



New Zealand
Indian Sports
Association Inc.

TOURNAMENT TECHNICAL GUIDELINES & CONDITIONS

JUNE 2023

1. **MANAGEMENT COMMITTEE AND TOURNAMENT CONTROLLER**

- (a) The tournament committee comprising the manager of each competing team shall meet before the commencement of the tournament or their first tournament fixture should that be otherwise requested. For any issues that are put to the vote the chairperson does not have a deliberative vote but has the casting vote.
- (b) The **Tournament Controllers** President, Secretary, **Tournament Director** Hockey NZ
- (i) Finalize and approve the draw for the tournament.
 - (ii) Approve requests for players by clubs to make up a participating team where team requires the resource of pool players to field a team. Each entered team must have at least 9 players fielded from their own club to enter the tournament.
 - (iii) Decide on the eligibility of all players in the tournament.
 - (iv) The tournament controllers are also on the judiciary committee and attend to matters of abuse by coaches, managers, players and spectators during the tournament.

Clubs are to inform managers of the NZISA Code of Conduct applicable to all players and managers participating in the tournament.

The tournament controllers shall be authorized to remove or have removed individuals from the confines of the facilities at which the event is being staged should that be necessary.

2. **DRESS CODE**

All players, coaches, managers, officials and umpires are required to adhere to appropriate dress. Players on the field of play must wear playing strip registered by the club as being their colours. Adhere to any rules set by Hockey NZ.

Alternative Strip: Teams on the Left-hand side of the draw is to wear their alternative strip when a clash of colours is imminent. (motion 11/10/09)

3. **PLAYING REGISTRATION**

- (a) Clubs are permitted to register the following maximum number of players.
Hockey - 16, Netball - 11, Soccer - 16

4. **HOCKEY GAME TIME**

Regular time. A game is 60 minutes broken down into 4 quarters; timing as follows:
15 – 2 – 15 – 5 – 15 – 2 – 15 game finish. No stoppage for injury but umpire discretion if seriousness.

In the event of a draw at the conclusion of regulation time, a 8 second shoot-out competition will be held immediately to decide the winner.

A coin is tossed; the team which wins the toss has the choice to take or defend the first shootout.

- (i) Each team will take five shoot-outs using five different players. The team converting the greatest number of goals shall be declared the winner.
- (ii) If teams are still tied then sudden death shoot-out play will apply. Same five players will participate in the shootout. However, the team that started first will defend first.

5. SUBSTITUTES

- (a) Each hockey and soccer team are permitted to use up to 16 players (11 players, plus up to 5 reserves). Each netball team is permitted to use up to 11 players (7 players, plus up to 4 reserves).
- (b) Rolling substitution shall be permitted. No substitute shall be permitted for a suspended player during that suspension.

6. RESULTS

- (a) Round Robin Format:
Points: Win = 4 points, Shoot out win = 2, Shoot out Loss = 1, Loss = 0 points and 1 bonus points for differential 2 or more goals. Note - A maximum of (1) point only per game.

Plus

- (1) Bonus point awarded in Hockey and soccer only, for a differential of (2) or more goals scored in the match. Note: A maximum of 1 point only per game.
- (b) If two or more teams obtain an equal number of points at the end of pool play, the winner or place-getters in that section shall be decided as follows:
 - (i) If one team has defeated the other team in section of pool play, that team shall be declared the winner.
 - (ii) If this position does not apply, then the winner shall be the team which has the greater average after the goals it has scored, have deducted from it, the goals scored against it.
 - (iii) If teams remain equal, that the team, which has scored the greater number of goals shall be the winner.
 - (iv) If the teams are still equal then, each team will take five penalty shoot outs using five different players and the team converting the greatest number of goals shall be declared the winner.
 - (v) If teams are still tied then sudden death shot out play will apply. Same five players will participate. However, the team that started first originally will defend first.

7. POINTS SYSTEM

- (a) Pool Play Format:
Points: Win = 4 points, Shoot out win = 2, Shoot out Loss = 1, Loss = 0 points and 1 bonus points for differential 2 or more goals. Note - A maximum of (1) point only per game.
- (b) If two or more teams obtain an equal number of points at the end of pool play, the winner and place -getters in that section shall be decided as follows:
 - (i) If one team has defeated the other team in pool play that team shall be declared the winner.
 - (ii) If this position does not apply then, the winner shall be the team which has the greater average after the goals it has scored, have deducted from it, the goals scored against it.

- (iii) If teams remain equal, then the team, which has scored the greater number of goals shall be the winner.
- (iv) If teams are still equal, then we go to Hockey NZ rules for National Tournaments page 9 & 10.
- (v) <https://hockeynz.co.nz/about-us/resources/tournaments/2022-representative-tournament-rules-confirmed/>

(c) Play-offs:

- (i) For all hockey - unless promotion/relegation is at stake, then all 3rd vs 4th and 5th vs 6th playoffs that end in a draw at end of regulation time will be decided by a Shoot out.
- (ii) Where toss of coin is required to determine a ranking, this shall take place between the respective Team Managers at the Tournament Office within one hour of the game conclusion, and the result recorded for the next QBT ranking. Actual placing for current QBT is shared between the two drawing teams e.g. 3rd equal.
- (iii) Netball section - if a semi-final or final is drawn at the end of regulation time, then after a 2 min break, play will continue until one team is two goals ahead of the other team - this is in line with netball umpires' recommendations and how other tournaments work.
- (vi) Women's Hockey section - for 4 team round-robin, if two or more teams are tied for a placing (1st, 2nd, 3rd or 4th), then the current QBT round-robin rules will decide the final placings. This is relevant if we decide to have future 4th vs 5th playoff games.
- (vii) Mens A hockey section - if 5th vs 6th playoff is drawn (and as promotion/relegation is at stake), then teams will go straight into shoot out using standard hockey rules.

8. **RESULTS**

For Semi Finals and Finals

All points from pool play are discarded. Outright winner to be found.

Winner determined by the final score. That is the team with the most goals.

- (a) In the event of a draw at the conclusion of regulation time, a 8 second shoot-out competition will be held immediately to decide the winner.

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

- (i) Each team will take five shoot-outs using five different players. The team converting the greatest number of goals shall be declared the winner.
- (ii) If teams are still tied then sudden death shoot-out play will apply. Same five players will participate in the shootout. However, the team that started first will defend first.

9. **JUDICIAL COMMITTEE**

- (a) This shall comprise of the president, secretary, a pre-selected nominee from the host club and the umpires referee when required.

They shall consider all disputes referred to them for a deliberation.

- (b) The judicial committee shall consider the suspension of the player after receiving the umpires report. The player must attend the hearing along with the team manager and the citing umpire immediately after the match.

The judicial committee shall have the power to suspend players. NZISA is associated to New Zealand Hockey Federation and has adopted this National Code of Conduct, card penalty point's demerit system for all codes.

Penalty points for each card:

- 2 minute – Green: 1 Point
- 5-10 minute – Yellow: 5 min = 3 points (technical foul), 10 mins = 5/6 points. (breakdown and abuse)
- Red – 12 points and auto stand down one game and start with 6 points for their next game

During a tournament any player, coach or manager receiving a red card or accumulating twelve (12) points will be automatically be disqualified for the next up-coming match and must appear before a judiciary committee immediately after the match.

Should a red card be issued against a player in the final match of the tournament that individual will be immediately suspended and shall appear before the judiciary immediately after the tournament presentations.

NZISA will exercise the option to notify the player's respective association and /or the National Body of the suspensions for further action should that be situation.

NZISA has prepared a set of suspension guidelines and scale of suspensions, which shall form the basis of the judiciary's ruling.

Any situations that are not cover here shall be referred to the Hockey New Zealand Code of Conduct - <http://hockeynz.co.nz/wp-content/uploads/2018/11/HNZ-Code-of-Conduct.pdf>

10. DISQUALIFICATION

Any club which fields a player that is ineligible to play under the rules governing the tournament shall be declared to have lost all its matches

11. OTHER

Any rules not covered above refer to the Hockey New Zealand Under 21 Tournament Rules – <http://hockeynz.co.nz/wp-content/uploads/2019/05/National-Representative-Tournament-Rules-2019-190415.doc.pdf>

12. ANTI DOPING POLICY

http://drugfreesport.org.nz/uploads/site/assets/004_SADR_2017_made_211116.pdf

13. HEAD INJURY POLICY

<http://hockeynz.co.nz/Portals/30/Images/Documents/Head%20Injury%20Policy.pdf>