



JUNIOR LEAGUE RULES

BUNBURY AND DISTRICTS HOCKEY ASSOCIATION

Revised March 2019

JUNIOR LEAGUE RULES

Junior Competition Rules should be read in conjunction with the Affiliation Rules and cover the specific differences to the Rules of Hockey and take precedence where any discrepancies occur.

1. DEFINITIONS

In these rules, unless contrary intention appears:

- **“Age Group”** means the whole school year group (i.e. J 9/12).
- **“Association”** and **“the Bunbury and Districts Hockey Association”** refers to the management of the Bunbury Association in accordance with the Constitution.
- **“Club”** means any Club or Association, or any other group within Australia or overseas controlling the playing of field hockey, according to the rules of FIH.
- **“Junior Committee”** refers to a Committee that is set up by the Bunbury and Districts Hockey Association Executive to carry out delegated functions or powers of the Junior Association.
- **“Junior Convenor”** refers to the member of the Bunbury and Districts Hockey Association Committee who is charged with running the Junior Executive and has delegated powers to make decisions in relation to junior matters by the Bunbury and Districts Hockey Association Executive.
- **“Competition”** means the grades controlled by the Bunbury and Districts Hockey Association.
- **“FIH”** refers to the International Hockey Federation.
- **“Final”** refers to any of the series of games played at the end of the qualifying season of all grades except J2/U and J3/4 to determine the Premier.
- **“Fixture Week”** refers to the period from Wednesday to Tuesday inclusive.
- **“Grade”** means the specific grade within the age group (i.e. J 9/12).
- **“HA”** refers to Hockey Australia.
- **“League”** refers to one of Premier League, Provisional League, Metropolitan League, Masters League, Junior League, Indoor League or Junior Indoor League which are conducted under the auspices of Hockey WA.
- **“Player”** refers to any player regardless of their position, includes field players and goalkeepers.
- **“Policy”** refers to guiding principles set down and endorsed by the relevant Committee, Advisory Group, Division, Board, Association, Council or CEO of Hockey WA.
- **“Protective Headgear”** refers to a full goalkeeping helmet, not just a facemask.
- **“Qualifying Season”** is defined as the round games played prior to the finals series.
- **“Rules of Hockey”** means current edition of the FIH Rules of Hockey.
- **“Team”** means a number of players registered with a Club and designated by that Club to represent it in a scheduled match in the competition.

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2. CLUB UNIFORMS

- 2.1 If the playing uniforms of both teams in a game are so similar that it may lead to possible confusion, the second named team in the game shall wear a contrasting uniform (shirt or bib and socks if available).
- 2.2 In all competitions, goalkeepers are to wear an over shirt that is of a colour contrasting to the shirt colour of both teams.

3. COMPETITION STRUCTURE

- 3.1 The Bunbury and Districts Hockey Association shall cause the Junior Competition to be divided into the following school years groups:
 - J 9/12
 - J 7/8
 - J 5/6
 - J 3/4
 - J 2/Under
- 3.2 The Bunbury and Districts Hockey Association may grade any of the age groups specified in Rule 3.1 if deemed appropriate. This decision will be delegated to the Junior Convenor through the sub-committee and must have agreement from all Club representatives.
- 3.3 The Junior Convenor shall have the power to consider and act upon any request in writing from a Club, for changing that Club's team(s) from one grade to another.

4. CONDUCT OF MATCHES

4.1 MATCH CONDITIONS

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

- 4.1.1 The J 2/U, J3/4, J5/6 and J7/8 matches shall consist of two (2) periods of play each twenty-five (25) minutes in duration and a half-time interval of five (5) minutes. Time shall be controlled centrally by the hockey office.
- 4.1.2 The 9/12 matches shall consist of four (4) periods of play each twelve (12) minutes in duration, a quarter and three-quarter interval of two (2) minutes and a half-time interval of three (3) minutes. Time shall be controlled centrally by the hockey office.
- 4.1.3 For a match, each team shall provide at least one (1) white hockey ball of standard requirements in good condition, to the satisfaction of the Umpires. A coloured ball may be used with the agreement of both teams and both umpires.

4.2 TEAM CONDITIONS

- 4.2.1 Teams can comprise up to 18 players of which a maximum of 11 players (less any players who have been suspended by the Umpires) may be allowed on the field of

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play at one time for grades J5/6, J7/8 and J9/12. Grades J2/U are allowed a maximum of eight (8) players on the field at any one time and J3/4 a maximum of 10 players on the field at any one time. Players may be interchanged at any time except during penalty corners where played.

- 4.2.2 Each team must play with a goalkeeper with goalkeeping privileges wearing full protective equipment comprised of at least protective headgear (see definition), leg guards and kickers and a different coloured shirt.
- 4.2.3 No team shall commence play with fewer than seven (7) players in grades J5/6, J7/8 and J9/12. Grades J2/U and J3/4 may play with a minimum of five (5) players, however it is encouraged that the teams try and share players to achieve even numbers given that premiership points are not issued in these grades.
- 4.2.4 A team with fewer than the required number of players outlined in clause 4.2.1 may add extra players during the progress of the game until the full complement is reached.
- 4.2.5 Should a team be left to play a fixture with more than 50% of their regular players absent due to official commitments (i.e. mandatory School Camps, Boarders Weekend, State Representation, etc.), then consideration will be given for the fixture to be rescheduled to an appropriate time.
- 4.2.5.1 Written requests for reschedule must be made to the opposition club a minimum of four (4) weeks prior to the original fixture date. Hockey WA and the Bunbury and Districts Hockey Association recommend in the interest of ensuring maximum participation in our sport that clubs work together towards reaching a mutual agreement.
- 4.2.5.2 If mutual agreement cannot be reached before ten (10) days prior to the original fixture date, it is at the Junior Convenor's discretion as to whether the fixture is to be changed to an alternative date and time.

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

Number of regular players	16	15	14	13	12	11	10	9	8	7
Minimum number of regular players absent	9	8	8	7	7	6	6	5	5	4
Remaining regular players	56%	53%	57%	54%	58%	55%	60%	56%	62%	57%

4.3 MATCHES

- 4.3.1 In all J2/U, J3/4 and J 5/6 grades, the coach may be permitted to move around the field provided that play is not interrupted or disrupted, and that the presence of either coach is not intimidating to the players or to the umpires.

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4.3.1.1 Coaches are not permitted on the field during the last three games of the season.

4.3.1.2 Coaches acting in an intimidating manner to players and/or umpires must leave the field of play upon request by the umpire, umpiring coordinator or Junior Convenor.

4.3.2 No penalty strokes shall be awarded in any J2/U, J3/4 and J 5/6 game.

4.3.3 No penalty corners shall be awarded in any J2/U game. Penalty corners can be awarded in the J3/4 grade should agreement be reached between the coaches based on the skill level and safety of the players.

4.4 SPECIFIC RULE INTERPRETATION

4.4.1 Stick above the shoulder will be officiated as follows:

4.4.1.1 The FIH Rule 9.7 permitting players to play the ball in a controlled manner with the stick above their shoulder is permitted in the 9/12 grade only.

4.4.1.2 For all other grades, players shall not be permitted to use their stick above their shoulder at any time.

4.4.2 The rule against dangerous play shall be strictly enforced in J2/U, J3/4, J5/6 and J 7/8 grades.

4.4.2.1 Raised Ball: Play is considered dangerous when the lifting of a ball causes legitimate evasive action by players. In this case, a free hit should be awarded to the opposition. At the umpire's discretion dangerous play can be called for a shot at goal that is considered dangerous to the goalkeeper in the J5/6 grade.

4.4.2.2 Raised Stick: Play is considered dangerous when the lifting of a stick causes legitimate evasive action by players.

- If the danger is caused by the player lifting their stick, then a free hit should be awarded to the opposition.
- If the danger is caused by the opposition player entering the contest from the wrong side, then a free hit should be awarded to the team in possession.

4.4.2.3 Tomahawk: A tomahawk is only permitted in J5/6 and above. Play is considered dangerous when the lifting of the stick in follow through or lifting of the ball, in playing a tomahawk (shot or pass), causes legitimate evasive action by players including the goalkeeper (J5/6 grade only). In these cases, a free hit should be awarded to the opposition.

4.4.2.4 Tackling from behind: Play is considered dangerous when a player swings their stick from behind the player in possession, trying to hinder their

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progression up the field (tackling from behind). In this instance a free hit should be awarded to the playing in possession of the ball.

4.4.2.5 Overheads played from Free Hits: Players shall only be permitted to play Overhead passes when directly from a Free Hit in all J 7/8 matches. Should any player attempt such a pass in open play, a free hit should be awarded to the opposition. In all J9/12 matches, players can overhead from both free-hits and general field play. Overheads are not to be played in any capacity in any J2/U, J3/4 and J 5/6 grades.

4.4.3 The FIH Tournament Rule penalising players for Breaking at a Penalty Corner shall not apply for J3/4, J5/6 and J7/8 Competitions. In the instance that a defending player, in a J7/8 or J5/6 match, enters the circle before the ball is played, and advantage is lost, play should be stopped, and the Penalty Corner replayed. In the instance that an attacking player, in a J7/8 or J5/6 match, enters the circle before the ball is played and obtains an unfair advantage, the Penalty Corner shall be replayed.

4.4.3.1 Exception: all J9/12 matches, the FIH Tournament Rule applies, where players penalised for breaking are sent back to the half-line. An attacker may be replaced, but a defender may not.

4.4.3.2 Until the ball has been played, no attacker other than the one taking the push or hit from the backline is permitted to enter the circle and no defender is permitted to cross the centre line or backline.

4.4.3.3 For any offence of this rule by a defender, other than the goalkeeper, the offending player(s) shall be required to go beyond the centre line and cannot be replaced by another defender.

4.4.3.4 For any offence of this rule by a defending goalkeeper, the defending team defends the penalty corner with one less player other than the goalkeeper.

4.4.3.5 For any offence of this rule by an attacker who enters the circle before the ball is played, the player injecting (pushing) the ball into the corner shall be required to go beyond the centre line and the Penalty Corner replayed.

4.4.3.6 The player who pushes or hits the ball from the backline must not feint at playing the ball. For any offence of this rule the offending player must be replaced by another attacker, the offending player(s) shall be required to go beyond the centre line and the Penalty Corner replayed.

4.5 GROUND CONDITIONS

4.5.1 Where the weather or ground conditions are unsatisfactory or due to any other extraordinary circumstances a game may be postponed if both coaches agree or, failing agreement, one coach and both umpires agree. If the game does not start or if less than twenty (20) minutes playing time has been played, the game will be replayed in full. If more than twenty (20) minutes has been played, then the game will be considered complete. Any game needing to be replayed or completed will be done so

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at a time and field determined by the Junior Convenor. If a time and date cannot be agreed upon by the two teams within three (3) weeks of the original fixture, then the game will be classed as a draw and no votes will be awarded.

4.5.2 A postponed or replayed game due to Junior League Rule 4.5.1 shall be deemed to have been played on the day originally appointed. A team can only use players who were eligible to play on the original nominated date.

4.5.3 If during the course of a match a team declines to continue the game, or if at any time during a match the number of its players on the field is fewer than seven (7), this team shall be deemed to have lost the match and the opposing team to have won the match with the score standing at the time or by a score of five (5) – nil (0) whichever is the greater with respect to goal difference.

4.6 BLOOD RULE

4.6.1 If a player is bleeding they must immediately leave the field to receive treatment (substitution may be made).

4.6.2 The player may return to the field once bleeding has been controlled, the wound covered, and any blood contaminated clothing changed. Managers should have spare shirts available for players.

4.6.2.1 If the bleeding player does not leave the field voluntarily or when asked, the umpire may suspend them for misconduct.

4.6.3 Recommendations for the cleaning of the playing area:

4.6.3.1 If an area on the field becomes contaminated with blood, the umpire must stop the game. The blood must be thoroughly washed until agreement is reached between coaches that play can resume. All care and safety should be taken by anyone cleaning up the blood and disposable gloves are recommended.

5. FORFEITS & WITHDRAWALS

5.1 FORFEITS

5.1.1 A team intending to forfeit must notify the Junior Convenor and phone contacts of the opposing Club, by midday of the last business day prior to the fixture. Failure to do so may result in the loss of three (3) premiership points at the discretion of the Junior Convenor.

5.1.2 The loss of premiership points for failure to comply with 5.1.1 will not apply if a team attempts to field a side but finds, on arrival at the ground, that they do not have the required minimum number of members present.

5.1.3 If a team does not have at least seven (7) players on the field at any time then it shall forfeit the game.

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5.1.4 If a team forfeits a game, it shall be deemed to have lost the game nil (0) goals to five (5). The opposing team shall be credited with three (3) premiership points.

5.1.5 When a team withdraws from a game after the game has started, it will be deemed to have lost the game. If the team was losing at the time of the forfeit goals scored for and against each team shall stand or a five (5) goals to nil (0) result shall be awarded to the opposing team, whichever results in a greater goal difference to the non-forfeiting team.

5.1.6 If the team was winning at the time of the forfeit, a five (5) goals to nil (0) result shall be awarded to the opposing team.

5.2 WITHDRAWALS

5.2.1 When a team is withdrawn after the commencement of the season all points and goals scored in games involving that team prior to its withdrawal are to be cancelled.

6. OFFICIATING

6.1 UMPIRING

6.1.1 The Association will supply two (2) umpire who is conversant with the current Rules of Hockey and Junior League Rules, and where necessary a mentor to assist an umpire that is developing.

6.1.2 An umpire shall not coach during the playing of a game.

6.2 UMPIRE NO-SHOWS

6.2.1 Where the allocated Umpire(s) fails to arrive by the scheduled starting time it shall be reported immediately to the Umpiring Coordinator so that a replacement can be sought.

7. MISCONDUCT

7.1 All Clubs, players and team officials shall agree to abide by the Hockey WA Codes of Behaviour. Any Club, player or team official considered by the Junior Convenor to be in breach of any of the Codes of Behaviour may be suspended or otherwise penalised as decided by the Junior Committee.

7.2 In the event of excessive harassment of an umpire by coaches, Club officials or supporters, the umpire (or technical officer where applicable) shall have the power to stop the game, call both captains and ascertain whether the offending person(s) is a coach, Club official or supporter.

7.2.1 If a supporter, the person must be ignored, and the game continued.

7.2.2 If a coach or Club official, name and Club should be written on the match report, the Umpiring Coordinator notified, and captain asked to warn offender that if harassment persists, the game may be suspended, and allocation of points shall be decided by the Junior Committee.

7.3 A player may be reported by the umpire or opposing team captain if they have:

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- 7.3.1 Disputed the decision of any umpire;
 - 7.3.2 Used insulting or abusive language before, during or after the match;
 - 7.3.3 Performed a deliberate act contrary to fair play;
 - 7.3.4 Caused interference or attempted to cause interference with the control exercised by an umpire during a match; or
 - 7.3.5 Acted in a manner likely to bring discredit on the game of hockey.
- 7.4 The following personnel shall also have the power to report any player, team official or supporter for misconduct or any breach of these rules:
- 7.4.1 An official Umpire's Coach or Junior Mentor whilst in an observing capacity.
 - 7.4.2 The Umpiring Coordinator;
 - 7.4.3 A member of the Junior Committee;
 - 7.4.4 The Junior Development Officer;
 - 7.4.5 A Club Executive member of either team (on the nominated complaint form).
- 7.5 MISCONDUCT CARDS
- 7.5.1 In all J5/6, J7/8 and J9/12 matches, any breach of the FIH Rules of Hockey, the Constitution, Bunbury and Districts Hockey Association Junior Rules or Hockey WA Policies shall be dealt with, where applicable, with the imposition of either a:
 - 7.5.1.1 Warning (verbal)
 - 7.5.1.2 Temporary suspension (green or yellow card)
 - 7.5.1.3 Permanent suspension (red card)
 - 7.5.2 Misconduct charge against a participant where a green card is issued, the offending player shall be temporarily suspended for two (2) minutes. Where a yellow card is issued, the offending player shall be temporarily suspended for a minimum of five (5) minutes. The offending player must leave the field immediately and the suspension shall commence when the player has left the field of play. The umpire shall immediately restart the game and if the offending player interferes with play when leaving the field, the umpire will further penalise the player in accordance with the Rules of Hockey.
 - 7.5.3 For an offence where the offending player is temporarily suspended, the team shall play with one less player.
 - 7.5.4 The timing of temporary suspensions shall be controlled by the umpire issuing the card.
 - 7.5.5 Misconduct cards cannot be contested after the fixtured game except in the case of mistaken identity.

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7.5.6 If a player receives a temporary suspension in a game, the player shall sit at the seat designated by the Ground Controller or stand with the Team Manager.

7.5.7 If a player receives a second temporary suspension (second yellow card) in the same game, the player is not permitted to take any further part in the game.

7.6 TEMPORARY SUSPENSIONS (YELLOW CARDS)

The Junior Committee will regulate and administer, temporary suspensions as follows:

7.6.1 When a player accumulates three (3) temporary suspensions (yellow cards) in any J5/6, J7/8 and J9/12 game during the competition season, a one fixture week suspension from all Bunbury and District Hockey Association fixtures is imposed as determined by the Junior Convenor.

7.6.2 For every additional two (2) temporary suspensions (yellow cards) a player receives in any J5/6, J7/8 and J9/12 game during the competition season after the first suspension, a two-fixture week suspension is imposed from all Bunbury and District Hockey Association fixtures as determined by the Junior Convenor.

7.6.3 If at the end of the qualifying season a player is due for disqualification under this rule then the disqualification shall apply to the finals series unless otherwise determined by the Junior Convenor in consultation with the Junior Committee.

7.6.4 For the purpose of finals, all temporary suspensions (yellow cards) will be removed from a player's record at the end of the qualifying season. When a player accumulates two (2) temporary suspensions (yellow cards) in any Bunbury and District Hockey Association finals series, a one-fixture week suspension is imposed from all Bunbury and District Hockey Association fixtures as determined by the Junior Convenor in consultation with the Junior Committee.

7.7 PERMANENT SUSPENSIONS (RED CARDS)

7.7.1 In the event of a player receiving a permanent suspension (red card), the umpire concerned must submit a report on the incident to the Junior Convenor within 72 hours of the offence occurring.

7.7.2 The Junior Convenor will notify clubs whose players are suspended with a minimum 24 hours notice prior to the next fixtured game.

7.7.3 The player will be suspended for the next following fixture week for which they are available and the player may face the Junior Committee where the Junior Committee will decide if further penalty/penalties are to be incurred.

7.7.4 A player shall be deemed to be available for a game unless they are:

7.7.4.1 Participating in an Australian Championship

7.7.4.2 Participating in an Australian Representative Team, or

7.7.4.3 Serving a suspension imposed by the Junior Convenor or Junior Committee.

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7.7.5 If at the end of the season a player is due for disqualification under this rule then the disqualification shall apply from the commencement of the following equivalent season unless otherwise advised by the Junior Convenor.

8. PLAYER QUALIFICATION

8.1 REGULAR SEASON QUALIFICATION

8.1.1 Players for a given age group must meet the school year/age criteria in order to be eligible. School years are the primary factor for creating teams.

- J9/12 (for players in the WA school years nine to twelve)
- J7/8 (for players in the WA school years seven and eight)
- J5/6 (for players in WA school years five and six)

8.1.2 Age criteria only covers players who no longer attend school or who are not bona fide enrolled school students in Western Australia. Age criteria is as follows:

Hockey Age Group	Maximum Age
J9/12	17 years of age at 30 June in year of competition.
J7/8	13 years of age at 30 June in year of competition.
J5/6	11 years of age at 30 June in year of competition.
J3/4	9 years of age at 30 June in year of competition.
J2/U	7 years of age at 30 June in year of competition.

8.1.3 Children in accelerated schooling programs may compete in the age group they are currently in as per the school year criteria or the age group they would have been in if not in an accelerated program as per the age criteria. They must compete in the same hockey age group for the entire year.

8.1.4 A player who turns 19 before 31 December in the year of competition is not eligible to compete in the junior competition regardless of whether they are a bona fide school student unless permission has been granted by the Junior Convenor in consultation with the Junior Committee.

8.1.5 Applications for permission under clauses 8.1.4 must be in writing and submitted to the Junior Convenor at least one (1) week (seven (7) days) prior to the fixture. The Junior Committee will not give permission unless the Club can clearly demonstrate that an unfair advantage will not be obtained. In the event that applications are received after this time then the application may not be finalised prior to the game.

8.1.6 Due to safety considerations, it is recommended that the Clubs ensure players are only allowed to play up one age group. Permission for this is not required.

8.1.7 The date for determining age groups for National Championship events is 1 January. Please see the relevant rules for further information.

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8.2 TWO GAMES IN A WEEK

8.2.1 A player is permitted to play more than one game in a weekend in accordance with the following criteria:

8.2.1.1 The player complies with the age and year criteria outlined in clause 8.1;

8.2.1.2 The team which is not the player's regular grade has no more than 13 players (including the player playing more than one game). For the purpose of this clause, 'regular grade' shall mean the lower grade that they are eligible to play in; and

8.2.1.3 The player is only registered with one Club.

8.3 GIRLS PLAYING IN BOYS COMPETITION

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

8.4 BOYS PLAYING IN GIRLS COMPETITION

Boys are not permitted to play in the girls' competition. Teams should be filled using younger girls wherever possible.

8.5 FINALS QUALIFICATION

8.5.1 To qualify to play in any junior final, a player must have played in at least three (3) Bunbury and Districts Hockey Association junior games for that club, in that grade, in the current season, or have obtained the prior permission of the Junior Committee. The Junior Convenor will not give permission unless the Club can clearly demonstrate that an unfair advantage will not be obtained.

8.5.2 If 8.5.1 cannot be achieved, the player must obtain permission from the Junior Convenor in consultation with the Junior Committee. The Junior Convenor will not give permission unless the Club can clearly demonstrate that an unfair advantage will not be obtained.

9. MATCH REPORTING

9.1 A match report system of result checking shall be used.

9.2 Each team is responsible for providing a match report book (duplicate booklet) for each match in which they play. The Junior Committee will provide the match report booklets to teams prior to the commencement of the season.

9.3 Each team shall complete a match report which shall record:

9.3.1 The result of the match played;

9.3.2 A list of players (both surname and first names) from the team completing the match report and numbers;

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- 9.3.3 Details of misconduct cards received by individual players;
 - 9.3.4 Details of goal scorers;
 - 9.3.5 Names and Club (if applicable) of umpires who officiated;
 - 9.3.6 All injuries that have occurred during the match; and
 - 9.3.7 Best players for each respective team by the umpires.
- 9.4 In the event of a forfeit, no scores should be entered for either team. Only the result should be entered.
- 9.4.1 Team lists should be entered for both teams that reflect the players available for the match.
- 9.5 If a player does not take the field they must be removed from the card or indicated as 'did not play' (DNP).
- 9.6 The duplicate copy of the match report is to be given to the office immediately following the match.
- 9.7 If a team disputes the information entered by the opposing team an appeal must be made in writing and submitted to the Junior Convenor within fourteen (14) days of the match or 2 days if lodged after the last fixture.

10. PENALTIES

- 10.1 Any appeal relating to ineligible players must be made by the opposing team in writing and submitted to the Junior Convenor within fourteen (14) days of the match or 2 days if lodged after the last fixture.
- 10.2 If the Junior Convenor believes that there is good cause for doing so, then they may investigate any game at their discretion through random audits, regardless of receipt of a protest.
- 10.3 Should a team be found to have played an ineligible player and won or drawn the match, the penalty may be forfeiture of the match. In this instance, the points shall be allocated to the opposing team. Goals scored for and against each team shall stand or a five (5) goals to nil (0) result shall be awarded to the opposing team, whichever results in a greater goal difference to the non-offending team.
- 10.4 Should the opposing side also have fielded an ineligible player, then neither team shall receive any points and a 5-0 loss shall be recorded against both teams.
- 10.5 In the event of the false recording of a name on a match report the offending team shall forfeit the fixture.
- 10.6 A player who plays under a false name and the person whose name that player plays under shall be deemed not to have played in the game for the purposes of qualifying for Finals.
- 10.7 If a team plays an ineligible player or records a false name on the match report in a Final, it shall forfeit the game.

11. PREMIERSHIP TABLE

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- 11.1 The Premiership table shall be established by awarding teams three (3) points for a win, one (1) point for a draw and no points for a loss.
- 11.2 Where two or more teams have played in an equal number of fixtures and have an equal number of premiership points, their relative positions on the premiership table shall be decided:
- 11.2.1 Firstly, on goal difference. Goal difference is determined by subtracting the goals scored against a team from the goals scored by it (e.g. 40 goals scored by the team and 20 goals conceded by the team, gives a goal difference of +20);
- 11.2.2 Then, by the most number of goals;
- 11.2.3 Then if still equal, on the number of matches won;
- 11.2.4 Then if still equal, by the highest total of goals scored when the teams played each other during the season;
- 11.2.5 Then if still equal, by the tossing of a coin.
- 11.3 Where the teams have played an unequal number of games at the end of the Qualifying Season, the position of teams on the premiership table shall be decided on percentages and then by following the steps outlined from rule 11.2. A team percentage is arrived at by dividing the points scored by the possible points and multiplying the result by a hundred (e.g. games played = possible points 30, points scored = 15. Percentage $15/30 \times 100 = 50\%$).
- 11.3.1 Where two or more teams have an equal percentage, their relative positions on the premiership table shall be decided by goal difference and the subsequent steps listed in Junior League Rule 10.4. Clubs querying or wishing to correct the premiership table must do so in writing to the Junior Convenor. Changes will not be made without confirmation from involved clubs.
- 11.4 Should an error on the premiership table not be queried or otherwise corrected within two weeks of the date of publication of that premiership table, the premiership table shall be deemed to be correct.

12. FINALS

12.1 FORMAT FOR JUNIOR LEAGUE FINALS

- 12.1.1 No finals will be played in the J2/U and J3/4 grades.
- 12.1.2 In the J5/6 grade, a playoff series will determine the winner of the competition the week after the last fixture or as otherwise determined by the Junior Convenor. The winner of the competition will be determined by the playoff of the teams that finished first and second at the completion of the qualifying season. All other teams will playoff for the remaining positions. In the event that there are uneven teams, the team that finished last will not play in the playoff series.
- 12.1.3 Unless otherwise determined by the Junior Committee, the top four teams at the completion of the qualifying season shall play in the final series as follows:

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- The second and third placed teams shall play in the first Semi-final;
- The first and fourth placed teams shall play in the second Semi-final;
- The winner of the second Semi-final shall play the winner of the first Semi-final in the Grand Final.

13. TIE BREAKERS

- 13.1 Tie breakers are not used during qualifying season games.
- 13.2 In the J5/6 grade, if the score in a finals game is level at the end of normal time then the premiership will be shared. The team that finished top of the ladder shall be awarded the gold medals.
- 13.3 If the score in a finals game is level at the end of normal time in the J7/8 and J9/12 grade then, after a five (5) minute rest, umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. Two periods of up to 5 minutes of extra time, in between which teams must change ends, without a rest period, shall be played.
- 13.4 The first team to score a goal in extra time shall be the winner of the game.
- 13.5 In finals games other than the Grand Final, in the event that the score is still level at the end of the two periods of extra time then the highest placed team on the Premiership table at the end of the round games shall be the winner.
- 13.5.1 In all J7/8 grand final games, in the event that the score is still level at the end of extra time then the Premiership shall be shared. The team that finished top of the ladder shall be awarded the gold medals.
- 13.5.2 In all J 9/12 grand final games, in the event that the score is still level at the end of the two periods of extra time then a penalty stroke competition will take place.
- 13.5.2.1 In a penalty stroke competition five (5) players from each team shall take a penalty stroke alternatively.
- 13.5.2.2 Permanently suspended (red card) players are ineligible to take part in a penalty stroke competition.
- 13.5.2.3 The umpires, after consultation with the Team Captains and Technical Officer if present, shall choose the goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke.
- 13.5.2.4 Each goal keeper shall defend for their team unless unable to do so, in which case another player may replace them. This player must wear approved goal keeping equipment.
- 13.5.2.5 The competition will cease once an outright winner has been established.
- 13.5.2.6 In the event of an equal number of goals having been awarded, another series of penalty strokes shall be started with the same players and shall

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feature “sudden death”, which shall mean that the winner shall be the first team to have scored one more goal than the opposing team after an equal number of penalty strokes has been taken by each team. The sequence of stroke takers does not need to be the same as in the previous series and the team captain has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke. The team which defended the first stroke of the first series shall not defend the first stroke of the second series.

14. DISPENSATION

- 14.1 A club may request a dispensation for a player that does not meet the player qualification rules under section 8 of these rules.
- 14.2 In order for a dispensation to be issued, a majority vote must be obtained by the Committee and will be subject to the following conditions:
- 14.2.1 A mandatory four (4) week trial period before coming back to Committee for further discussion and consideration.
- 14.2.2 A copy of the dispensation being distributed to all coaches within the relevant grade that it applies.
- 14.3 After the four (4) week trial period, another majority vote must be obtained by the Committee to continue the dispensation. A list of all dispensations is to be kept in the office for viewing on request.
- 14.4 Should a written complaint be received in relation to any dispensation, it will be reviewed immediately by the Committee and a decision made as to whether or not the dispensation continues. Any written complaint should outline in detail the nature of the complaint in relation to the dispensation and which club the complaint has come from endorsed by a Committee member of that Club. Complaints received directly from parents or coaches will not be accepted.

15. SITUATIONS NOT COVERED BY THESE RULES

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

16. BUNBURY CARNIVAL

- 16.1 The Bunbury Carnival will administer the relevant sections of these Junior League Rules relating to game play in addition to the FIH Tournament Rules. In the case of any inconsistencies, these Junior League Rules prevail to the extent of the inconsistency.

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16.2 For rules relating to the general running of the Bunbury Carnival including finals, please refer to Section 6 of the Bunbury and Districts Hockey Association Rules.

Approved by the Bunbury and Districts Hockey Association Executive 19 April 2017.

Endorsed by the Junior Committee 24 April 2017.

Revised by Junior Committee 22 January 2018.

Revised by Junior Committee 26 March 2019.