERATIONAL TOURNAMENT ADMINISTRATION

13. **Draw and Format**

13.1 The draw shall be done by Hockey NZ from entries accepted. Once the draw is confirmed, Hockey NZ will send each participating team, Host Association, Tournament Administrator, Tournament Director and Umpires Manager a copy of the draw.

13.2 Seedings will be determined by Hockey NZ for 2025.

14. **Hockey Balls**

The Host Association are to provide the National U18 Championship with the correct match balls – White Kookaburra elite match balls.

The Host Association are to provide the National Masters Tournament with the correct match balls- White Kookaburra standard match balls.

At the Ford National Hockey Championship, HNZ will provide the match balls.

15. **Games Per Day**

At U18 and the NHC, on any one day a maximum of **one** (1) game per team can be played with no games starting before 8:00am.

NB – This clause may be waived by the Tournament Director due to unforeseen delays and postponements of matches.

At National Masters Tournament in any one day a maximum of two (2) games (per team) A minimum of four (4) hours between the finish of the first game and the starting of the second game is required, with no games starting before 8.00am.

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

16. Points and Pool Placements

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

U18 Championship & National Masters Tournament

- Win or Forfeit - 3 points
- Draw - 1 point
- Loss - 0 points
- Default - refer Rule No. 26

National Hockey Championship

Every game in the Pool Play competition and Classifications Matches must have a result therefore points will be allocated as follows:

- Outright Win at end of regulation time - 4 points
- Win following shoot-out competition - 2 points
- Loss following shoot-out competition - 1 point
- Outright Loss at the end of regulation time - 0 points
- Default - refer Rule No. 26

If the score is tied at the end of regulation time a Shoot-out competition will take place as per *Appendix 4*

16.2 Pool Competition

- a) In each pool, teams will be ranked according to the number of points each has accumulated in the Pool Competition.
- b) If at the end of the Pool Competition two or more teams have the same number of points for any place, then these teams will be ranked according to their respective number of matches won.
NB: at NHC, teams will be ranked according to their respective number of matches won outright at the end of regulation first, followed by their respective number of matches won after shoot-out.
- c) Should there remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against').
- d) Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e) Should there remain equality between two or more teams, then the result(s) of the match(es) played between (only) these teams will be used to determine their ranking according to Rules 16.2 b), c) and d).

- f) Should there remain equality between two or more teams, then the ranking of these teams will be determined by a shootout competition between (only) these teams (*refer to Appendix 5 Shootout Competition*).

16.3 Round Robin Competition

- a) Teams will be ranked according to the number of points each has accumulated in the Round Robin Competition.
- b) If at the end of the Round Robin Competition two or more teams have the same number of points for any place, then these teams will be ranked according to their respective number of matches won.
NB: at NHC, teams will be ranked according to their respective number of matches won outright at the end of regulation time first, followed by their respective number of matches won after shoot-out.
- c) Should there remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against').
- d) Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e) Should there remain equality between two or more teams, then the result(s) of the match(es) played between (only) these teams will be used to determine their ranking according to Rules 16.3 b), c) and d).
- f) Should there remain equality between two or more teams, then the ranking of these teams will be determined by a shootout competition between (only) these teams (*refer to Appendix 5 Shootout Competition*).

17. **Post Pool Play Offs**

U18 Championship and National Masters Tournament

In post pool play-offs, if, after regulation time, the game is tied, a shootout competition shall take place to determine the winner as per Appendix 5.

National Hockey Championship: Tier 1 and 2

After the completion of the initial pools (A and B), the top two (2) teams from each of these pools will be placed in pool C and the bottom two (2) teams will be placed in pool D.

- a) Each team in Pool C and in Pool D will carry forward to the new pool the result of the match against the other team (only) in their original pool (A or B) who also goes forward with them into Pool C or D.
- b) Each team will play the other 2 teams in the new pool, that is the teams which have not already played in Pool A or B.

- c) The following points will be awarded for the matches played by each team in Pool C and D:
- Outright Win at end of regulation time - 4 points
 - Win following shoot-out competition - 2 points
 - Loss following shoot-out competition - 1 point
 - Outright Loss at the end of regulation time - 0 points
 - Default - refer Rule No. 26

Teams will be ranked according to the number of points each has accumulated in Pools C or D that is the sum of the points carried forward from the matches referred to in 16a above and the points awarded from the matches in 16b above. If there is equality between two or more teams, then the teams involved will be ranked according to 16.2 in this rules document in respect of results in Pools C & D.

18. Final Classification Matches

The final classification matches of all National Tournaments must result in a winner. If after regulation time, the game is tied, a shootout competition shall take place to determine the winner as per *Appendix 5*

D. MATCH PLAY REGULATIONS

19. Players in the Tournament

19.1 For the duration of the tournament teams may only use the players registered on the Team Reconciliation Form except in the case of a significant injury and/or extenuating circumstances.

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

- a) All rules relating to player eligibility mentioned in Rules 5,6,7, and 8 above apply to all replacement players.
- b) Replacement player(s) may also be sourced from any other teams of their respective Association playing at the same tournament. In this situation, any team effected by a player shifting teams may also have player(s) replaced.
- c) The team manager must submit a signed Doctors Medical Certificate and/or compelling information to the Tournament Director before a replacement can be confirmed.
- d) An Additional Player Registration Form must be completed and handed in to the Tournament Administrator before the replacement player can take the field. *(A copy of the Additional Player Registration Form is available for download from the Tournament Resources section of the Hockey New Zealand website.)*

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

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

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

Exception

National Masters Tournament can use **seventeen** (17) players including only **one** (1) goalkeeper.

19.6 If a player(s) has been suspended by the Tournament Director for one or more matches then, for those matches, the number of players the team concerned may use will be reduced by the number of players suspended.

20. Ineligible Players

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

If the discovery happens:

- i. At the Tournament Briefing or Before the First Match is Played
The ineligible player(s) concerned shall not play for the team at the tournament unless the issue is resolved to the satisfaction of the Tournament Director.
- ii. During Pool Play or Round Robin and Before Classification Matches
All games played involving the team with the ineligible player(s) will be regarded as being defaulted. The points table shall be corrected accordingly. The team may continue to play at the tournament, but the ineligible player(s) may not continue playing for the team.
- iii. During Post Pool Play and Classification Matches
All games played involving the team with the ineligible player(s) will be regarded as being defaulted. The team may continue to play at the tournament, but the ineligible player(s) may not continue playing for the team. The offending team will be considered to have lost that match and any subsequent matches. At the completion of the tournament the offending team will be placed last, and the final placings adjusted accordingly.

21. Judicial Process

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

22. Player Safety

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

23. Game Duration

Please see *Appendix 4 Game Duration*.

24. Interruptions to a Match

24.1 If the Tournament Director, Technical Officer on duty or umpires decide to interrupt a match (e.g. because of weather conditions) that match should be resumed as soon as possible (not necessarily on the same field of play or on the same day) under the conditions following.

24.2 The match must be completed up to the agreed regulation full time (*Refer Rule 23 Game Duration*)

- b) The score on the resumption will be that at the time the interruption took place.

- c) There shall be no substitution of eligible players during the interruption to the match.

If a match(es) cannot be rescheduled, the Tournament Director shall determine what course of action is appropriate.

25. Admission to the Field of Play

25.1 A maximum of **eleven** (11) players from each team, and the umpires, may be on the field of play during a match.

25.2 The substitute players registered on the Match Sheet up to a maximum of **seven** (7) persons should remain in the team dugout during regulation time including time stoppages, unless the Tournament Director, Match Director/Technical Officer on duty, or umpires direct otherwise, or when following substitution procedures or providing medical assistance.

25.3 A maximum of **four** (4) team management staff can be in the dugout during the course of a match (regulation time including stoppages).

- a) These are – **1 x coach, 1 x manager, 1 x physiotherapist and 1 x extra team management staff (to be agreed with the Tournament Director)**
- b) Should a team opt not to have one of the above compulsory positions (Coach, Manager, Physiotherapist) they will be limited to **three** (3) team management staff in the dugout.
- c) Those placed in these positions must be genuine.
- d) The Tournament Director and Match Director/Technical Officer reserve the right to remove any persons from the dugout they feel should not be there.

25.4 In the event of a player becoming incapacitated and not leaving the field of play, then one of the umpires may stop the match. If it then appears that the player is unable to resume play, that player must leave the field of play, and remain off the field for a minimum of **two** (2) minutes. (*Time is stopped for serious injury*)

25.5 If the player cannot or will not leave, the umpire will:

- a) Authorise the registered team medical doctor/physio or if a team does not have such registered officials, authorise the official match doctor or Team Manager to enter the field of play to assist and remove the player concerned as soon as is safe to do so.
- b) Order, if necessary, the stretcher bearers to enter the field of play. There shall be no injury attendance on the field of play.

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

26. Defaulting of a Game

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

- The defaulting team - 0 points

- The opposing team - 3 points

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

NB: NHC, the opposing team will be awarded 4 points.

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

- The defaulting team - 0 points
- The opposing team - 3 points

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

NB: NHC, the opposing team will be awarded 4 points.

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

- The defaulting team - 0 points
- The opposing team - 3 points

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

If the match is rescheduled, the match must be completed to the agreed regulation full time – refer Rule No. 23. *A team that defaults a match under Rule 26 may continue to play in the tournament.*

NB: NHC, the opposing team will be awarded 4 points.

27. Failure to Play

27.1 During the Round Robin Matches

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

27.2 During the Classification Matches (Final Placing Matches)

A team refusing to play or complete a match shall be deemed to have withdrawn from the tournament and will lose the match in question.

NB: A team that is deemed to have withdrawn under Rule 26 may not continue to play in the tournament.

APPENDIX 1

Eligibility and Tournament Structure for National Hockey Championship

Tournament Structure

- A seven-day tournament hosted from Sunday to Saturday.
- An ideal tournament structure with 6 matches per team and 1 rest day (Wednesday)
- Tiered structure approach to allow like for like competition.

Tier 1 – 8 Teams

Tier 2 – 8 Teams

National Hockey Championship: Tier 1 and 2

After the completion of the initial pools (A and B), the top two (2) teams from each of these pools will be placed in pool C and the bottom two (2) teams will be placed in pool D.

- a) Each team in Pool C and in Pool D will carry forward to the new pool the result of the match against that other team (only) in their original pool (A or B) who also goes forward with them into Pool C or Pool D.
- b) Each team will play the other 2 teams in the new pool, that is the teams which they have not already played in Pool A or B.
- c) The following points will be awarded for the matches played by each team in Pools C and D:
 - Outright Win at end of regulation time - 4 points
 - Win following shoot-out competition - 2 points
 - Loss following shoot-out competition - 1 point
 - Outright Loss at end of regulation time - 0 points
 - Default - refer Rule No. 26.

Teams will be ranked according to the number of points each has accumulated in Pools C or D that is the sum of the points carried forward from the matches referred to in 16a above and the points awarded from the matches in 16b above. If there is equality between two or more teams, then the teams involved will be ranked according to 16.2 in this rules document in respect of results in Pools C & D.

d) On finals day matches for classifications will be as follows:

- 3rd Pool D vs 4th Pool D = 7th/8th
- 1st Pool D vs 2nd Pool D = 5th/ 6th
- 3rd Pool C vs 4th Pool C = 3rd/ 4th
- 1st Pool C vs 2nd Pool C = 1st/2nd

The team ranked 8th in Tier 1 in 2025 will be relegated to tier 2 for 2025.

The highest ranked individual association or combined team as per rule 5.5 (not a 'B' team) in Tier 2 (should this team be involved in the final) in 2025 will be promoted to tier 1 for 2025. If there is no individual Association or combined team as per rule 5.5 finishing in 1st/2nd for 2025 then promotion will not occur from tier 2 for 2025.

The team ranked 8th in tier 2 for 2025 will be relegated to tier 3 for 2025.

The team ranked 1st in tier 3 for 2025 will be promoted to tier 2 for 2025.

Tier 3 & Tier 4

- *Tournament structure will be based on entries, if sufficient numbers each tier will have 6-8 teams in each.*
- *Promotion and relegation will still occur within these grades.*

Hockey New Zealand will finalise the seedings for each tier.

- To be eligible to play in the National Hockey Championship, the players must be 17 years old or over as of 1st January of the year in which the tournament is played.

Proof of age eligibility may be requested by the Tournament Administrator, and this must be provided by the Team Manager. (*Birth Certificate, Passport, Drivers Licence*).

APPENDIX 2

Eligibility and Tournament Structure for National U18 Championship

UNDER 18

- To be eligible to play in the National Under 18 Championship, the players must be **under** the age of 18 years old as of 1st January of the year in which the tournament is played and **must be over** the age of 15 years old as at 1st January of the year in which the tournament is played. *(e.g. A player whose 18th birthday is on or after 1st January is eligible, a player whose 18th birthday is before 1st January is ineligible).*

Proof of age eligibility may be requested by the Tournament Administrator, and this must be provided by the Team Manager. *(Birth Certificate, Passport, Drivers Licence).*

Tournament Structure

- The structure of the tournament will be confirmed each year by Hockey New Zealand once entries close.
- The number of teams registered will determine how the tournament is structured each year.
- Only 1 game per team per day will be played.
- All teams will continue to play until Saturday for rankings and final standings.

Hockey New Zealand will use 2022 seedings to set pools for 2025.

APPENDIX 3

Eligibility and Tournament Structure for National Masters Tournament

- Any association may enter one team in each/any of the approved age divisions. Associations seeking to enter more than 1 team in any approved age division must seek approval for this through Hockey New Zealand.

- To be eligible to play in the National Masters tournament, the players must have attained the stipulated age by 31 December of the year in which the tournament is played. (e.g. A player whose 35th birthday is on or before 31 December is eligible to play in the over 35 division, a player whose 35th birthday is after 31 December is ineligible to play in the over 35 division).

- Tournament Structures for the National Masters Tournament will be based on team entries within each age grade.

APPENDIX 4

Game Duration

For instances where a fixture cannot be completed for any reason, refer to the *rule 24* in this document.

National Under 18 Championship

Under 18 Championship matches consist of 4 periods of 15 minutes

- At the end of the first and third period there shall be an interval of 2 minutes. During this interval, teams are not permitted to leave the field of play.
- Play is resumed by a centre pass. For the second period this is taken by the team that started the first period. For the fourth period the centre pass is taken by the team that started the third period.
- At the end of the second period there shall be an interval of 10 minutes. During this interval teams may leave the field of play. Play is resumed by a centre pass which is taken by the team that did not take the centre pass for the first period.
- There will be no time for stoppages awarded during play for penalty corners or goals scored.
- The match is prolonged at the end of a period to allow the completion of a penalty corner or any subsequent penalty corner or penalty stroke.
- If a match is prolonged at the end of a period to allow for the completion of a penalty corner as specified in the Rules of Hockey, the Umpires will signal the end of that half.

National Masters Tournament

- National Masters Tournament matches consist of 4 periods of 15 minutes
- At the end of the first and third period there shall be an interval of 2 minutes. During this interval, teams are not permitted to leave the field of play. -
- Play is resumed by a centre pass. For the second period this is taken by the team that started the first period. For the fourth period the centre pass is taken by the team that started the third period.

- At the end of the second period there shall be an interval of 5 minutes. During this interval teams may leave the field of play. Play is resumed by a centre pass which is taken by the team that did not take the centre pass for the first period.
- There will be no stoppage of time for penalty corners or goals.

National Hockey Championship

- A match consists of 4 periods of 15 minutes.
- At the end of the first and third period there shall be an interval of 2 minutes. During this interval, teams are not permitted to leave the field of play.
- Play is resumed by a centre pass. For the second period this is taken by the team that started the first period. For the fourth period the centre pass is taken by the team that started the third period.
- At the end of the second period there shall be an interval of 10 minutes. During this interval teams may leave the field of play. Play is resumed by a centre pass which is taken by the team that did not take the centre pass for the first period.
- When a penalty corner is awarded, time is stopped for a maximum of 40 seconds, except in the case of re-awards. The umpire will time the 40 seconds allowed and manage accordingly. The umpire will restart play at the earliest possible opportunity, ensuring that any delay is kept to a minimum
- 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 restart play at the earliest possible opportunity, ensuring that any delay is kept to a minimum.
- The match is prolonged at the end of a period to allow the completion of a penalty corner or any subsequent penalty corner or penalty stroke.
- If a match is prolonged at the end of a period to allow for the completion of a penalty corner as specified in the Rules of Hockey, the Umpires will signal the end of that half.
- After a goal is scored, the time is stopped for a maximum of 40 seconds. The umpire recommences at the end of this period or at the earliest possible opportunity unless time has to be stopped for another reason.

APPENDIX 5

Shootout Competition

- a) Respective team managers nominate five players to take, and one player to defend, the shootouts from those on the team registration form except as excluded below. A player nominated to defend the shootouts can also be nominated to take a shootout. No substitutions/replacements are permitted during the shootout competition, other than as specified below.
- b) A player who is suspended by the Tournament Director at the time the shootout competition takes place, or has been excluded permanently (red card) during the match which leads to the shootout competition, cannot take part in that shootout competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shootout competition even if the period of their suspension has not been completed at the end of the match.
- c) The Tournament Director will specify in advance the goal to be used.
- d) The Tournament Director will specify in advance of any possible shootout competition the method of timing taking account of the facilities available and the need to control time accurately.
- e) A coin is tossed; the team that wins the toss has the choice to take or defend the first shootout.
- f) All players on the team entry form, other than any player who has been excluded permanently (red card) during the match which leads to the shootout competition, are permitted to enter the field of play outside the 23m area used for the shootout but must be at least 10m from the spot where the ball is placed at the start of the shootout.
- g) The goalkeeper/defending player of the team taking a shootout may be on the backline outside the circle.
- h) A player taking or defending a shootout may enter the 23m area for that purpose.
- i) If a player taking a shootout is also defending the shootouts taken by opponents, (s)he is allowed reasonable time to take off his/her protective equipment to take his/her shootout and subsequently to put his/her protective equipment on again.
- j) Five players from each team take a shootout alternately against the goalkeeper/defending player of the other team making a total of 10 shootouts.
- k) Taking a shootout:
 - (i) the goalkeeper/defending player starts on or behind the goal-line between the goal posts.
 - (ii) the ball is placed on the nearest 23m line opposite the centre of the goal.
 - (iii) an attacker stands outside the 23m area near the ball.
 - (iv) the umpire blows the whistle to signal the start of the shootout, the attacker and the goalkeeper/defending player may then move in any direction.
 - (v) the shootout is completed when:
 - 8 seconds has elapsed since the starting signal, or
 - a goal is scored, or
 - the attacker commits an offence, or

- the goalkeeper/defending player commits an unintentional offence inside or outside the circle in which case the shootout is re-taken by the same player against the same goalkeeper/defending player, or
 - the goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken, or
 - the ball goes out of play over the backline or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the backline.
- l) If a penalty stroke is awarded as specified above, it is able to be taken by anyone on the match sheet who has not been suspended.
- m) A player may be suspended by a yellow or red card but not by a green card during the shootout competition.
- n) If during a shootout competition (including during any penalty stroke which is awarded) a player (either an attacker or a goalkeeper/defending player) is suspended:
- (i) that player takes no further part in that shootout competition and, unless a goalkeeper/defending player, cannot be replaced.
 - (ii) the replacement for a suspended goalkeeper/defending player can only come from the five players of that team nominated to take part in the shootout competition:
 - the replacement goalkeeper/defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player (s)he is replacing was wearing.
 - for taking his/her own shootout, this player is allowed reasonable time to take off his/her protective equipment to take his/her shootout and subsequently to put it on again.
 - (iii) any shootout (or penalty stroke) due to be taken by a suspended player counts as no goal; the shootouts taken by this player and scored before being suspended count as a goal.
- o) If during a shootout competition, a defending goalkeeper/defending player is incapacitated.
- (i) that goalkeeper/defending player may be replaced by another player from among the players listed on the team entry form for that particular match, except as excluded in Clause b) of this Appendix or unless suspended by an umpire during the shootout competition (*in this situation, clause n) ii) applies*).
 - (ii) the replacement goalkeeper.
 - is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing.
 - if this replacement is also nominated to take a shootout, this player is allowed reasonable time to take off his protective equipment to take his shootout and subsequently to put it on again.
- p) If during a shootout competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the team entry form for that particular match, except as excluded in Clause b of this Appendix or unless suspended by an umpire during the shootout competition.

Shootout between two teams

- q) During a shootout between (only) two teams, if an equal number of goals are scored after each team has taken five shootouts.
- (i) a second series of five 'sudden death' shootouts is taken with the same players, subject to the conditions specified in this Appendix.
 - (ii) the sequence in which the attackers take the shootouts need not be the same as in the first series.
 - (iii) the team whose player took the first penalty shootout in a series defends the first penalty shootout of the next series.
 - (iv) when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shootouts, not necessarily being all five shootouts, that team is the winner (viz., 'sudden death').

r) If an equal number of goals are scored or awarded after a second series of five shootouts, additional series of shootouts are taken with the same players subject to the conditions specified in this

Appendix:

- (i) the sequence in which the attackers take the shootouts need not be the same in any subsequent series.
- (ii) the team which starts each shootout series alternates for each series.

Shootout between three or more teams

s) During a shootout between three (or more) teams.

- (i) A round of shootouts is played between each of the teams i.e.. Each team plays each other once.
- (ii) Teams will play in the order determined by the Tournament Director
- (iii) Rule j) of this Appendix will apply to each shootout (viz., five players from each team will take a shootout, making a total of ten shootouts). *NB. Rules q) and r) of this Appendix will **not** apply (viz., no shootout will go to 'sudden death').*
- (iv) a ranking will then be established based upon the results of the round of shootouts only
- (v) In each shootout points will be awarded
 - **three** (3) points to the team having scored or been awarded the highest number of goals,
 - **one** (1) point to each team having scored or been awarded an equal number of goals and
 - **zero** (0) points to the team having scored or been awarded the lowest number of goals.
- (vi) After each team has played a shootout against every other team, a ranking will be established based upon the total number of points awarded during the round of shootouts.
- (vii) If equality remains between any two or more teams, then the teams having an equal number of points shall be ranked according to Rules 16.2 b), c) and d) (refer to Points Pool Competition) **applied to goals recorded during the shootout competition.**
- (viii) If equality remains
 - (a) between two teams, then procedure in q) and r) above shall be used to rank the teams.
 - (b) between three (or more) teams, then procedure s) above shall be repeated until a ranking is determined.

APPENDIX 6

Guest Players

- a) Guest Players are permitted in the National Hockey Championship and National U18 Championship. The maximum number of Guest players available to be used by a team is **four** (4).
- b) At the National Masters Tournament the maximum number of Guest players available to be used by a team is **six** (6).
- c) All Guest Players in the National Hockey Championship must be at least 17 years of age as at 1 January in the year of the competition. (A player whose 17th birthday is on or after 1 January is ineligible, a player whose 17th birthday is before 1st January is eligible).
- d) All Guest Players in National Under 18 Championship must be at least 15 years of age as at 1st January in the year of the competition. (A player whose 15th birthday is on or after 1 January is ineligible, a player whose 15th birthday is before 1st January is eligible).
- e) All Guest Players in National Masters Tournaments must have attained the stipulated age by 31 December of the year in which the tournament is played. (e.g. A player whose 35th birthday is on or before 31 December is eligible to play in the over 35 division, a player whose 35th birthday is after 31 December is ineligible to play in the over 35 division).
- f) A Guest Player is a person who has permission from their registered Association to play for another Association in a Hockey NZ competition.
- g) An Association may withhold permission for a player to become a Guest Player if:
 - the player did not make themselves available for their own Association
 - the player is unfinancial to a club/school within their Association or to the Association, or
 - the player has been suspended from hockey due to current or pending disciplinary action.
- h) Associations must not withhold giving written permission for a player to become a Guest Player if none of the conditions set out above are applicable to the player. Negotiations are between Associations and Guest Players. Hockey NZ will not participate in any negotiations. The player has the right to decline to play for an Association.
- i) The Hockey NZ Guest Player Agreement Form must be signed by the Guest Player's registered Association Executive, the Guest Player and the Executive of the Association wishing to register the Guest Player. (A copy of the Guest Player Agreement Form is available for download from the 'Tournament Resources' section of the Hockey NZ website).

- j) A copy of the signed Guest Player Agreement Form must be received by Hockey NZ at least **fourteen** (14) days before the commencement date of the tournament. *(2 weeks). This 2 week period may be waived if a guest player is used as a replacement player under rule 19.*

International Guest Players are not eligible in the Ford National Hockey Championship, National U18 Championship or the National Masters Tournament