



Tauranga Hockey Association

**Secondary School Competition
Handbook 2025**

Updated: 23/04/2025 but subject to change

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TAURANGA HOCKEY

VALUES

TAURANGA HOCKEY VALUES

After consultation with the THA community, we have developed a set of values that align with the THA Purpose and strategic plan. Our aim is to continue building a positive environment where there is the opportunity for all communities in the Western Bay of Plenty to enjoy quality hockey experiences. We encourage you to talk to your teams about how we can positively impact our community.

We wanted to use colours that tie into our local landscapes and give a nod to our history. Originally Tauranga Hockey was Bay of Plenty Hockey using the colours blue and yellow. Our values colours represent all the people in our Western Bay of Plenty catchment and connect to our turfs.

Respect; connects us to our moana/ocean, hugging us from our east.

Integrity; representing sand, connecting us to our tahatai/coast which stretches north and south from Waihi Beach to Pukehina.

Inclusion; representing native bushland which connects our whanga/harbour inlets from wetlands all the way to the Kaimai Ranges and surrounding mountains.



PURPOSE

Provide opportunities for all communities across the Western Bay of Plenty to access and enjoy quality hockey experiences

ADMINISTRATION

1. GENERAL INFORMATION

Contacts

Tauranga Hockey Association (THA)

Postal Address

Tauranga Hockey
P.O Box 4012
Tauranga 3149

Phone: 07 575 0074

Email: competitions@tgahockey.co.nz

Tauranga Hockey Association (THA)

Physical Address

42 Kawaka Street
Mt Maunganui
Tauranga 3116

Web: www.tgahockey.co.nz

Board:

Jitu Patel	Chairman
Gill Gemming	President
Matt Matuschka	
Bevan Rakoia	
Lucy McDougall	

Staff:

General Manager	Megan Cleverley
Competitions Administrator	Barbara Wood
Coachforce & Officiating Development Officer	Kelly Hudson
Accounts & Office Administration	Pratima Patel
Pathways Manager	Sam Bartholomew
Community Participation & Engagement Lead	Ruth Tuiraviravi

2. THA SECONDARY SCHOOL COMMITTEE (THA SSC)

Chairperson: Paul Collins

Email: collinsfamily@orcon.net.nz

Mob: 021 243 7593

Draw Steward:

Paul Collins (SPL)

Competitions Administrator (Mon/Tues)

Email: collinsfamily@orcon.net.nz

Email: competitions@tgahockey.co.nz

Roles:

- Manage all Secondary School Hockey activities for the current season.
- Provide appropriate, safe and innovative competition formats for all participants.
- Hold pre, mid, and end of season review meetings and send out the minutes to all delegates.
- Update the relevant parts of the Secondary School Handbook annually, including rules.
- Liaise with other Committees when required, especially Umpires, Clubs, Coaching.
- Decide on key dates – entries, registrations, start dates, finish dates, no hockey nights such as holidays.
- Liaise with the Competitions Administrator, to ensure draw stewards are in place to manage the draw when entries have been finalised.
- Arrange prize giving in liaison with the Competitions Administrator.

3. VENUES

- a. Tauranga Hockey Association reserves the right to schedule games for any turf venue it deems necessary.
- b. Where possible THA Secondary games will be scheduled at THA Centre, however, games may also be played at Bethlehem College and Tauranga Boys' College turfs.
- c. All finals will be played at THA, where possible.

4. COMPETITION DATES & NAMES

Competition Divisions for 2025 (depending on team registrations)

- SPL – Secondary Premier League
- Champ 1 – Championship 1 Boys & Girls
- Champ 2 – Championship 2 Boys & Girls
- Champ 3 – Championship 3 Boys & Girls
- Super 6s – Competitive and Development

Key Dates:

Team Registrations due:	Tuesday 8 April 2025
Player Registrations due :	Wednesday 30 April 2025 (SPL)
	Monday 5 May 2025 (all other divisions)
Team Lists due:	Thursday 8 May 2025 (SPL)
	Tuesday 13 May 2025 (all other divisions)
Anchor Players & Team Rankings due:	Thursday 8 May 2025

Season Dates 2025:

SPL Boys and Girls –	Wednesday 30 April – Wednesday 20 August
Championship 1/2 & 3 Girls	Monday 5 May – Monday 18 August
Championship 1/2 & 3 Boys	Tuesday 6 May – Tuesday 19 August
Super 6s	Tuesday 6 May – Tuesday 19 August

THA AGM:

TBC

SS Committee Meetings:

Pre, mid and end of season. Date/time TBC

Winter Tournament Week:

Saturday 23 August – Friday 29 August
/Saturday 30 August

School Terms:

Term 2	Monday 28 April – Friday 27 June 2025
	King's Birthday: Monday 2 June
Term 3	Monday 14 July – Friday 19 September 2025

5. PLAYING AND NON-PLAYING DAYS

Playing Days:

SPL (Secondary Premier League)	Wednesday and games will commence from 5.15pm
Championship 1/Championship 2 Girls	Monday and games will commence from 5pm <i>*Games will be played King's Birthday Monday</i>
Championship 1/Championship 2 Boys	Tuesday and games will commence from 5pm
Super 6's Boys & Girls	Tuesday and games will commence from 5pm

Non-Playing Days:

July School Holidays

6. DRAWS AND RESULTS

- Draws and Results are available on the THA website. On the THA homepage click on the "Draws and Results" button and then "Secondary Competition".
- THA reserves the right to change the draw if required e.g., if turf becomes available through default, deferment or commencing a game earlier.

7. TAURANGA HOCKEY WEBSITE

All documents involving the Secondary School Competition will be found on the Secondary School section of the THA website under "Competitions/Secondary School Hockey". This information includes Draws & Results, Secondary Handbook, THA Code of Conduct, Secondary Season Calendar, Secondary Midlands, Team & Player Registrations, Health & Safety, Anchor Player lists, Pre-season Administration, Key Season Dates, Key Information, & Secondary Committee Minutes.

There is also a Tauranga Hockey APP which is being launched in 2025. The APP will include all the website information plus allows notifications to be sent directly to members.

8. REQUESTS TO RE-SCHEDULE

- Because this is a school competition there will be times where schools are involved in hockey festivals, inter school competitions, etc. Taking into consideration player welfare and safe travel THA will consider applications for re-scheduling, once the draw is out, if there is adequate notice.

- b. Such requests to re-schedule a game must be lodged via the Appendix 2 Form to **the THA Office a minimum of 7 days before game day by the TIC Hockey**. Where a request to reschedule is made both teams must endeavour to reach agreement on the new playing day, location, and time. If this cannot be resolved, THA will determine a day, location, and time it considers fair, and this will be binding.

9. CANCELLATIONS & ABANDONMENTS

- a. THA rarely cancels games; however, cancellations may occur due to conditions that may cause health and safety issues for players such as:
 - (i) equipment failure (e.g. lights, watering, playing surface or goal defects),
 - (ii) natural disasters and inclement weather (e.g. flooding, ice, hail, severe wind chill or thunder and lightning (see appendix 6),
 - (iii) other unforeseen circumstances.
- b. Games may be cancelled on a game by game, or turf by turf basis.
- c. Unless a decision to cancel was made earlier in the day by THA, any decision to cancel will be made by the Umpire Manager and Control Room Coordinator (in consultation with the Competitions Administrator) no more than 15 minutes prior to the scheduled start time after consultation with the affected team captains.
- d. Cancelled games will be rescheduled by THA where practical. Where this is not practical (i.e. time restraints due to lack of turf time, impending finals or similar) then the cancelled match will be deemed a draw (0-0).
- e. Where a quarter final, semi-final or final is cancelled and rescheduling of the match is not possible, the 'winner' of the game shall be the higher placed team from the round robin competition, as determined by Section 19 of this Handbook.
- f. Where practical, cancellations will be advised as early as possible to team contacts (as provided through PlayHQ) via text message or through notifications on the THA APP, however, THA recommends that the team manager contacts the Competitions Administrator and/or Secondary Control Room Coordinator as conditions may alter and allow games to be recommenced. Where possible cancellations will be notified on THA's Facebook page.
- g. If a team chooses not to play when conditions have been deemed suitable for play by the Umpires Manager and/or Control Room Coordinator, the other team will be declared the winner by default and the defaulting team will pay all game fees.

- h. After the scheduled game start time, the decision to abandon a game rests with the umpire manager or the control room coordinator. The match official(s) shall temporarily suspend play in order to decide if they will attempt to restart play or abandon the game altogether. If a game cannot recommence, then refer to No.21e Stoppages.

10. TURFS AND FACILITIES

All THA players must comply with the THA rules set down for turf use. These include but may not be limited to:

- a. No practice on the turf or side of turf while games are in progress.
- b. Players, coaches, managers, and assistant coaches ONLY may be present in the dugouts.
- c. Coaches may be on the turf between the dugout and side-line but keep out of the umpire's way.
- d. Teams that are playing on Moana turf, must use the Moana turf changing rooms.**
- e. No sugar-based or coloured drinks are allowed on the turf.
- f. Glass bottles must not be taken onto the turf or into the dugouts.
- g. No food is allowed on the turf.
- h. Blood stains on the turf must be washed off the turf immediately – ask control room for cleaning solution.
- i. No spitting nor blowing nose onto the turf.
- j. THA is a smoke free, drug free and vaping free environment.**
- k. Dogs are permitted in the grounds. All dogs must be controlled on a short leash and remain on the grassed areas at all times,** therefore owners must walk their dogs around the outside of the turfs to reach the turf they wish to watch. Owners must clean up after their dog, failure to do so will result in the owner being asked to leave.
- l. Drivers must drive slowly around the carpark. Clear access must be available to the Pavilion and turf areas for ambulance access in the case of serious injury.
- m. Valuables should not be left visibly in cars nor left in the changing rooms.
- n. Changing rooms and dugouts** must be left in a tidy condition after each team use – coaches or managers please check this. Teams will be invoiced for damage and changing rooms will be locked to school grades if vandalism occurs.
- o. The pavilion is not a changing room nor a hockey bag storage facility. Take your bags with you down to the turf.

Lights and Water:

- p. The Secondary Coordinator will manage and arrange watering of all turfs on competition days and will also control the lights.
- q. Tahatai and Moana turfs are water based and may require regular watering depending on the weather. Please note the new Whanga Turf is a wet/dry turf and may not require as much watering as Tahatai and Moana.
- r. If the Coordinator is not present for any reason, THA has a water control box for Whanga|Harbour and Tahatai|Coast turfs located by the bottom of the steps which lead up to the pavilion closest to the kitchen. The keys for the watering control box are in the drawer in the control room. Moana|Ocean turf operates with a remote control which is located with the instructions in the control room.
- s. If the Coordinator is not present for any reason and the lights need turning on/off, all turf lights are now operated through an APP controlled by authorized personnel e.g. THA Staff, Club Coordinator, Senior Club Members, Senior Umpires etc.

11. AFFILIATION AND TURF FEES

- a. These will be set by the THA Board and sent out to school's pre-season.
- b. The following are now available on the Tauranga Hockey website under Competitions/2025 Hockey Fees:
 - (i) 2025 affiliation fees for each school team: \$1463 per team – 11 aside and \$693 per team – 6 aside. This fee includes a player affiliation fee passed on from Hockey New Zealand.
 - (ii) Competition game fees (schools invoiced directly by THA): \$133 for SPL games, \$124 for Competition 1, 2 and 3 games and \$67 for Super 6 games (half turf).
 - (iii) Umpire Levy 2025: \$154 per team (11 aside) & \$88 per team (6 aside)
 - (iv) Turf Renewal Levy 2025: \$184 per team (11 aside) & \$115 per team (6 aside)
 - (v) Secondary training turf fees (invoiced directly by THA): \$65 per half turf per hour.
- c. All affiliation and turf fee invoices are to be paid in full on the 20th of the month following the invoice date. Any school falling more than 30 days in arrears may be withdrawn from competition.
- d. Team fees are calculated on a team basis (up to a maximum of 18 players per SPL team), not a per player basis. Schools pass on THA fees plus any applicable school-based fees, not controlled by THA.

12. TEAM ENTRY

- a. **Teams must be entered into the PlayHQ software platform that THA will be using for competition management and player database via Hockey NZ.**
- b. **Teams must be entered by 11.00pm on Tuesday 8 April 2025.**
- c. Schools will be required to enter team names, and they must enter their teams into the division they believe each team should be entered in through PlayHQ.
- d. THA SS Committee may refuse to accept, or may place on a waiting list, any team entries that arrive after the due date.
- e. Any school failing to register its teams by the specified date shall be deemed to be unregistered until this is complete.
- f. Note that Team fees from THA are calculated on a team basis, not a per player basis.
- g. Teams entering the secondary competition, agree to pay the affiliation, levies, and turfs fees.

13. EQUIPMENT AND UNIFORMS

- a. Each team shall supply a ball for each match in which it is engaged. For all games played under lights teams will need to also have a coloured ball, this may be used as an alternative.
- b. THA SS Committee will advise schools in the different competitions where there is potential for a colour clash at the commencement of the season.
- c. In the event of a uniform strip colour clash the team appearing **on the right-hand side** of the draw is required to provide an alternate strip. For those teams who do not have an alternate strip, they must use a set of bibs.
- d. New schools or existing member schools which would like to make substantial changes to their existing uniform design or colour must submit their design and colour to THA General Manager for approval before they are able to take part in the competition in the new uniform.
- e. Each school team must wear its school approved uniform colours at each match.
- f. All players must wear proper hockey uniform i.e., correct socks, shorts/skirts, and tops as per their school's approved uniform colours. Playing shorts must not have belts, buckles, or external zips (e.g., on pockets) as these may cause injury to the wearer, to an opposing player or to the turf surface.
- g. Captains must wear a 'Captain's armband or similar to clearly identify the captain.

- h. For teams in all competitions – each playing shirt must have a number on the back at least 30cm in height. Only one of each number per team. The Goalkeeper is to have their number on both the front and back of the shirt. All teams travelling away to National Secondary Schools tournaments will be required by Hockey New Zealand to have numbered playing shirts.
- i. Goalkeepers wishing to have full GK playing rights, must wear protective equipment including a helmet and a different coloured shirt from that of both teams.
- j. Goalkeeper pads must have buckles taped.
- k. Players must not wear peaked caps, although foam collapsible sun visors are permitted.
- l. Track pants may not be worn as playing uniform, unless weather conditions warrant, at the Umpires' discretion or approved by the school's Sports Coordinator.
- m. Running shoes or turf shoes only may be worn when playing on the turf.
- n. **All players must wear a mouthguard and shin pads.** This is the responsibility of the team management to ensure that their players do not take part without these items.
- o. Each team is to carry a First Aid Kit. This should include water and ice. Ice is also available from the control room on each competition night.
- p. THA encourages all SS teams to have their own safety masks for PCs. Mask sharing is not recommended among the team during the game as per the updated Hockey NZ Rules and Protocols as listed on the THA website. It is recommended that facemasks are clearly marked so players know which is their facemask.

14. TROPHIES AND PRIZEGIVING

THA has trophies and certificates for all grades. The Secondary School Committee will set the prize giving date and timelines annually. 2025's first round trophies (depending on the competition structure) will be presented immediately following the end of that round after the game.

The prizegiving trophies are subject to change depending on team numbers/divisions.

GIRLS' TROPHIES	BOYS' TROPHIES
SPL – SECONDARY PREMIER LEAGUE	SPL – SECONDARY PREMIER LEAGUE
Jo Galletly Cup (Premiership Round 1): <i>Winners - medals & certificates</i> <i>Runners Up - certificates</i> Gemma Flynn Cup (Midlands): <i>Winners - Highest ranked team</i>	Peter Stafford Cup (Premiership Round 1): <i>Winners - medals & certificates</i> <i>Runners Up - certificates</i> Andy Hayward Cup (Midlands): <i>Winners - Highest ranked team</i>
CHAMPIONSHIP 1	CHAMPIONSHIP 1
Sam Charlton Cup (Round 1): <i>Winners & Runners Up - certificates</i> Cameron Rowe (Round 2): <i>Winners - medals & certificates</i> <i>Runners Up - certificates</i>	Stephen Graham Cup (Round 1): <i>Winners & Runners Up - certificates</i> Triers Round 2 (Round 2): <i>Winners - medals & Certificates</i> <i>Runners Up - certificates</i>
CHAMPIONSHIP 2	CHAMPIONSHIP 2*
Bigham Cup (Round 1): <i>Winners & Runners Up - certificates</i> Noelene Stafford Cup (Round 2): <i>Winners - medals & certificates</i> <i>Runners Up - certificates</i>	Rob Leslie Cup (Round 1): <i>Winners & Runners Up - certificates</i> Mount Slab (Round 2): <i>Winners - medals & Certificates</i> <i>Runners Up - certificates</i>
CHAMPIONSHIP 3*	
Championship 3 Girls (Round 1) <i>Winners & Runners Up - certificates</i> Championship 3 Girls (Round 2) <i>Winners - medals & certificates</i> <i>Runners up - certificates</i> <i>*subject to team entries</i>	
SUPER 6 – GIRLS, BOYS & MIXED	
Competitive	Development
Super 6 Round 1 <i>Winners & runners up - Certificates</i> Super 6 Round 2 – <i>Winners - Medals & certificates</i> <i>Runners Up - Certificates</i>	Super 6 Round 1 <i>Winners & runners up - Certificates</i> Super 6 Round 2 <i>Winners - Medals and certificates</i> <i>Runners Up - certificates</i>

COMPETITION

15. FAIR PLAY

- All schools should ensure that their teams and spectators exhibit a good standard of sportsmanship. Bad language, dangerous play and abuse of umpires will not be tolerated.
- Any complaints should follow the process in Clause 35 below.

16. STRUCTURE OF THE 2025 SPL COMPETITION

SPL – There will be seven girls’ teams and 8 boys’ teams. The following chart shows the teams in this division.

2025 Secondary Premier League Teams	
Boys	Girls
Aquinas College 1 st XI	Aquinas College 1 st XI
Bethlehem College 1 st XI	Bethlehem College 1 st XI
Mount College 1 st XI	Mount College 1 st XI
Otumoetai College 1 st XI	Otumoetai College 1 st XI
Papamoa College 1 st XI	Papamoa College 1 st XI
Tauranga Boys College Hammers	Tauranga Girls College 1 st XI
Tauranga Boys College Stingers	Te Puke High School 1 st XI
Te Puke High School 1 st XI	

- Every school has the right to enter their 1st XI teams into the SPL competition and TBC can enter 2 teams. The SPL teams for 2025 are listed above.
- If a school decides that they do not think their first 1st XI is strong enough to play in SPL for that year, then they are allowed to play in the division below. This school has the right to return to SPL the following year.
- It is up to the secondary committee if they allow a Championship 1 team to play in the SPL for one year to replace the first 1st XI team that plays down a division.

17. RULES OF HOCKEY

- a. Current FIH Rules of Hockey apply and NZ Hockey's updated Rules if applicable (see THA website).
- b. THA Umpiring Committee may decide on appropriate local rules, but these will be notified before the season begins.

Goalkeepers – 11-aside Only

- a. Teams that do not have a goalkeeper can borrow a goalkeeper from the same division to play more than one game.
- b. To ensure credibility is kept intact, teams cannot play a goalkeeper from a higher division if they are an anchor player. If the goalkeeper is not an anchor player, then they can play down a division as per the handbook rules, but they must be starred on the match card.
- c. This includes goal keepers playing for another school within the same division to ensure they can field a team including a keeper.
- d. Please note the above rule would need to be managed and goalies will be required to play for their main team/school first. Goalies will need to agree to this and should not be pressured into playing more than one game if they do not feel up to it. It is recommended that schools advertise for goalies internally first to try and unearth someone to fill the gap.

18. POINTS FOR MATCH RESULTS

Win – 3 points

Draw – 1 point

Loss – 0 points

- a. A team winning by default – 3 points will have 3 goals awarded (i.e., a 3-0 score will be recorded). The committee can look at individual cases if required.
- b. Competition Points accumulate through to the conclusion of that round or competition. Points do not carry into the next competition round as it is usually for a different trophy.

19. DETERMINING RANKING AFTER POOL PLAY OR ROUND ROBIN

Hockey New Zealand tournament rules:

- a. In each grade, teams will be ranked according to the number of points each has accumulated in the competition.
- b. If at the end of the competition two or more teams have the same number of points for any place, these teams will be ranked according to their respective number of matches won.
- c. If there still remains 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. If there still remains equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e. If there still remains equality between two or more teams then the result(s) of the match(es) played between (only) those teams involved will be taken into consideration to determine the ranking of the tied teams. If more than two teams are involved, then a ranking based upon the results of the matches between (only) them shall determine their respective position.
- f. If there still remains equality between two teams, then the matter will be settled by a penalty shoot-out competition between those teams.
- g. If more than two teams are involved, then each team will play a penalty shoot-out competition against the other teams.

20. PROMOTION/RELEGATION

- a. **Championship 1, 2 & 3** The THA SS Committee and Competitions Administrator has the right to decide if Promotion/ Relegation will occur in these competitions when the competition structure is being determined at the beginning of the season.
- b. If promotion/relegation is going to take place, it will be communicated by the Competitions Administrator at the beginning of the round.
- c. Promotion/Relegation games are held on the playing night or at THA discretion depending on turf availability but with consultation from both teams.
- d. Promotion/Relegation games will not occur in SPL or Super 6s' competitions as agreed by the committee.

21. LENGTH OF GAMES

- a. All games are to start and finish on time. If a game starts late for any reason the management of both teams and the umpires must determine the playing time, where practicable, before the game starts. This may include making changes to:
 - (i) Length of warm-up time on turf
 - (ii) Length of half-time break
 - (iii) Length of first half (quarters / thirds)
 - (iv) Length of second half (quarters / thirds)
- b. **SPL games** are 4 x 14-minute quarters with a 2-minute break between Q1 & Q2 and also between Q3 & Q4. There will be a maximum of a 5-minute half time break at the end of Q2. There will be a maximum 10-minute interchange between games.
- c. **Championship 1, 2 and 3** games are to have 4 x 13-minute quarters, with a 2-minute break between Q1 & Q2, and Q3 and Q4. There will be a maximum of a 4-minute half time break at the end of Q2 and a 10-minute interchange between games.
- d. **Super 6s**– 6 aside games to have 4 x 10-minute quarters with a 2-minute break between Q1 & Q2, and Q3 & Q4. There will be a maximum of a 3-minute half time break at the end of Q2 and a 5-minute interchange between games.

Stoppages

- e. Time may be stopped for:
 - (i) Serious injury, dangerous conditions e.g., lightning, or similar occurrences.
 - (ii) By umpires, at the umpire's discretion, including for, but not limited to, discussion between umpires on on-field calls and in the spirit and fairness of the competition.
 - (iii) The game may be halted, but the time will remain "on" during a penalty stroke or any other penalty play, including the delivery of warning cards.
- f. If the game is stopped prior to the end of the 3rd quarter and is unable to be restarted during the allocated playing time, it will be rescheduled on the request of either team, if this is achievable, unless both teams agree to call the result final.
- g. If the game is stopped at the end of the 3rd quarter or later for all divisions, then the score at the time of the stoppage stands as the final result.

Rescheduled Matches:

- h. Rescheduled matches will be arranged by THA within 2 weeks and if an agreed time/date cannot be resolved between the teams, THA will determine a day and time it considers fair, and this will be binding.
- i. The rescheduled match will re-commence at the point when the game stopped. For example, a game stopped in the 23rd minute begins from the 23rd minute of the first half. The match card of the original game will be made available at the rescheduled match and a minimum of 80% of the original lineup must be used for the rescheduled match.
- j. If a team defaults their rescheduled game, then they will receive 0 points and 3 points will be awarded to the team that they defaulted against i.e., the score will be recorded as 3-0.

22. UMPIRES

- a. Umpires for Monday nights and Tuesday nights will be from Clubs and Secondary Schools or the blue badge and orange badge umpire programme. A duty roster from the Officiating Committee will be circulated at the beginning of the season if required. Each duty school or club must provide two umpires for that game. Failure to fulfil umpire duties incurs a fine **of \$50 per umpire**.
- b. Umpires will be allocated for SPL on Wednesday nights.
- c. The Umpires' Committee will provide training opportunities early in the season and during the season.

23. DEFAULTS

- a. **For 11 aside teams**, a match cannot commence or continue unless each team has a minimum of seven (7) players. A team unable to do this will default the match.
- b. **For 6 aside teams**, a match cannot commence or continue unless each team has a minimum of four (4) players. A team unable to do this will default the match.
- c. If a team fails to take the turf within 10 minutes after the scheduled start time, they are deemed to have defaulted the game unless there are extenuating circumstances that can be ruled on by the Secondary Committee. Refer to clause 23a and 23b as to what constitutes a team.

- d. Any team forfeiting two matches in succession, or three at intervals, may at the discretion of THA be deemed to have withdrawn from the competition. In the event of any team withdrawing from the competition, no matches played by such team shall count unless otherwise decided by THA.
- e. If the defaulting team defaults due to sickness, then they will not incur the full cost of turf or other fees for both teams however if THA deems it is not acceptable to default then they may occur a turf fee for both teams.
- f. Where two teams from the same school in the same division are scheduled to play each other and a default occurs, the school will pay the turf fees and the usual default points will apply.
- g. Notification: The team being defaulted to, and the THA Office must be notified of the default at the earliest possible time, and no later than midday on the day of play. Notification of defaults by email alone is not sufficient. The manager/coach of the team being defaulted to *must* be contacted by the defaulting team/school by telephone to ensure the message is received. The defaulting team must also advise THA that the opposition has been advised of the default.
- h. A default must be included in results returned for that week.
- i. If a team is late due to circumstances beyond its control that are deemed appropriate by THA, THA may reschedule the game.
- j. THA has the right to alter the venue or turf allocation if there is a gap on THA Whanga | Harbour, Tahatai | Coast or Moana | Ocean due to default e.g., move a match from Bethlehem College back to THA. THA will give a minimum of 24 hours' notice to teams if they are required to move venues.
- k. A team winning by default will receive 3 points and be awarded 3 goals (i.e., a 3-0 score will be recorded).

24. MATCH CARDS

- a. THA office will leave printed match cards every competition night upstairs in the pavilion. Match cards can be found on the bench (or cupboard) outside the control room.
- b. The match cards will be printed after 12pm on game day, with the published line up that is selected on PlayHQ. If changes are required to be made prior to the game commencing, then coaches/managers can make changes on the printed match card AND PlayHQ.

- c. Upon arrival to the turf the Team Manager will be required to check the match card and amend if required. PlayHQ **MUST** also be updated. Player's names and numbers should be recorded correctly, clearly, with their full name on the match card/online PlayHQ line-up.
- d. It is the umpire's responsibility to pick up the match card for the game.
- e. Players that can play down from a higher team must be clearly marked on the match card with an asterisk (*) next to their name on the score card (see section 33).
- f. Players playing up from their registered grade must be marked clearly (starred *) on the match card (see section 32 and 33).
- g. Goalkeepers playing below their registered grade in the field must be marked on the match card (see section 32 and 33).
- h. For 11 aside teams a maximum of eighteen (18) players may be used by a team in a match and recorded on the match card, of whom two (2) must be goalkeepers wearing full protective equipment. 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. For 11 a side games there must not be less than seven (7) players recorded on the score card.
- i. No player or substitute player may take the field unless that player's name appears on the match card. For the sake of clarity "take the field" means participate for all or any part of the match in field play as a player or a goalkeeper.
- j. **The Manager or Coach must sign the match card at the end of the match to confirm the following:**
 - Player details including players that are starred (*),
 - Goals are allocated to the correct players,
 - Personal penalty cards/points are allocated to the correct players,
 - The final score is recorded correctly.
- k. If the Manager disagrees with any aspect of the score or the awarding of cards to the wrong player i.e., umpire incorrectly names the player, then the Manager must sign the card and write "under protest" so that the committee can review the issues.
- l. Both umpires must print their name on the card and check that serious harm incidents or individual penalty cards are recorded clearly and correctly. The umpire must take the card to the control room.

- m. If a match is played at a venue other than THA then it shall be the responsibility of the winning team manager, or in the case of a drawn match, the manager of the first named team on the draw, must take a photo of the score card and email to competitions@tgahockey.co.nz immediately after the game. The Manager must then ensure that the card is in the hands of THA within three (3) days of the match, this will generally, be by placement in the match box provided at the venue.
- n. Results from match cards shall be compiled by THA and posted either on its website or by other means available at the time.

NOTE: Match cards and the online PlayHQ lineups are the sole official record of the match. As it is the requirement that BOTH Team's Managers or Coaches to check and confirm details it is therefore the only official document for independent review of who played, all THA incidents, injuries, personal penalty cards and points scored during the game.

If a Team Manager/Coach wants to protest a match card, then they must write "under protest" and still sign the match card.

It is essential that cards are correctly completed. In the event of a complaint or technical protest, incorrectly completed cards shall result (in many cases) with the complaint being thrown out for lack of information.

25. PROCEDURE AND RULES FOR A PENALTY SHOOT-OUT COMPETITION

Penalty Shoot-Out – 11 aside teams

If there is a draw at the end of regular time in a semi-final or final game the result will be decided by penalty shoot- out. The rules for the shootout competition are found below.

Penalty Shoot-Out Competition (as in HNZSS Tournament Rules and FIH Rules)

- a. Respective team managers nominate five players to take and one player to defend the shoot-outs from those on the team registration form except as excluded below. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out. No substitutions/replacements are permitted during the shoot-out competition, other than as specified below.

- b. A player who is suspended by the Technical Officer/Umpire 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 Technical Officer/Umpire will specify in advance the goal to be used.
- d. The Technical Officer/Umpire 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 shall wait on the back-line 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 back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.

l. If a penalty stroke is awarded as specified above, it is able to be taken by anyone on the match sheet who has not been suspended.

m. A player may be suspended by a yellow or red card but not by a green card during the 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

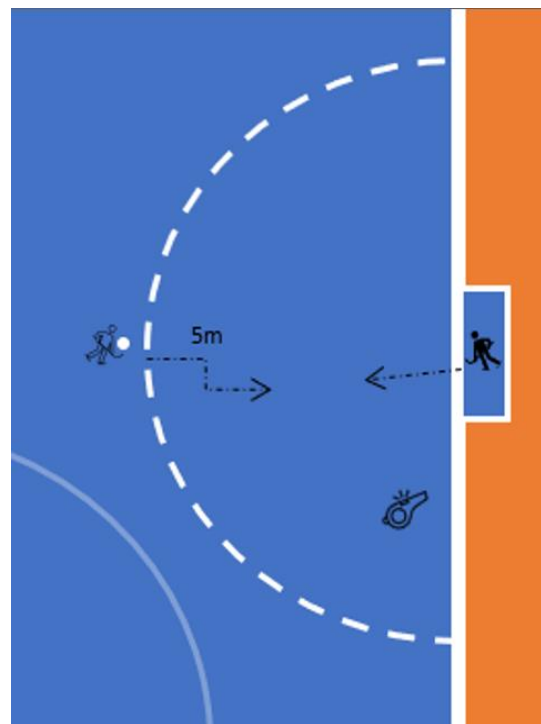
- q. During a shootout between (only) two teams, if an equal number of goals are scored after each team has taken five shootouts;
 - (i) a second series of five 'sudden death' shootouts is taken with the same players, subject to the conditions specified in this Appendix.
 - (ii) the sequence in which 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.

Penalty Shoot-Out – Challenge 1v1 – Secondary Super 6s

If there is a draw at the end of regular time in a semi-final or final game the result will be decided by penalty shoot-out.

The procedures will be as per shootout rules for 11 a side hockey, however due to the SS6s competition being half field, and that many teams will not have GKs, the following adjustments have been made:

- a. Player numbers: There are three (3) attacking players and one (1) defending player nominated by each team.
- b. Time: Attacking players will have 6 seconds to attempt to score a goal.
- c. Player requirements: The ball must travel 5 meters before attempting a shot at goal.
- d. 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 top of the circle opposite the centre of the goal.
 - (iii) an attacker stands outside the circle 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.
 - (i) the shootout is completed when:
 - 6 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.



26. BLOOD BIN RULES

- e. If a player is bleeding or has an open wound on their skin, then that player must leave the field immediately and shall not re-enter until the bleeding has ceased and/or the wound is adequately covered.
- f. Blood-stained clothing must be replaced.
- g. If blood staining should occur on the turf, immediate cleaning must take place by applying alcohol which is available from the control room.

27. HEAD INJURY RULES AND ILLNESS

- a) Hockey NZ has a Head Injury Rule and THA abides with that rule in THA competitions.
- b) All head injuries must be reported through the QR CODE in the dugouts.
- c) The Head Injury rule states:
 - At all Hockey New Zealand competitions and tournaments, Hockey New Zealand insists that a player that has received a head injury with suspected concussion may only commence playing again when a medical certificate clearing the player of concussion has been supplied to the Tournament Director. Hockey New Zealand strongly recommends that Associations and clubs follow the same procedure for their own competitions. Hockey New Zealand endorse the Sports Medicine New Zealand Inc "Head Injury in Sport" Policy Statement and strongly recommend that all hockey Associations and clubs in New Zealand adopt this document.
- d) Please see the THA website (under the Health & Safety tab) for an updated copy of the Tauranga Hockey Concussion Awareness Policy.

Sickness

- e) If a player is unwell then they must not come to the turf and are not allowed to play.

28. MERCY RULE

To avoid excessive scores, the following “mercy” rule is to be applied:

Once a goal difference of 9 (i.e., 9-0, 10-1, 11-2, 12-3, 13-4 etc) is reached in Super 6s, then the game is considered to be over from a competitive perspective, and the score at that time will be the official result.

At this point, the coaches and managers of both teams are encouraged to come together and to consider opportunities to make the remaining game time more competitive and enjoyable for both teams. Suggestions include the weaker team adding players, the stronger team needing to complete a set number of passes before they can score etc.

ELIGIBILITY AND REGISTRATION

29. PLAYER ELIGIBILITY

In order to be eligible to participate in activity under the jurisdiction of THA, students must meet all the following criteria:

- a. Be under the age of 19 on 1 January in the year of competition and be enrolled as a bona fide student at the school of representation.
- b. Have continuous regular attendance at the school of enrolment or conform to the official attendance policy of that school. The Ministry of Education's "20 Day rule" shall apply.
- c. Be on the official roll of only one school.
- d. Be registered on the school's official team list for their team of representation.
- e. Registrations are valid for the current calendar year.
- f. Intermediate players (**Year 7 and Year 8**) **students are not permitted to play in THA Secondary School Competition. This is a non-negotiable rule.**
- g. Should any school fail to secure the registration of any player(s) in accordance with these Rules, the respective team shall default that match in which the un-registered player(s) took part, if the Secondary Division committee so directs.

30. HOME SCHOOLED STUDENTS

- a. Home schooled students who are not on the roll of any member school are ineligible to play at any level of sanctioned competition unless an exemption is granted as prescribed.
- b. THA SS Committee may consider a written request from the parent/caregiver of a student for an exemption if it receives written affirmation from the Principal of the school for whom the student wishes to play.
- c. Any such exemption shall apply to THA sanctioned activities.

31. COMPOSITE TEAMS AND STUDENTS PLAYING FOR OTHER SCHOOLS

- a. If a student's school does not register any hockey teams, or there are insufficient numbers to establish a team, then the student(s) may, on a "case by case" basis, be considered by THA SSC to play in a team from another school, apart from in any first team (1XI). In accepting this, schools should recognise that the player(s) from another school will potentially be displacing one of their own students and this can cause disgruntlement.

- b. THA SSC shall, however, where a school only has one team, have the discretion to exercise a first team dispensation to provide for a school being able to field a team. This however shall only apply in THA sanctioned competitions and will exclude such a composite team playing at an island or national level unless the NZSSSC allows it.
- c. Unless some other mutual agreement is reached, the team will be known under the name of either the "host" school or that with the most representation and wear that school's uniform.
- d. Any such request must, in the first instance, be made on the appropriate THA template with the endorsement of the Principal of the student's own school to the Principal of the school for whom they wish to play. This should include a written acceptance by the student to pay all hockey fees to that school and whilst representing them, accept all the authorities of that school.
- e. If there is an acceptance by the Principal of the school for whom the student wishes to play, a copy of this signed acknowledgement should then be forwarded to THA for final endorsement.

32. PLAYER REGISTRATION AND TEAM LISTS

Player Registrations

- a. All players must register for the 2025 season through PlayHQ. Players must answer all mandatory questions as set by Tauranga Hockey/Hockey NZ:
 - Full Name
 - Address
 - Email Address
 - Phone Number
 - Gender
 - Date of Birth
 - Affiliated Club if applicable

- Schools may add additional questions to their club registration forms
- b. **Player Registrations are due by Wednesday 30 April 2025 for SPL and Monday 5 May 2025 for all other divisions.**
- c. **Every player entering the field of play MUST be registered prior to the commencement of the match, once the registration deadline has passed.**
- d. Players who do not register through PlayHQ prior to taking the field of play shall be deemed to be unregistered until this is complete. Where a team fields unregistered players they will forfeit match points until the player is registered.

- e. Additional player registrations (one-off) may be entered by the player registering via PlayHQ and the school emailing the Competitions Administrator advising them of the new player registration. This must be completed prior to the player taking the field of play.
- f. Every 11 aside school team must register a minimum of 7 players and a maximum of 18 players (if registering 16, there must be 1 registered goalkeeper or if registering 18, there must be 2 registered goalkeepers) to play regularly for that team.
- g. For a 11 aside team to be eligible for registration they must have no less than 13 players listed at the date of registration.
- h. Every 6 aside school team is recommended to have a minimum number of 8 players.
- i. Players can be registered in one school team only. Players can also be registered for a club team from year 9.
- j. A school can ask the SS Committee for consideration of a re-grade of a player to a new team due to a change in circumstances (academic, work, injury etc.) The request must be emailed to the THA Office.
- k. A player may only be re-graded **ONCE** in any one season.
- l. No player may be re-graded after the conclusion of pool play in either round prior to playoff games. It is preferable that the re-grading occur in between rounds if at all possible i.e., after the first-round finals.
- m. Game cards must be completed fully and will be regularly scrutinised to ensure that schools are following the correct procedure.
- n. Goalkeepers may be registered as field players in a lower grade team with prior approval from the SS Committee.
- o. A player that is registered as a field player may play in a lower-grade team as a goalkeeper with prior approval from the SS Committee.

Team Lists

- p. **Team lists are due Thursday 8 May 2025 for SPL and Tuesday 13 May 2025 for all other divisions.** After this due date, the Competitions Administrator will download team lists from PlayHQ and this will be the official record of the team list for the current season. Any changes to this team list after this due date, must follow Handbook rule 32e.

q. Teams must be ranked within a school for both girls and boy's divisions:

- (i) Upon the team list due date, the school must email the Competitions Administrator (using Appendix 5) with their school team rankings for their boy's teams and girl's teams.**
- (ii) School teams must be ranked A, B, C, D etc. from the top team down including when there is more than one school team in a grade.**

Grading (if applicable)

- r. Where any school enters two or more teams for any grade, the above ranking method shall still be applied. This ranking shall apply throughout any grading rounds.
- s. At the completion of the grading round, (if required), the results of the grading round will determine rank.
- t. THA will confirm to schools if any team rank has been altered due to the grading round competition. If the rank has changed for two teams from the same school, the team names will change (with the higher ranked team having the lower number) to avoid confusion through the competition round.
- u. The rank at completion of the grading round (if necessary) shall be the rank that will govern pools, transfer, regrading and playing out of grade rules.

33. PLAYER MOVEMENT BETWEEN TEAMS OF OWN SCHOOL – ANCHOR PLAYER RULE

Once players have been registered in a team by the due date the following rules apply. See registration sheet in Appendix 3 at the back of this handbook. Schools are asked to **Respect and Play by the Spirit of this Rule.**

The following rules do not apply to genuine Super 6 players.

a. Playing a Player Down

- (i) All registered teams in SPL must identify their top 8 (eight) anchor players** who will not be eligible to move down at any time in the year unless application is applied for under 32J and is granted. Schools with Championship 1, 2 and 3 teams need only provide **3 (three) anchor players** for each Championship 1, 2 and 3 team that has a lower ranked team. The school's lowest ranked team does not need to identify anchor players.
- (ii) These "Anchor Players" cannot play down.** Goalies should be included if they are an anchor player.

- (iii) The remaining players (up to eight in each team) may play down **one school team ranking only**, as many times as required and be clearly starred (*) on the match card.
- (iv) For schools with only two teams in either the boys or girls' grade, the team above the lowest ranked team may have six anchor players if in SPL (rather than 8 anchor players) or 3 anchor players if in Champ 1 or 2 to ensure the lowest ranked team can field a full team.
- (v) Schools must submit a list of their anchor players to the SSC for approval. THA Representative players must be anchor players.
- (vi) Once the SSC has approved school anchor player lists, they will be published on the THA website by **Thursday, 15 May 2025**, under Secondary School Hockey/Anchor Players.
- (vii) If you have only SPL and Championship 2 teams the eight eligible players may change from SPL but please respect the spirit of the rule. Anchor players are not allowed to play down.
- (viii) Players eligible to play down may play all games including semi-finals and finals.

b. Playing a Player Up

- (i) All players are eligible to play up divisions in the secondary competitions and should be starred (*) on the match card.
- (ii) If there are two or more teams from the same school in the same division the lower ranked team players may play up.
- (iii) Players may play up more than one division if required.
- (iv) Anchor players and others are not excluded from playing club hockey at a higher level on another night.

c. Changes to Anchor Players' List

- (i) Changes can be made to the list of anchor players during the season when circumstances arise i.e., exchange students arriving, injuries, academic commitments, and school relocations.
- (ii) Players can only be re-graded once (Rule 32J).
- (iii) Changes to the anchor list must be notified in writing by the school's TIC 48 hours before the player/s concerned take/s the field.

Code of Conduct, Complaints, and Dispensation Process

34. DISPENSATION PROCESS

The process for handling dispensation requests will be:

- a. Sports Coordinator/TIC Hockey to submit a dispensation request to the Competitions Administrator.
- b. Competition Administrator will then email the Secondary Committee for a vote.
- c. After votes are counted, the decision will be communicated via email to the School. All dispensation requests will be recorded with acceptance/decline and will be published on the THA website.

35. COMPLAINT PROCESS AND TECHNICAL PROTEST

This competition is governed by Tauranga Hockey's Complaints Policy; THA's Code of Conduct (the latest versions are available on the THA website); and the rules of this Handbook.

Please note that any formal complaint or technical protest must be **made** in writing and signed by the school's TIC of hockey and/or the School Principal or Sports Director. This must be sent to the Chair of the Secondary School Committee at collinsfamily@orcon.net.nz and the Competitions Administrator must be copied in at competitions@tgahockey.co.nz

- a. Complaints or technical protests need to be submitted within 72 hours after the day of the game or training.
- b. Once the complaint or technical protest is received, the committee chair will either:
 - Make a decision as per the rules and communicate back to the complainant, or
 - Form a subcommittee within the existing committee to make a decision and communicate back to the complainant.
- c. In case of a conflict of interest with the Chair, the Chair will forward the complaint/technical protest to the Competitions Administrator who will then initiate the complaints process.
- d. If the complaint/technical protest cannot be resolved under (b) or (c) then the Secondary Chair in consultation with the General Manager may elevate the complaint/technical protest as a Protest through the THA Code of Conduct. If a Protest is submitted through this channel, then the \$100 fee is waived.

- e. A school has the right to appeal an informed decision, and such appeal will follow the process outlined under the Appeals section in the THA Code of Conduct. An appeal must be submitted to the General Manager accompanied by a fee of \$300 within 24 hours of the decision being notified. Where a decision is overturned the \$300 fee will be reimbursed.

36. BREACH OF COMPETITION RULES IN THA SS HANDBOOK

Any breach of competition rules may result in a three-point (equivalent of a win) deduction for the team (or in the event of the game being a quarter final, semi-final or final, loss of the game).

37. CODE OF CONDUCT – JUDICIAL

THA has adopted the Hockey NZ Code of Conduct and this covers all participants behaviours – players, coaches, managers, spectators on field and off the field.

- a. THA has adopted a points accumulation system based on the awarding of coloured cards by umpires. Depending on the coloured card and the number of points accumulated, an automatic penalty may be imposed, or a further penalty or suspension may result depending on the decision of the SS Committee or Judicial Committee. The issuing of a card carries points, which can be awarded by umpires to any participant associated with the team during a match (which is defined as the period 30 minutes prior to the start of a match until 30 minutes after the match has ended). Schedule 1 of the THA Code of Conduct.
- b. During the match an umpire may issue a player with a green, yellow or red card. A green card serves as a warning; any level of yellow means suspension from the game for a minimum of 5 minutes and a red card means the recipient will take no further part in the game. The umpires shall record all cards issued during a match on the team card.
- c. Each card will carry penalty points as follows: (As per Schedule 1/THA Code of Conduct)

Green	1 point
Yellow	3 to 6 Points as determined by the umpires at the end of the match.
Red	Automatic suspension of one match. The suspension may be increased if additional sanctions are applied through the outcome of a judicial process.

- d. Players accumulating 12 points (through receiving green and/or yellow cards) during a competition will automatically be suspended for one match. Further action may be taken at the discretion of the SS Committee or Judicial Committee. Following the suspension, six points will remain recorded against the player, and shall remain on the record of the player for a duration of 12 months.
- e. Where a red card has been awarded to a player, the SS Committee or Judicial Committee may decide a further hearing is required and, if so, the offender is required to attend a hearing. The SS Committee or Judicial Committee may impose whatever penalty or suspension they consider appropriate, in addition to the one match automatic suspension.
- f. Following the suspension, a minimum of six points will remain recorded against the player and shall remain on the player's record for the duration of 12 months. If the player had accumulated more than six points before the issuing of the red card, then this balance of points will remain on record.

38. MISCELLANEOUS

The rules in this handbook apply to competitions administered by THA, and MISSC have their own competition rules.

Any situation not covered in this handbook shall be dealt with in accordance with the THA Club Handbook. THA SSC will deal with all matters not covered in either publication.

*Tauranga Hockey Association
April 2025*

APPENDIX

APPENDIX 1 – PLAYER RE-GRADE FORM

SCHOOL:

Full Name of Player:

Present Grade:

Re-grade to:

Reason why regarding requested.

.....

.....

.....

Signed:

(School Hockey TIC)

Date:

FOR THA OFFICE or COMMITTEE USE

Re-grading Approved / Declined School Advised: Yes / No

Signed:

Date:

APPENDIX 2 – MATCH RESCHEDULE REQUEST FORM

SCHOOL:

DATE OF MATCH:

REASON FOR RESCHEDULE:

.....

.....

.....

.....

Signed:

(School Hockey TIC)

Date:

- The form must be submitted to the THA Office a minimum of 7 days before game day.

FOR THA OFFICE/COMMITTEE USE

Re-grading

Approved / Declined

School Advised: Yes / No

Signed:

Date:

APPENDIX 3 – ANCHOR PLAYER LIST

SCHOOL:.....

TEAM:.....

1.

2.

3.

4.

5.

6.

7.

8.

- These players cannot play down into the next team or a lower grade.
- The list can be altered but a player is not eligible to play down unless notification of the change is made in writing by the TIC to THA Office 48 hrs prior to the team playing their next competition game.

Signed:

Date:

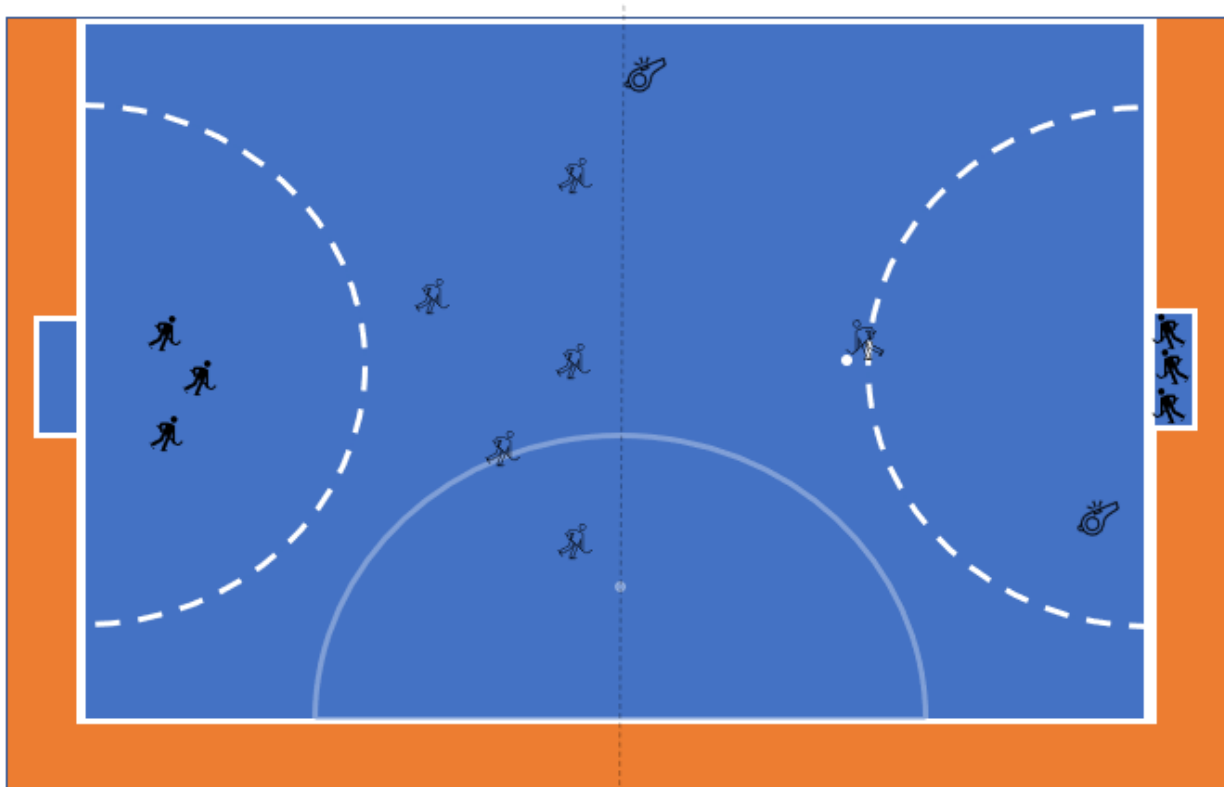
APPENDIX 4 – 6-A SIDE PLAYING RULES

The standard rules of hockey apply with the following variations	
Team	6 players (GK and 5 field players, or 6 field players)
Size of field	½ of standard turf
Side-line	A ball hitting the wooden dividers is regarded as play-on. The dividers can be used as rebound boards but cannot be used to block or shield the ball from opposition players.
Ball over baseline	<p>If by attacker, a 16 is awarded – taken parallel to the side-line in line with where the ball crossed the baseline, can be taken anywhere up to in line with the top of the circle.</p> <p>If by defender, a long corner is awarded – taken parallel to the side-line, in line with where the ball crossed the baseline. Aside from the taker, all other players must be 5m away from the ball. The ball must travel 5m before entering the circle.</p>
Free Hits close to the circle	Ball must be taken 5m before being played into the circle.
Hitting	Danger rule applies at all times. Forehand and reverse hitting must be carefully executed and safe for all participants. Balls played dangerously or recklessly towards groups of players should be penalised firmly.
Shooting Zone	<p>Use shooting circles marked.</p> <p>Goals are scored when the ball is played by an attacking player within the circle. An attacker may hit, push, or slap hit when shooting for goal. All shots on goal must be deemed safe, they will be disallowed if dangerous.</p>
PowerPlay (instead of Penalty Corner)	<p><i>For infringements within the circle, (e.g., foot or stick tackle); a Powerplay will be awarded</i></p> <p>Defending team: 3 players start behind their defensive baseline, all other players in the opposite circle.</p> <p>Attacking team: one player at the top of the attacking circle with the ball, all other players at halfway (in line with penalty spot from full field markings), or beyond.</p> <ul style="list-style-type: none"> – On the whistle the ball is passed back to another player in the attacking team – to receive at/near the halfway. – As soon as the ball moves, all players can move from their locations, and normal hockey rules apply.

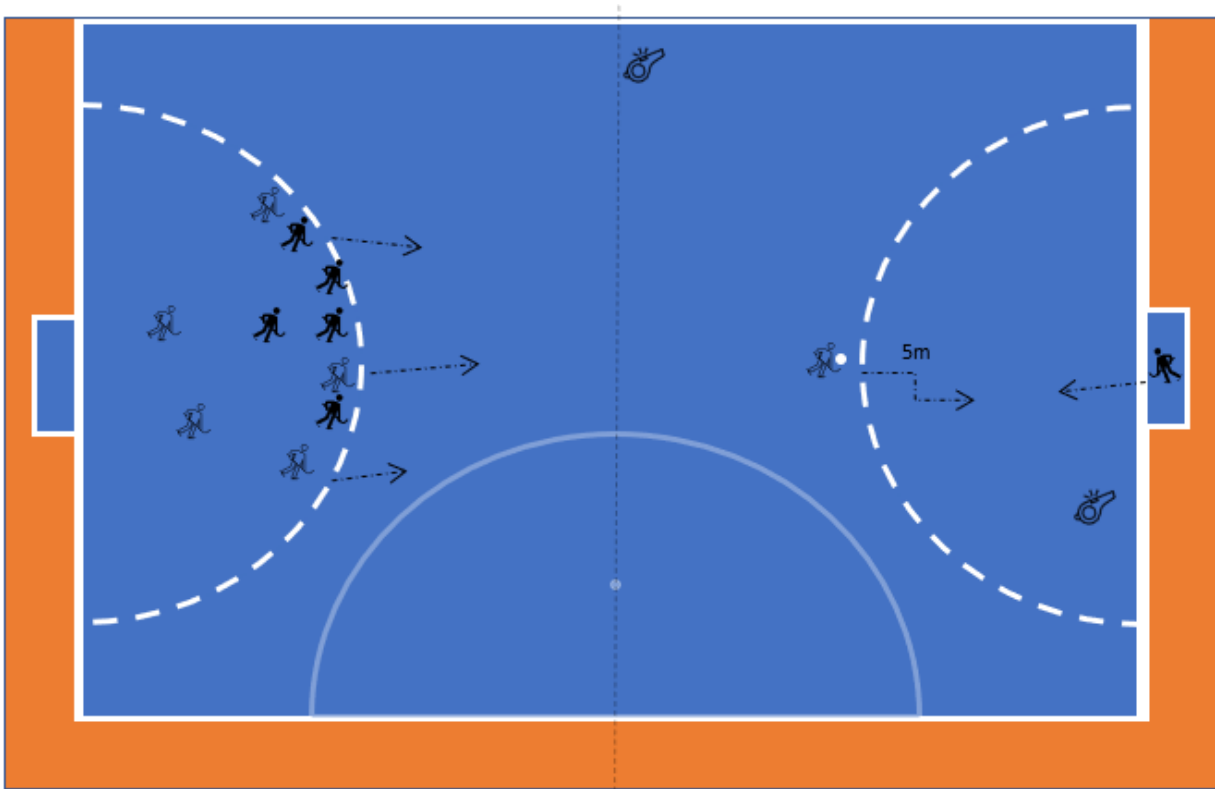
<p>Challenge 1v1 (instead of Penalty Stroke)</p>	<p><i>For intentional fouls inside the circle, or for an infringement stopping a certain goal (e.g., foot on the goal-line); a Challenge 1v1 will be awarded</i></p> <p>Attacker starts with the ball at the top of the circle, defender (GK if playing, otherwise a field player) starts in the goal. All other players are in the other circle.</p> <ul style="list-style-type: none"> - On the whistle normal play resumes, however, the ball must travel 5m before a goal can be scored and the danger rule applies at all times.
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- 6 aside games will commence if both teams have a minimum of 4 eligible players on the field at the scheduled start time.
- If one of the teams does not have a minimum of 4 players, the game timer but not the game itself will start as scheduled and the diminished team has 5 minutes to produce sufficient players to begin playing (the game timer continues regardless). If the diminished team does not have 4 players at the 5-minute mark, that team defaults the game.
- If both teams cannot field sufficient players by the 5-minute mark, the result will be recorded as 0 – 0 with no competition points allocated.

Power Play



1v1 Challenge



APPENDIX 5 – SCHOOL TEAM RANKING

SCHOOL:.....

GRADE: Boys or Girls (1 list per gender)

Please list teams in order of their ranking, from A being the top team

A.

B.

C.

D.

E.

F.

G.

H.

I.

J.

Signed:

.....

Date:

.....

APPENDIX 6 – THUNDER AND LIGHTNING PROCEDURE

Hockey NZ Thunder and Lightning Policy Guidelines Draft

Introduction

The care and well-being of our Hockey whanau is paramount. To ensure the safety of our hockey communities during the presence of thunder and lightning, Hockey New Zealand (HNZ) recommends the **20/20 rule** be adopted.

The 20/20 rule to be applied is as follows:

- Hockey New Zealand's recommended guideline to Associations is to halt activity on the field of play if timing between the first sighting of lightning and the subsequent hearing of thunder is less than **20** seconds. Everyone at the venue, including participants and spectators, must leave the field of play IMMEDIATELY and find sufficient shelter.
- Sufficient shelter includes:
 - Large buildings away from doorways / windows
 - Cars with your windows closed will suffice if necessary. Avoid contact with anything that links to the external part of the vehicle (i.e., steering wheel, ignition, radio and / or keys)
- Poor shelter includes:
 - Team dugouts
 - Close to floodlight towers or hockey goals
- Remain sheltered for at least 20 minutes after the last sighting of lightning or sound of thunder.

Safety Tips

- Keep a safe distance from tall objects such as trees, hilltops, and telephone poles.
- Stay away from objects that conduct electricity, such as metal fences, bats, golf clubs, and bicycles.
- If you are in a group in the open, spread out, keeping people several metres apart.
- If caught in a field far from shelter and you feel your hair stand on end, lightning may be about to hit you. Crouch on the ground immediately, with feet together, placing your hands on your knees and bending forward. DO NOT LIE FLAT.

Lightning Strike Victim Care

- Lightning strike victims do not carry a charge and are safe to assess.
- The first rule of CPR, make sure the scene is safe, applies. If need be, move the victim to a safe location.
- It has been demonstrated that there is a high success rate of resuscitating lightning strike victims using CPR. Thus, it is imperative to treat the "apparently lifeless" first by promptly initiating CPR.
- Secondary assessments should include evaluating and treating these common injuries from lightning strikes: hypothermia, shock, fractures, and burns.

Partially Completed Games and /or Restart of an Interrupted Match

For partially completed games, please refer to the local Association policy together with the rules and regulations for the relevant competition to determine how a partially completed game should be treated.