

## Contravention

- 7.6. A penalty, as specified in the Second Schedule, shall be levied for a contravention of these Bye-laws. The HKHAWS will monitor the use of visiting players and reserves the right, at its sole discretion, to take disciplinary action against any club found abusing the privileges of Bye-laws 7.1-7.5 inclusive.

## 8. PLAYER MOVEMENT

- 8.1. No player, even if she does not actually take part in the earlier match, may play for more than one team on any one match day, including goalkeepers playing outfield.
- 8.2. Each player shall be registered for one specific team which she plays as her designated team. A player:
- 8.2.1. who has registered for a higher-ranked team cannot play for a lower-ranked team without first obtaining the approval of the Committee.
  - 8.2.2. who has registered for a lower-ranked team may only play for a higher-ranked team for a maximum of three (3) matches during the same HKHA League. This includes League, Cup and Knockout Tournament matches but excludes one-day divisional tournaments. Once she has played four (4) matches for higher-ranked teams, she will be automatically registered for the highest-ranked team that she has played for.
  - 8.2.3. who has registered for a lower-ranked team is deemed to be automatically registered for the highest ranking team she has played for once she has played two consecutive games for a higher ranked team.
- 8.3. No player movement is allowed between any team in the Premier Division and the lower-ranked teams in their respective club until both (or more) teams involved have completed their first two (2) matches of the HKHA League. For the avoidance of doubt, this provision does not apply among teams outside the Premier Division.

### ~~Player Movement in Knockout Competitions~~

- 8.4. ~~A lower ranked player may play for a higher ranked team in the Knockout Tournament competition, subject to compliance with Bye law 8.2.2.~~
- 8.5. ~~Once a player has participated for a team in one of the Knockout Tournament competitions, she cannot play for any other team in any Knockout Tournament competition thereafter.~~

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Comment [K1]: Already covered in #16 Knockout Tournament.

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## Contravention

- 8.6. A penalty, as specified in the Second Schedule, shall be levied for a contravention of these Bye-Laws.

## 9. PLAYER TRANSFER

- 9.1. Should a player wish to transfer from one Affiliated Club to another during the HKHA League, the Club Convenor of the player's current Affiliated Club shall release the player in the online registration system.
- 9.2. The Club Convenor for the Affiliated Club that the player is moving to should then apply to the HKHA to move the player profile within the online registration system to the new Affiliated Club.
- 9.3. Until registration has been approved and completed, including payment of the appropriate fee, as specified in the First Schedule, the player concerned shall not play hockey for either Club, in any match, held under the auspices of the HKHA. She may, however, play for an HKHA team.
- 9.4. Should the current Club refuse to release the player within a reasonable time, but in any case no longer than five (5) working days from the date of an official request from the Convenor of the player's proposed new Club to the Committee, the player may appeal to the Committee for the transfer to be approved. In the event of such unreasonable delay, the Committee may manually release the player and require the player's previous Affiliated Club to pay the transfer fee.
- 9.5. A player who requests a transfer for the second time within the same season shall need to seek approval from the Committee.
- 9.6. No transfer of players between Clubs shall be permitted between the first day of February and the end of the HKHA League.

## **10. TEAM UNIFORMS**

- 10.1. ~~Clubs shall submit their team uniform designs for the Committee's approval each year when they submit their league registration form. Clubs shall submit two sets of strip colours as stated in their league registration form before the start of the season.~~ The colours of the first and second strips should be distinctively different for the shirt and the socks. Failure to do so will be considered as an incomplete registration and will therefore be subject to a late registration fee should the completed form not arrive before the deadline set by the Committee.
- 10.2. Teams shall play in the shirt, skirt and sock colours as stated on their HKHAWA application form and approved by the Committee.
- 10.3. Goalkeepers shall wear, over any upper body protectors, a shirt or garment of a colour different from that of their own team and of their opponent.
- 10.4. The Committee shall advise all Convenors of these colours before the start of the HKHA League. In the event of a clash of colours, the second-named team on the fixture, being the "away" team, shall change their shirts and/or socks. Teams should note that a clash of sock colours might occur even though there is no clash of shirt colours.

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10.5. ~~No Club may use white coloured socks for either their first or second strip and should refrain from including white in their socks design.~~

**Comment [K2]:** In line with FIH regulations.

10.6. No team may use yellow as an official colour for its shirts. This colour is reserved for the exclusive use of the HKHA Umpires Section.

10.7. The HKHA logo is the official designation for the uniform of players and officials of the HKHA selected to represent the HKHA or Hong Kong at representative hockey matches. Affiliated Clubs shall ensure that their members do not display the HKHA logo on any item whatsoever unless with the express permission of the HKHA Council. The HKHA Council will view any breach of this Bye-law as a most serious matter.

10.8. A player may not participate in any League, Cup or Tournament match organised by the HKHAWS unless she is:

10.8.1. wearing a uniquely numbered shirt. The number shall conform to her Player Registration number and shall be clearly printed or sewn on the fabric itself at the back of the shirt and should meet the following requirements:

- (i) the colour should be in contrast to the shirt colour
- (ii) the number should be in a distinctive filled (not outlined) figure(s)/font(s);
- (iii) the size should be not less than 16 cm and not more than 20 cm in height on the back of the player/goalkeeper's shirt;

10.8.2. wearing shin guards, properly tucked inside her socks; and

10.8.3. wearing suitable footwear (football boots with studs for grass pitch shall not be worn on artificial-turf pitches).

10.8.4. undergarments (such as leggings or long sleeved shirts) worn during matches should match adjoining playing kit colours as much as possible. If not, only solid white or black colours are acceptable. Players should be prepared to remove their undergarments if such undergarments are adjudged by umpires to be causing confusion to their umpiring work.

\*Note: Players are advised to remove all accessories during matches to avoid causing injuries.

10.9. Team Captains in the Premier and First Divisions must wear a distinctive arm-band or similar distinguishing article.

### **Contravention**

10.10. A penalty, as specified in the Second Schedule, shall be levied for a contravention of these Bye-Laws.

## **11. LEAGUE ORGANISATION**

11.1. The Hong Kong Hockey Association League Competition (the HKHA League hereinafter) for the HKHAWS normally comprises:

- (i) A Premier Division;

- 15.5. In the event that an umpire fails to arrive at a match, the home Team Captain shall make a note of this fact on the Match Card.
- 15.6. After the match, the umpires shall record the final result on the Match Card, together with details of any Bye-law contravention and Yellow and/or Red Card awards. The umpires shall sign the card as a true record of the players taking part and of the result of the match, etc. and then both captains shall sign, before returning the Match Card to the Home Team Captain. Upon signing the Match Card, the team captain is deemed to have accepted the information recorded on the Match Card as accurate and final. Should one of or both captains disagree with the information on the Match Card, they should make note on the Match Card in the area provided and submit a written report to the Committee within three (3) days of the match.
- 15.7. The home Team Captain shall promptly post the Match Card to the HKHA office. An electronic copy may be sent to the HKHAWS office no later than three (3) days after the match should the Team Captain be unable to mail original Match Card in time, but the original Match Card must still be sent.

#### **Contravention**

- 15.8. A penalty, as specified in the Second Schedule, shall be levied for a contravention of these Bye-laws relating to the Match Result.

#### **16. DOMESTIC KNOCKOUT TOURNAMENTS**

- 16.1. The tournaments approved by HKHAWS include the Knockout Tournament (Holland Cup, the Knockout Cup – whose derivatives are the Knockout Cup, Knockout Plate, Knockout Bowl and Knockout Saucer), one-day and other tournaments as sanctioned by HKHAWS from time to time.
- 16.2. Unless otherwise specified, all teams (except HKHA teams) are automatically entered into domestic tournaments organized by the HKHAWS. Teams may notify their withdrawal from these tournaments to HKHA Women's Section Committee no later than 15 days (or at a date specified by the Committee) before the start of the respective tournament. Late withdrawal will be subject to a fine.
- 16.3. The normal rules of hockey and these Bye-laws shall apply to all tournaments except as per the following Bye-laws.

#### **Knockout Tournament**

- 16.4. The HKHAWS Committee shall determine which teams will take part in the Holland Cup and Knockout Cup competitions based on the team rankings at the end of the first round of the current HKHA League.
- 16.5. Convenors shall be advised in writing which competition they will take part in by the Committee.

16.9.5. Should the scores be tied at the end of extra time, the match winners shall be determined by a Penalty Shootout Competition. The Penalty Shootout Competition shall follow the Penalty Shootout Competition Regulations laid down in the current edition of the Rulebook Outdoor (Rules of Hockey), as issued by the FIH.

#### 16.10. Player Registration

16.10.1. Each team must submit their team list of up to twenty-two (22) players by a deadline set by the Committee. Players can be registered to ONE team only.

16.10.2. All players on the team list must be registered with the HKHAWS and have participated in at least two (2) League games prior to the submission of the Tournament team list.

16.10.3. Each team must register at least eleven (11) players who are currently registered with that team for the current HKHA League.

16.10.4. A player, once registered, may not play for any other team.

~~16.10.5. The following players may not be registered to play in the lower ranking team in the Tournament:~~

~~(a) Players who are deemed to belong to the higher ranking team according to bye-law 8.2.2.~~

~~(b) Players who have played in any of the last two League games of a higher ranking team~~

**Comment [K3]:** Contradicts Player Movement Rules.

#### One-Day Tournaments

##### 16.11. Format of play

16.11.1. The tournament shall be played in the format as designated by the Tournament Secretary or the Committee.

16.11.2. Round Robin:

(a) If the format is in Round Robin format or include a Round Robin stage, points will be awarded as follows:

- (i) WINNER 3 POINTS
- (ii) SCORE DRAW 2 POINTS
- (iii) NO SCORE DRAW 1 POINT
- (iv) LOSS 0 POINTS

(b) If there is a tie at the end of the Round Robin stage, the ranking will be decided according to the following criteria (in order):

- (i) matches won
- (ii) respective goal difference (i.e. goals for less goals against)
- (iii) respective number of goals for

(iv) the result of the match played between those teams will determine the ranking of the tied teams

(c) If there is still a tie after considering the above, a Penalty Shootout will be taken to determine the ranking.

16.11.3. Pool format:

(a) If the tournament is played in two (2) Pools, the first stage will be single Round Robin (points and ranking will be determined as stipulated in Bye-law 16.11.2 (b) where the top two (2) teams of each Pool after the Round Robin stage shall enter into the semi finals as follows:

Winner of Pool A vs. Runner-up of Pool B  
Winner of Pool B vs. Runner-up of Pool A

(b) If there is a draw in a semi final, a Penalty Shootout will be taken to decide the winner.

(c) The final will be:

Winner of semi-final (A) vs. Winner of semi-final (B)

If there is a draw in the final, a Penalty Shootout will be taken to decide the winner.

16.12. Penalty Strokes, Penalty Corners and Penalty Shootouts

16.12.1. Penalty strokes, penalty corners and penalty shootouts will be taken in accordance with the Regulations outlined by the current edition of the Rulebook Outdoor (Rules of Hockey), as issued by the FIH.

16.12.2. ~~If a Penalty Shootout will be is to be taken in accordance with the current FIH Tournament Regulations, to decide the ranking of teams within a Pool or to decide the winner of a match, the following will apply:~~

~~Each team will nominate five (5) players and inform the umpires the order of players for the Penalty Shootout. If the number of goals scored is equal after each team has taken the five Penalty Strokes, the competition will go into 'sudden death' stage. At this stage, each team can nominate any player (other than players who have been expelled by red cards) registered to play on the day to take the Penalty Stroke. There is no restriction on the number of times a player may take a stroke at this stage. The Penalty Shootout shall continue until a winner is determined.~~

16.12.3. ~~For 7-a-side tournaments, the defending team shall start with only four players (including the goalkeeper or kicking back) behind the back line at Penalty Corners. Subsequent numbers will be subject to the 'breaking the line' rule.~~

16.13. Teams

**Comment [K4]:** The most current FIH Tournament Regulations on Penalty Shootout should be extracted for clubs before each tournament.

- 16.13.1. 'hockey5s'  
Teams shall consist of not more than ten (10) players, but not more than five (5) players of each team shall be on the field at the same time. Substitutions can be made at any time during the game and must be in accordance with Rule 2.3 of the current edition of the Rulebook Outdoor (Rules of Hockey), as issued by the FIH.
- 16.13.2. 7-a-side Tournaments  
Teams shall consist of not more than eleven (11) players, but not more than seven (7) players of each team shall be on the field at the same time. Substitutions can be made at any time during the game and must be in accordance Rule 2.3 of the current edition of the Rulebook Outdoor (Rules of Hockey), as issued by the FIH.
- 16.13.3. 9-a-side Tournaments  
Teams shall consist of not more than fourteen (14) players, but not more than nine (9) players of each team shall be on the field at the same time. Substitutions can be made at any time during the game and must be in accordance with Rule 2.3 of the current edition of the Rulebook Outdoor (Rules of Hockey), as issued by the FIH.
- 16.13.4. 11-a-side Tournaments  
Teams will consist of not more than sixteen (16) players, but not more than eleven (11) players of each team shall be on the field at the same time. Substitutions can be made at any time during the game and must be in accordance with Rule 2.3 of the current edition of the Rulebook Outdoor (Rules of Hockey), as issued by the FIH.
- 16.14. Player Registration
- 16.14.1. A player, once played for a one day tournament for one division, may not play for the same one day tournament for another division.
- ~~16.14.2. The following players may not play in the lower ranking team in a one day tournament:~~
- ~~(a) Players who are deemed to belong to the higher ranking team according to bye law 8.2.2.~~
- ~~(b) Players who have played in any of the last two League games of a higher ranking team.~~
- 16.14.3. Players listed to play in a one-day tournament must provide photographic identification to the officials and/or umpires before the start of the tournament.
- 16.15. Duration of play
- 16.15.1. Pool matches, matches in Round Robin format and semi finals shall be twelve (12) minutes one way or as scheduled by the Tournament Secretary.
- 16.15.2. If the tournament is played in Pool format, the final shall be ten (10) minutes each way, with two (2) minutes allowed for change of ends or as scheduled by the Tournament Secretary.

**Comment [K5]:** Contradicts Player Movement Rules.