



44th
PESTA HOKI
USM-PENANG
INTERNATIONAL
2017

TOURNAMENT RULES
&
REGULATIONS

THE 44th PESTA HOKI USM – PENANG INTERNATIONAL 2017

TOURNAMENT RULES & REGULATIONS

1.0 NAME

The competition shall be called PESTA HOKI USM – PENANG INTERNATIONAL and the teams shall compete for the following trophies which shall be competed for annually:-

- 1.1 'DYMM Paduka Seri Sultan Azlan Shah Trophy' for Premier League (6-a side)
- 1.2 'DYTM Dr. Raja Nazrin Shah Trophy' for Classic men's Open (6-a side)
- 1.3 'TYT Yang Di Pertua Negeri Pulau Pinang Trophy' for Classic Women's Open (7-a side)
- 1.4 'Hon. Minister of Higher Education Trophy' for Institution of Higher Learning in Malaysia, Men (6-a side) and Women (7-a side)
- 1.5 'The Milo Trophy' for Men's Junior U-18, (6-a side)
- 1.6 'The Milo Trophy' for Women's Junior u-18, (7-a side)
- 1.7 'The Milo Trophy' for Boy's U-15, (6-a side)
- 1.8 'The Milo Trophy' for Girl's U-15, (7-a side)
- 1.9 'The Milo Trophy' for Boy's U-12, (6-a side)
- 1.10 'The Milo Trophy' Girl's U-12 (7-a side)
- 1.11 'The Veteran Trophy' for Veteran's Above -40, (6-a side)

2.0 OWNERSHIP

These are challenge trophies and shall remain the property of USM. The winning teams shall return the respective trophies in good condition to the Organizing Committee as soon as possible after the Prize Giving Ceremony is over.

3.0 RULES

All matches shall be played in accordance with the latest Rules of the Games of Hockey as issued by the Rules Board, F.I.H. with the following exceptions:-

3.1 PARTICIPATION CONDITIONS

- 3.1.1 The competition is open to all schools, institutions of higher learning and clubs worldwide as long as they are affiliated to their respective National/State/District Hockey Federation/Association.
- 3.1.2 For the Women's Open, Men's Open and Men's Veteran categories all entry forms must be endorsed by the respective District/State/PDRM/ATM hockey association or accompanied by a certificate of affiliation.
- 3.1.3 For schools and institutions of higher learning, an endorsement by the respective Headmasters/Principals/Head of Departments are acceptable. Team managers are advised to obtain parental consent for participants below 18 years of age.

- 3.1.4 The Organizers reserve the right to reject entry to participate by any team.
- 3.1.5 Submission of teams: Team Managers may only submit a **maximum of two (2) teams per category**. However teams may participate in **more than one category and players may participate in two (2) different categories**.

3.2 REGISTRATION

- 3.2.1 For this tournament teams may register a maximum of eight (8) players for the boys'/ men's competition and not more than nine (9) players for the girls'/ women's competition.
- 3.2.2 Only registered players are permitted to play for their respective teams. Team Managers for teams under age qualification must include relevant documents of their players to certify their age eligibility during team registration. (Also refer to Rule 3.3)
- 3.2.3 No team shall register any banned official or player.
- 3.2.4 **Entry forms:** Two types of entry forms shall be used to register participation of teams namely: The one for only invited teams in the Foreign and Veteran categories, and the other an online application for local teams. No other forms of application, eg. verbal, shall be entertained. Since entries will be limited particularly for the Junior categories, apply early to avoid disappointment.
- 3.2.5 All Junior Category competition shall commence on Friday morning with the finals held on Saturday evening.
- 3.2.6 Men's Veteran competition (Only by invitation): Matches shall commence on Saturday with the finals on Sunday evening.
- 3.2.7 Men's & Women's Open Categories: Matches shall commence and end at the same time as that for the Veteran's.

3.3 AGE QUALIFICATION

The following age eligibility for each category shall be strictly observed:-

Team Managers are advised to submit **certified** photo copies of relevant documents to certify age eligibility as per category requirement, namely, Birth Certificates for Under 12 and ID/ Passport, as the case maybe, for Junior / Men Veteran Category.

- 3.3.1 Under 12 Players – born on or after 1.1.2005
- 3.3.2 Under 15 Players – born on or after 1.1.2002
- 3.3.3 Under 18 Players – born on or after 1.1.1999
- 3.3.4 Men's Veteran – born on or before 08.12.1977

3.4 SUBSTITUTION

'Rolling Substitution' is allowed. A team is permitted the use of both their substitutions during a match including extra time. All substitutions shall be made at the Technical Table. Time shall be stopped for substitution of goalkeepers. A suspended player shall not be substituted during his/her suspension period. Substitution is permitted at anytime except within the period from the award of a penalty corner until after it has been completed. During this period, substitution is only permitted for injury to or suspension of defending goalkeeper.

3.5 NUMBER OF PLAYERS

A team shall consist of six (6) players for the Men's competition and seven (7) for the Women's competition. A minimum of four (4) players shall start in a six-a-side competition and five (5) players in seven-a-side competition. The use of a goalkeeper is mandatory. A player may be registered to play for only

one (1) team in a particular category. However he/she is allowed to be registered with another team in a different category. (Also refer to Rule 3.1.5)

3.6 DURATION OF THE MATCH

3.6.1 **Group Stage Matches:** All matches shall be played in one period of 10 minutes with no change of ends.

3.6.2 **Knockout Phase Matches till Quarter- Finals Stages:** All matches shall be also played in one period of 10 minutes with no change of ends.

If the result is a draw at the end of regulation time, a Sudden Death Penalty Stroke Competition as stipulated in Rule 8 shall decide the winner.

3.6.3 **Semi- Final Matches:** All matches shall be divided into 2 periods of seven (7) minutes each with an interval of one minute for change of ends.

If the result is a draw at the end of regulation time, a Sudden Death Penalty Stroke Competition as stipulated in Rule 8 shall decide the winner.

3.6.4 **Final Matches:** All matches shall be divided into 2 periods of seven (7) minutes each with an interval of one minute for change of ends.

If the match is a draw at the end of regulation time, the two teams shall continue to play a Sudden Death Extra Time for two periods of three minutes each with an interval of one minute for change of ends.

If the result is a draw, a Penalty Shootout Competition as stipulated in Rule 8 shall decide the winner, if the finals is played on turf. If the finals is played on field, a Sudden Death Penalty Stroke competition as stipulated in Rule 8 shall decide the winner

3.7 PLAYING AREA

The dimension of the playing area may be reduced, but the 23 meter line, the semi-circle and the penalty stroke spot shall remain unchanged.

3.8 PENALTY CORNER

The award of a penalty corner to a team at the end of half time and full-time will not be implemented in this competition.

4.0 GROUPING OF TEAMS

4.1 The Organizers shall decide on the number of groups and on the number of teams per group. No objection on these matters will be entertained.

4.2 The Knockout Phase Chart will also be drawn by the organizers.
(Please take note: An area beside the Secretariat will display the fixtures /charts as well as the updates on the score of matches played.)

5.0 MATCH TIME SCHEDULE & REPORTING TIME

- 5.1 The time schedule may be altered by the technical committee without reference to the teams. Team Managers together with their teams shall report to the Pitch Technical Officer at least 15 minutes before the start of their match as scheduled.
- 5.2 Umpires will start the matches maintaining closely to the fixtures. Match announcements will be made at regular intervals. Any team not present after the umpire has blown for the start of the match shall concede a walkover to the opposing team. The opposing team shall be awarded three (3) points and two (2) goals. The team giving the walkover shall be allowed to play in subsequent matches. (Also refer to Rule 7 on Withdrawals). If both teams fail to turn up, the match shall be deemed to have been 'played' but neither team shall be awarded any point.

6.0 MODE OF COMPETITION /RANKING

6.1 GROUP STAGE (LEAGUE SYSTEM)

Teams shall be divided into groups for the preliminary league matches.

- 6.1.1 Group Stage matches shall be played on a one round league system. Three points shall be awarded for a win, one point for a draw and no point for a loss.
- 6.1.2 Only the two top ranking teams of each group shall proceed to the Knockout Phase.
- 6.1.3 The ranking /standing of teams in each group will be determined by the most number of points earned.
- 6.1.4 In the event that two or more teams are tied on points, their ranking/standing shall be determined as follows:-
 - 6.1.4.1 In the event of a tie on points the team with a greater goal difference will be ranked higher
 - 6.1.4.2 If a winner is still not decided, the team that has scored the greater number of goals shall be ranked higher.
 - 6.1.4.3 However if a winner is still not decided, the team that had defeated its opponent in its earlier match shall be ranked higher.
 - 6.1.4.4 If the result is still a tie between two teams then a Sudden Death Penalty Stroke Competition as stipulated in Rule 8.0 shall decide the winner.
 - 6.1.4.5 If the result is a tie between three or more teams then a Sudden Death Penalty Stroke Competition as stipulated in Rule 8.0 shall decide the winner.
- 6.1.5 In the Group Stage Matches the Champion and Runner up of each category will proceed to the Knockout Phase, except that, in the Men's Open Category the teams will be split. The Champion will advance to the Premier Category while the Runner-up will be placed in the Classic Open Category. Play will also be on a knockout basis.
- 6.1.6 Junior Men and Women under 18 teams who qualify to the semi-final will be promoted to play in Men's and Women's Open category in the knockout stage.

6.2 KNOCKOUT STAGE (ELIMINATION ROUND)

- 6.2.1 All matches in this round shall be played on a knockout basis.
- 6.2.2 In the knock-out stage, any decision to identify the winners of matches that end in a draw at the end of regulation time shall be based on Rule 3.6.2, Rule 3.6.3 & Rule 3.6.4.

7.0 WITHDRAWALS

If any team that withdraws from the competition after playing one or more matches or does not play in the first two matches or in its last match in the group, that team together with the Team Manager and the registered players shall be banned from this tournament for the next three years.

8.0 SUDDEN DEATH PENALTY STROKE COMPETITION

- 8.1 A player from each team shall take (without wasting time) a stroke against the same (opposing) goalkeeper until a winner is decided (unless the later has been incapacitated and replaced).
- 8.2 Any three (3) players registered for the match are eligible to participate in the penalty stroke unless anyone of them is serving a permanent suspension (RED CARD).
- 8.3 In event of an equal number of goals awarded, a player may only take a second stroke after a series of three (3) strokes is completed. The second series shall be taken by the same three (3) players in any order.
- 8.4 A maximum of 6 strokes only shall be taken by each team, and if a winner is still not decided, then the winner shall be decided by a toss of coin. The umpires shall toss to decide the winner.
- 8.5 The umpires shall toss a coin with the respective captains to decide who shall take the first stroke. The stroke need not necessarily be taken on the same playing pitch.
- 8.6 For Final matches that are played on field, if the match ends in a draw, then a Penalty Stroke Competition shall decide the winner, where each team will have to name 3 players to take the stroke, if the first series of Penalty Stroke Competition ends in a draw, then a Sudden Death Penalty Stroke Competition shall be played with the same named players from the first series.
- 8.7 Penalty shootout will be conducted only on final matches, if the matches are played on turf.
 - 8.7.1 A player should execute the goal within 8 seconds of given time, where the time starts when the whistle is blown and the time ends when the horn is blown.
 - 8.7.2 3 players from each team should be named to take the first series of shootout, if the shootout ends in a draw then a Sudden Death Penalty Shootout shall decide the winner.
 - 8.7.3 In the second series, the same named player shall carry out the shootout, but this time it can be in any particular order.
 - 8.7.4 If it is still a draw, a toss of coin shall decide the winner.

9.0 UMPIRES

Qualified umpires shall be selected by Penang State Hockey Association (PSHA). The assignment of umpires shall be the responsibility of the Technical Committee.

10.0 PROTEST

A team wishing to protest shall observe the following procedures:

- 10.1 The Team Manager shall verbally inform the Technical Officer of the match of his intention to do so while signing the Match Report after the match ends.
- 10.2 The Team Manager shall have a further FIFTEEN (15) minutes to file a written protest. Protest Forms shall be available at the Technical Table of the respective pitches.
- 10.3 The written protest together with a Protest Fee of **THREE HUNDRED MALAYSIAN RINGGIT** shall be handed to the Technical Table where the Protest Form was obtained. The protest fee shall be forfeited if the protest is found to be frivolous.
- 10.4 A protest will not be considered if any of the stipulations in Rule (10.1), (10.2) & (10.3) above are not observed.
- 10.5 All protests shall be heard by the Technical Committee whose decision shall be final and binding.

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11.0 PLAYERS' CLOTHING AND EQUIPMENT

- 11.1 Field players of the same team must wear uniform clothing.
- 11.2 Players must not wear anything that may endanger other players.
- 11.3 If in the opinion of the Umpires the jersey colours of the two opposing team may lead to confusion, the first named team in the fixture shall change its jersey to one of a different colour or use bibs.
- 11.4 Each team must have 2 set of numbered jerseys of different colours.
- 11.5 A player shall use the same jersey number under which he/she is registered throughout the competition.
- 11.6 Players must wear shin-pad throughout the match.
- 11.7 Goalkeepers must wear the following throughout the match:
 - 11.7.1 Any garment including upper body protection, shall be of a different colour to that of both team
 - 11.7.2 Headgear (helmet) with protective equipment comprising of full-face protection that covers the entire head
 - 11.7.3 Leg guards (pads) and kickers
 - 11.7.4 Any clothing or protective equipment that significantly increases the natural size of a goalkeeper's body or area being protected is not permitted.
 - 11.7.5 Goalkeepers when taking a penalty stroke are allowed to remove the head gear (helmet) and any hand protectors.
- 11.8 The stick shall have a traditional shape with a handle and a curved head that is flat on its left side. The stick must be smooth and must not have any rough or sharp parts.
- 11.9 The ball shall be spherical, hard and white. Each team must provide a new or painted approved ball for each half of the match.

12.0 DISCIPLINE

- 12.1 Players/Officials shall not use abusive language or behave in an ungentlemanly manner towards Umpires/Officials/players on or off the field. Disciplinary action may be taken against those who do so which may include being barred from further participation in the tournament.
- 12.2 During the game, players receiving a yellow card will be suspended for 3 mins.
- 12.3 The following actions shall be taken against players who receive cards during the course of the competition:-
 - 12.2.1 Three Green Cards Action: One match suspension.
 - 12.2.2 One Yellow and Two Green Cards Action: One match suspension.
 - 12.2.3 Two Yellow Cards Action: One match suspension.
 - 12.2.4 Red Card Action: Suspension pending further decision that may be taken by the Technical Committee.
- 12.4 All suspensions are automatic and it will be the responsibility of the relevant Team Manager to enforce them.
- 12.5 In case of serious breaches of discipline, the Technical Committee may refer the matter to the Penang State Hockey Association for further action.

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13.0 INJURIES

- 13.1 If a player sustains an injury which causes bleeding, he/she must leave the pitch as soon as possible and shall not return until the bleeding has stopped and the wound has been adequately covered. Blood stained clothing must be replaced before re-entry into the pitch.
- 13.2 Any blood stain on the pitch must be immediately wiped clean.

14.0 INTERRUPTIONS TO A MATCH

If a match is interrupted due to unforeseen circumstances the following steps shall apply:

- 14.1 Where a match is stopped before the sixth minute, it shall be restarted from the point of stoppage, but not necessarily on the same pitch.
- 14.2 Where a match is stopped after six minutes of play and cannot be continued, the match shall be deemed to have been played and the result shall be that when the match was called off.
- 14.3 In the event that the League Competition cannot be completed due to unforeseen circumstances, the Organizers may change the format of the tournament.

15.0 MATCHES PLAYED AT THE TURF STADIUM

Only Turf Shoes shall be allowed for matches played on turf.

16.0 INTERPRETATION

In the event of any dispute in the interpretation of the rules, the Technical Committee's ruling shall be final and binding on all teams.

17.0 MATTERS NOT PROVIDED FOR IN THE ABOVE RULES

Matters not provided for in the above rules shall be decided by the Technical Committee whose decision shall be final and binding.

18.0 ADVICE TO TEAMS

- 18.1 Teams are advised to insure their players.
- 18.2 The Organizers expect the Teams to help maintain the cleanliness of the competition grounds and their surroundings at all times.
- 18.3 All participating teams must sign the CODE OF CONDUCT FORM and return it to the Organizers during registration.

19.0 INDEMNITY

The organizing committee and its appointed officials shall not be held responsible for any injuries or mishaps that may occur during the PESTA HOKI USM-PENANG INTERNATIONAL 2016 or as a result of participation in this tournament.

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