

# IHL RULES & REGULATIONS

## I. INTRODUCTION

- 1.1. The League shall be called the Irish Hockey League (men) and the ESB Irish Hockey League (women). The Irish Hockey League may be abbreviated to IHL.
- 1.2. The League must be so referred to in all correspondence and publicity and in any other circumstances in which the name of the League is used.
- 1.3. The Rules of Hockey, including any experimental rule changes approved by the IHA for use in Competitions, shall be observed except as herein provided. A copy of these IHL Rules & Regulations will be available on the IHA and the IHL website.
- 1.4. The IHA shall own the broadcasting rights to all games played in the IHL, including the Finals Weekend and Wildcard Tournament be it, terrestrial, satellite, cable, or internet streaming. All other broadcast coverage may be permitted with the prior approval of the IHA.
- 1.5. The IHA has approved the use of photographic/film/video equipment at all games under the jurisdiction of the Association.

### 1.6. Binding Force of the Regulations

Each club, by its entry into and participation in the IHL, and each player by registering to participate in the IHL, shall be deemed to have given consent to abide by the Rules of the Irish Hockey Association, the IHA Code of Conduct, the IHL Rules and Regulations and the Code of Ethics and to any amendments that may be ratified by the Board of Irish Hockey. Each club and/or player shall be deemed to have agreed to abide by the decisions of the IHL Administration Committee in relation to these Rules & Regulations or any matter not covered in these Rules & Regulations and any penalty or sanction it may see fit to impose.

The Board of the IHA reserve the right to update and/or amend all relevant regulations and codes during any season and will communicate any such updates or amendments to clubs or bodies competing in such competitions. All such updates or amendments shall be binding on participants from the date communicated by the Board of the IHA. In addition the Board of the IHA reserve the right to interpret any IHA rule, regulation or code governing competitions. Matters of interpretation shall be determined by the Board at its sole discretion and no appeal shall be available in respect of an interpretation decision made by the Board.

### 1.7. IHL Objectives

The objectives of the IHL can be summarised as follows:

- Increasing spectator value and broader exposure to the sport and therefore potential for increased sponsorship
- Making Irish domestic hockey as competitive as possible, while maintaining a regional balance in representation to ensure the goals around exposure can also be achieved

## 2. MANAGEMENT

- 2.1. The Management of the IHL will be under the auspices of the IHL Sub working Group as part of the Competitions Working Group and responsible and answerable to the Board of the IHA. The Terms of Reference for the Competitions Working Group can be found on the IHA website.

## 3. LIAISON

- 3.1. Each participating club must appoint a Liaison Officer who must be freely available to the IHL Sub Working Group representative (IHL Administrator) by the usual channels of communication. The name, e-mail address, postal address and telephone/fax numbers of the Liaison Officer and a second contact must be advised to the IHL Administrator. Additionally the name, e-mail address

and telephone numbers of the team Manager must also be advised. Any change in details of the above must be advised to the IHL Administrator immediately.

- 3.2.** Any change to the scheduled match date/times must be requested through the IHL Administrator a minimum of 16 days prior to the match. Consent will only be considered when there is agreement from the opposing club.
- 3.3.** The home club must contact their opponents to confirm arrangements by 8.00pm on the Monday prior to the match. Team colours to be established and if there is a clash, agreement to be reached that the away team need to change.
- 3.4.** The away club must provide the home club with an accurate list of players including shirt numbers, by the Monday evening prior to the game, for inclusion in the matchday programme.
- 3.5.** The home club must contact both Umpires and the Technical Official to confirm arrangements by 8.00pm on the Monday prior to the match. Travel arrangements, time of departure and any pick-up requirements should be confirmed.
- 3.6.** Each participating club shall send a representative to any IHL meeting called by the IHL Sub Working Group or IHA. In addition each club shall respond to requests for information by the IHL Sub Working Group or representatives by the due date. A fine may be levied for failure to comply with this regulation.
- 3.7.** Each participating club shall appoint a Club Press Officer (PR/Communications officer). The Club Press Officer (PR/Communications officer) is responsible for match reports (home only), match previews, club/team profiles, arranging/interviewing players/coaches, supplying general information on home match-day events, including photos after each home game and video clips when scheduled etc. The name and contact details of the Club Press Officer to be forwarded to the IHL Administrator one month prior to the first game.

## **4. ELIGIBILITY**

### **4.1. Club**

**4.1.1.** Qualification to the IHL is based on placing within the provincial league in the preceding season. It should be noted that all teams have to earn their right to qualify for the following season based on their finishing position in their Branch Provincial Competition. IHL qualification is as follows:

- Leinster and Ulster: 1, 2, 3, 4
- Munster: 1, 2
- Wildcard play-offs: 1, 2

**4.1.2.** All clubs who qualify for the IHL must confirm their participation by the due date requested.

**4.1.3.** No participating team may alter its title, nor incorporate any part of a sponsor's name therein, without the prior approval of the IHA.

### **4.2. Players**

**4.2.1.** Any bona fide member of a club who meets the IHA Club Competition Eligibility Rules for all IHA Competitions may play in the IHL.

**4.2.2.** Registration of players is as per the IHA Player Registration Rules for all IHA Competitions.

**4.2.3.** The onus of proof regarding eligibility is on the registering team. The IHL Sub Working Group shall decide any dispute regarding eligibility and shall be entitled to request such written or oral evidence, as it considers necessary.

**4.2.4.** Any appeal against a decision of the IHL Sub Working Group on eligibility shall be made in accordance with Section 19. An individual shall not play in an IHL game pending the outcome of an appeal.

## **5. THE COMPETITION**

- 5.1.1.** The IHL (men's and women's) consists of 12 teams, split into two pools of six.
- 5.1.2.** Each team will play all other teams in it's pool on the dates specified by the IHL Sub Working Group
- 5.1.3.** The top two teams from each pool qualify for the semi-finals – Winner A versus Runner-up B and Winner B versus Runner-up A, followed by the final. The semi-final and final will take place over one weekend.
- 5.1.4.** Teams are allocated to the pools based on provincial league finishing position, as follows:
  - Pool A: Ulster 1, Ulster 4, Leinster 2, Leinster 3, plus 1 team from Munster and 1 wildcard qualifying team
  - Pool 2: Leinster 1, Leinster 4, Ulster 2, Ulster 3, plus 1 team from Munster and 1 wildcard qualifying team
  - A draw will be held to allocate M1 / M2 and Q1 / Q2 to each pool. The draw will take place at the venue of the wildcard play-offs, on completion of the last game
- 5.1.5.** Branch provincial league winners and runners up will play 3 home matches. A draw will determine home match advantage between M1 and (U1 or L1) and M2 and (U2 or L2). The draw will be held at the same time as the draw for finalising the pools at the end of the wildcard play-offs.

### **5.2. Point Scoring System**

- 5.2.1.** Points allocations is as follows:
  - 3 points for a win
  - 2 points for a draw
  - 1 additional point for a win by 3 goals or more
  - 1 point for a loss by 1 goal
  - 0 points for a loss by more than 1 goal
- 5.2.2.** Pool position shall be determined by consideration of each of the following order:
  - Points
  - Goal difference
  - Highest number of goals 'for'
  - Result of the match between the teams equal in the above
  - If teams are still equal, they will share the position except when it is qualification issue, in which case a play-off will be arranged. Such arrangements will be made by the IHL Sub Working Group.

### **5.3. Wildcard play-offs**

- 5.3.1.** The qualifiers to the wildcard play-offs to determine the remaining two IHL qualifiers are as follows:
  - Men: Ulster 5, Leinster 5, Munster 3
  - Women: Ulster 5, Leinster 5, Munster 3 & Connacht 1
- 5.3.2.** The wildcard play-offs will be run as per Appendix 1. The top two teams at the end of the tournament will qualify for the IHL in the following season. The venue, dates and times for the wildcard play-offs will be arranged by the IHL Sub Working Group. Separate regulations for

the tournament will be issued by the IHL Sub Working Group prior to the wildcard play-offs and teams must abide by these regulations (see Appendix 1).

- 5.3.3. Accommodation and travel costs for the participating teams in the Wildcard Playoffs will be pooled and shared equally by the participating teams. Any team wishing to avail of this pooling of costs needs to request the cost information to be sought from all the participating teams in the Wildcard Playoff in question within one week of the Wildcard Playoff completing.

#### **5.4. IHL Finals Weekend**

- 5.4.1. Matches shall be played under the IHL regulations with amendments to facilitate a tournament format (see Appendix 1).
- 5.4.2. The IHL Finals Weekend will be played at a venue decided by the IHL Sub Working Group.
- 5.4.3. Accommodation and travel costs for the participating teams in the IHL Finals Weekend will be pooled and shared equally by the participating teams. Any team wishing to avail of this pooling of costs needs to request the cost information to be sought from all the participating teams in the IHL Final in question within one week of the IHL Final completing.

### **6. MATCH FORMAT VARIATIONS**

The IHL will mirror the match format variations adopted by the EuroHockey League, with a few minor exceptions. The IHL match format variations are contained in Appendix 2.

### **7. TECHNICAL OFFICIALS**

- 7.1. A Technical Official will be appointed by the IHL Sub Working Group to each match at least 2 weeks before the match (See Appendix 3 for Technical Officials' Checklist). The Technical Official is responsible for appointing an Assistant to help out. Technical Officials are empowered to interpret the IHL Rules and Regulations at their discretion and their ruling on any matter shall be final. Should there be a need for a protest to be made, it shall be made in writing to the Technical Official by the Captain or Manager within fifteen minutes of the final whistle.
- 7.2. Technical Officials have the authority to temporarily suspend or remove any player or official from the team-bench for in-discipline. This will involve the person concerned leaving the playing area, as directed by the Technical Official, for the remainder of the match. Any player suspended from the bench will be reported under the IHA Games Disciplinary Procedure. Any serious instances involving either an individual or club may be reported as a Disrepute Offence to the IHA.
- 7.3. If a postponement / abandonment should occur it must be communicated by the Technical Official to the IHL Administrator immediately.
- 7.4. The completed TO Match Report Form and a copy of the match day programme, must be sent by the Technical Official to the IHA Office to arrive by the Monday evening following the fixture (fax and/or scanned image are preferable). The form shall be signed by both Managers, both Umpires and the Technical Official.

### **8. MATCHDAY ADMINISTRATION**

- 8.1. All matches shall be played on the weekend set by IHL Sub Working Group and on the date and time agreed at the Match Scheduling Meeting at the beginning of the season unless both clubs and the IHL Sub Working Group agree to a change. Agreed starting match times may be set between Friday 7pm through to Sunday 4pm and clubs are encouraged to agree the best time to maximise spectator attendance.

- 8.1.1.** Participating IHL Clubs cannot schedule Branch Provincial League or Cup games on the pre-agreed IHL weekend dates, nor within 1 day either side of an IHL original scheduled match.
- 8.2.** The home club must ensure that the ground is set-up to meet the minimum IHL standard, which is:
- Two team dugouts
  - Technical Official dugout and chairs for possible offenders
  - Scoreboard
  - PA System
  - Ball patrol with a minimum of 4 with a sufficient quantity of good quality hockey balls
- 8.3. Pitches**
- 8.3.1.** All matches are to be played on artificial turf pitches. Clubs are recommended to use water-based pitches, if possible. It is the responsibility of the home club to ensure the markings, goals and nets are satisfactory.
- 8.3.1.1. For all IHL matches, a broken line must be marked 5 metres from the outside edge of the circle, in accordance with the markings guidelines of the FIH.
- 8.3.2.** If the pitch facilities are inadequate, the Technical Official, in consultation with the umpires, may direct that the match be postponed or the venue changed.
- 8.3.3.** Every effort must be made to find a suitable replacement pitch should a club's regular venue be unfit.
- 8.3.4.** Spectator viewing areas must be separated from the pitch either by a fence or by roping off a specific section of the ground.
- 8.3.5.** Teams must provide Stewards or have an official responsible for spectator control for all home games.
- 8.4.** The pitch must be available to both teams for a minimum of 20 minutes warm up time prior to the scheduled start time.
- 8.5.** Home clubs must produce a programme for each match. The IHL programme cover supplied by the IHL Sub Working Group must be used unless prior approval is sought from the IHL Sub Working Group. The programme must include accurate teamlists.
- 8.6.** Home clubs must hold an additional organised event suitable for enticing children to the IHL match at a minimum of one home game. The participation of the away club should be sought in any additional events and, at a minimum they should be informed of the events in the week prior to the match.
- 8.7.** Clubs are encouraged to collect a Gate with a recommended €5 (or STG equivalent) charge for adults, with children (Under 15) free.
- 8.8.** Home clubs must provide pre and post-match hospitality, including a post-match meal, to visiting teams and match officials and appoint suitable liaison officers to ensure that teams and match officials are met on arrival and looked after for the duration of their visit. Visiting clubs should notify home clubs in advance if they do not require pre or post-match hospitality.
- 8.9.** The home Club Press Officer (PR/Communications officer) must provide a comprehensive match report to the IHL Administrator within 45 minutes of the end of the match. Preferably, the match report should be via email, however, it can be phoned in should email capability not be available.
- 8.10. Pitch / Match Programme Advertising**
- 8.10.1.** No restrictions will be in place in relation to potential conflict between Club and IHL sponsor organisations

**8.10.2.** Clubs do not require pre-approval from the IHL Sub Working Group for their own sponsors, pitch or additional match programme adverts

**8.10.3.** Clubs must facilitate the display of a temporary pitch advertising board of the IHL Sponsor for the duration of the match event, if requested

## **9. DURATION OF MATCHES AND TIME-KEEPING**

**9.1.** Matches will be played in two halves of 35 minutes with a *time-out* of 2.5 minutes in each half – at 17.5 and 52.5 minutes. Half time is seven and a half minutes – teams will change ends at half time only.

**9.2.** Should the result of a match at the ***semi final or final stage*** of the IHL be a draw at the end of time, then, after an interval of 5 minutes, the umpires will toss a coin with the captains and the winner will have the choice of ends or of possession of the ball to re-start the match for extra-time.

**9.2.1.** Extra-time will consist of 2 periods of 5 minutes each, in between which the teams must change ends, without a rest period.

**9.2.2.** The extra-time shall cease once a team has scored and has a lead, when the time expires either for half-time or full-time (Silver Goal). That team will be the winner of the match.

**9.2.3.** If the score is still equal at the end of extra-time a penalty shoot-out competition will be played to establish a winner in accordance with Appendix 2.

**9.3.** Timekeeping will be controlled by the Technical Officials on duty whose responsibility it will be to signal the end of any period of regulation time, and during any period of extra-time. However, in the case of an extension of any period of regulation time to permit the completion of a penalty corner awarded before the signal for the end of the period, the umpires will signal the end of that period.

**9.4.** The umpires shall blow a whistle to start or restart the game; they shall also signal to the technical table officials every stoppage they may order and the subsequent restart.

### **9.5. Abandoned Matches**

Clubs must follow the IHA Bad Weather Procedure & Postponement /Abandonment The procedure provides guidance on actions to be taken by the home club in the days prior to the match and on the match day itself.

## **10. COMPOSITION OF TEAMS FOR MATCHES**

**10.1.** A maximum of 16 players may be used by each club in each match.

**10.2.** In Rounds 1 to 5, each team manager must confirm with the Technical Official a teamsheet of up to 16 eligible players who will play in that match, not less than one hour before the scheduled start time of the match.

**10.3.** The teamsheet must also contain:

**10.3.1.** The name of the team manager, not being the team coach or team medical doctor;

**10.3.2.** The name of the team coach, team physiotherapist and any team medical doctor, if present and wishing to be authorised to sit on the team bench;

**10.3.3.** Any team doctor included on the list must be a fully qualified and licensed Medical Doctor.

**10.4.** Each team must have a captain or acting captain who is responsible for the behaviour of the team players on the field of play and who must wear a distinctive arm band or ribbon on the field of play or the team bench at all times during a match. Upon suspension of the captain, a team player on the field of play or the team bench must take over the armband or ribbon and role of team captain.

- 10.5.** Each team must have a minimum of 8 players on the field of play for a match to be started or continued. In case a team does not fulfil this condition, the opposing team will be considered as having won the match by a score of 5-0, or by the score when the match was discontinued, whichever of the two scores will be more advantageous for the winning team and the game is deemed completed.

## **11. TEAM BENCHES AND SUBSTITUTION OF PLAYERS**

- 11.1.** Team benches shall be situated near to, and on the same side of the field of play as, the technical officials table.
- 11.2.** The team manager, team coach, the physiotherapist and substitute players nominated for that match, up to a maximum of eight persons, plus the team medical doctor, if registered (see 10.3.3), must remain seated on the team bench during regulation time, including time stoppages, unless the technical official on duty or umpire(s) direct otherwise or when following the substitution procedures. The team manager, who is responsible for the conduct of all persons occupying the bench, must be present on the bench during the match and occupy the seat nearest to the technical officials table.
- 11.3.** The substitution of players during the match must be in accordance with the Rules of Hockey. The substitute player(s) will be chosen from amongst the players nominated for that match.
- 11.4.** The interchange of any player entering the field of play as a substitute, must take place at the Technical Bench under the supervision of the technical official. After leaving the pitch having been substituted, a player must immediately go to his team bench. The team manager of the players concerned is responsible for the proper application of the procedure.
- 11.5.** Vocal communication by team officials and/or players on the team bench must not in any way be directed at the technical officials on duty, the umpires and/or the players of the opposing team. The Technical Officer on duty, after warning a team manager of acts of misconduct by a person or persons on that team bench is empowered, to temporarily suspend or remove any player or official from the team-bench (see 7.2).

## **12. ADMISSION TO THE FIELD OF PLAY**

- 12.1.** The team coach may not enter the field of play at any time under any circumstances (for the purposes of this rule relating to injuries).
- 12.2.** No incapacity treatment will be permitted on the field of play except for goalkeepers.
- 12.3.** If a player becomes incapacitated on the field of play, one of the umpires may stop the match and assess whether or not the player requires attention.
- 12.4.** In the case of an injury to a field player, the umpire may authorise the registered team medical doctor and/or physiotherapist or, if a team does not have such registered officials, the on-duty doctor and/or team manager, to enter the field of play to assist and remove the player concerned from the field of play as soon as it is safe to do so. The umpire may also authorise, if necessary, the stretcher-bearers to enter the field of play.
- 12.5.** If any person from the team bench and/or the on-duty tournament doctor enters the field to attend to a player other than the goalkeeper, that player must leave the field of play and return to the team bench area for a minimum of 2 minutes. The 2 minute period will be managed by the technical officials on duty. The player required to leave the field may be substituted, subject to the provisions of the Rules of Hockey.
- 12.6.** If a player sustains an injury which causes bleeding, then that player must leave the field of play as soon as possible and shall not re-enter until the bleeding has stopped and the wound is adequately covered. Blood stained clothing must be replaced and equipment cleaned before re-entry to the field of play.

- 12.7.** If blood staining to the field of play occurs then immediate cleaning must take place by rubbing with a cloth soaked in 80% alcohol solution for approximately one minute. During this operation there will be a time stoppage of play.
- 12.8.** No liquid or other refreshment may be consumed on the field of play. Any player wishing to take refreshment during a match, including during time stoppages, must leave the field of play and is permitted to re-enter as specified in the Rules of Hockey (not between 23 metres lines and the back lines). A goalkeeper may leave and re-enter the field of play adjacent to the goal.
- 12.9.** Goalkeepers must wear protective headgear at all times during a match, including when defending a penalty stroke. When required to take a penalty stroke, then the protective headgear may be removed. Field players acting as goalkeepers must wear protective headgear when defending penalty corners and penalty strokes. (The FIH Rules of Hockey now also permit an additional field player to be on the field, with none of the privileges of, nor the equipment of a Goalkeeper.)
- 12.10.** Team officials and players may leave the area surrounding the field of play during half time only with prior permission of the technical officer on duty but, in doing so players must leave their sticks and goalkeepers their sticks, hand protectors and headgear at or near the team bench, and must return not less than two minutes before the match is due to be restarted.

### **13. DISCIPLINE**

- 13.1.** The IHA Code of Conduct and the IHA Games Disciplinary Procedure apply to the IHL and any issues will be dealt with by an IHA Games Disciplinary Tribunal and IHA Appeal Committee, if necessary.
- 13.2.** The Finals Weekend will be played under the disciplinary regulations relating to Tournaments.

### **14. TEAM CLOTHING, COLOURS AND ADVERTISING**

#### **14.1. Preventing a clash of colours**

On the Monday prior to each game in Rounds 1 to 5, the Home Team Manager must contact the opposition team to confirm their team colours. In the case of a clash, the away team need to change to their alternative colours (or confirm a partial change of the clashing item).

- 14.2.** Each team must wear the colours of its club (either first choice or alternative, as directed by the TO) as specified on the teamsheet. Each team must have available at each match in which they play their 2 sets of kit (in first choice and alternative colours).
- 14.3.** The alternative set must be of a colour completely different from the dominant colour in the primary set for each of shirts, shorts/skirts and socks. Any additional items of clothing worn by a player during a match (e.g. cycle shorts or long sleeved shirts) must be of the same colour as specified for the adjoining corresponding piece of clothing.
- 14.4.** If, in the opinion of the Technical Official, the colours of 2 opposing teams might lead to confusion, the away team must change. This decision will be at the discretion of the Technical Official.
- 14.5.** For clear vision of the ball the following rules apply:
- 14.5.1.** Players must not wear white socks.
  - 14.5.2.** Shoes must be predominantly dark in colour, but not green. Shoes containing white manufacturer's logos, white lace-hole trims and/or white bottoms and sides of the soles will be permitted.
  - 14.5.3.** Goalkeepers must wear a shirt of a colour different from that of their own team and that of their opponents. The shirt must not be white. Leg guards and kickers and hand protectors must not be white.

- 14.5.4.** The stick, including any tape added to it, may not be coloured white over the lowest 100mm, as measured from the lowest part of the stick.
- 14.6.** Each player's number must be the same as that submitted and appearing on the match program. This number must be of a contrasting colour to the shirt.
- 14.7.** Each goalkeeper must also wear a number on the front of his shirt which must be not less than 7cms and not more than 20cms in height.
- 14.8.** All players must be uniformly and neatly dressed at all times during a match.
- 14.9.** In relation to playing equipment worn by field players they must:
- 14.9.1.** wear shin guards, worn inside of socks, at all times when on the field during a match.
  - 14.9.2.** wear any body protection (including leg protection) underneath/inside normal playing clothing.
  - 14.9.3.** be permitted to wear a face mask while defending a penalty corner provided that the face mask has a smooth surface and fits flush with the face.
  - 14.9.4.** be permitted to wear a soft face and head protection throughout the match for medical reasons subject to an appropriate medical certificate being submitted to the Technical Official.
- 14.10.** No advertisement may appear on any item of clothing used by any player, umpire or official except as may be permitted by the IHA and subject to any additional restrictions of the club's own Branch. Under EHF regulations the IHA currently permits the following advertising on players' uniforms:
- 14.10.1.** All advertising must be the same for all players of the team. Advertising in the form of a company's name, logo or trademark is permitted on the front of the player's shirt - size not exceeding 350sq cm measured as the area within a rectangle drawn around the advertisement.
  - 14.10.2.** Uniforms with shirts with sleeves - on the upper arm of both sleeves - size not exceeding 80 sq cm on each sleeve measured as the area within a rectangle drawn around the advertisement.
  - 14.10.3.** Uniforms without sleeves - on both side panels of the shirt/blouse – not exceeding 80 sq cm on each side.
  - 14.10.4.** On the front of the collar - not exceeding 40 sq cm.
  - 14.10.5.** On men's shorts - on the back of the right leg - not exceeding 100 sq cm.
  - 14.10.6.** Temporary skin tattoos are not permitted as advertising media.
- 14.11. Manufacturer's Identifications**
- An article of clothing or equipment may, when worn or used by a player, official or umpire whilst playing or officiating in any event, display the name, trademark or logo or any other distinctive sign of the manufacturer. The display may appear once only on any article of clothing and may not exceed an overall size of 20 sq cm per article.
- 14.12.** Teams must have player names on shirts for a nationally televised final, if there is a request by the Broadcaster.

## **15. UMPIRES**

- 15.1.** Umpires for all IHL matches will be notified by the IHUA at least two weeks prior to the match.
- 15.2.** Should an Umpire fail to fulfil an appointment, the Technical Official shall endeavour to find another Umpire to enable the match to be played.
- 15.3.** Umpires will wear the standard IHUA uniform.

## **16. BAD WEATHER PROCEDURE**

- 16.1.** For all IHL games, clubs must follow the IHA Bad Weather Procedure & Postponement /Abandonment. The Procedure provides guidance on actions to be taken by the home club in the days prior to the match and on the match day itself.

## **17. DISQUALIFICATION OR FAILURE/REFUSAL TO PLAY**

- 17.1.** A team either disqualified or refusing to play or to complete a match shall be considered as withdrawing from the IHL.
- 17.2.** If a team so withdraws from the competition, during Rounds 1 to 5, then the results of any matches already played by that team shall be removed from the records and the pool points table shall be corrected accordingly.
- 17.3.** If a team so withdraws from the competition, during the Finals Weekend, then the opposing team will be considered to have won the match.
- 17.4.** Please note section 18 in relation to fines.

***Any team on being disqualified or withdrawing at any stage in the competition will be automatically disqualified from the following seasons competition and may result in its Branch forfeiting a place in its allotted number of places in the following year's Competition.***

## **18. BREACH OF REGULATIONS & PENALTIES**

- 18.1.1.** Any club found to be in breach of the IHL Rules and Regulations may be subject to further penalties, as detailed below, in addition to any penalty imposed by a specific regulation herein.
- 18.1.2.** The IHL Sub Working Group shall at its discretion have the right to impose any penalty, including, but not exclusively, the deduction of points, fines, suspension of players, and power to make teams play matches away from their home venue, on a club for breaches of any or all of the IHL Rules and Regulations and/or the IHA Code of Conduct.
- 18.1.3.** In addition the IHL Sub Working Group shall at its discretion have the right to require that clubs reimburse opposing clubs, officials or the IHA for any expenses incurred by breaches of the IHL Rules and Regulations.

### **18.2. Penalties**

Any club found to be in breach of the IHA Code of Conduct or Regulation 4.2 may be subject to the following penalties:

- 18.2.1.** a fine, and/or
- 18.2.2.** deduction of a number of points for any and each IHL match in which an ineligible has played subject to no maximum, and/or
- 18.2.3.** suspension of players and/or
- 18.2.4.** such other penalties as the IHL Sub Working Group consider appropriate.

### **18.3. Fines**

To facilitate the smooth running of the IHL and ensure fairness for all, the IHL Sub Working Group will impose fines when a club fails to meet its obligations and responsibilities. Automatic fines and the amount will apply in the following situations:

- 18.3.1.** Failure to fulfil a fixture - €500/ STG equivalent at prevailing rate
- 18.3.2.** Failure to adhere to the contacting and hosting Regulations for Umpires and Technical Officials (see 3.5 and 8.8) - €50 /STG equivalent at prevailing rate

- 18.3.3.** Failure of the away club to provide squad details by Monday evening preceding an IHL game - €50/ STG equivalent at prevailing rate
- 18.3.4.** Failure of the home club to provide a match report within 1 hour of the game completing - €50/ STG equivalent at prevailing rate
- 18.3.5.** Failure to have an attendee at the annual briefing and scheduling of the matches - €100/ STG equivalent at prevailing rate
- 18.3.6.** Failure to have the ground set up to minimum standards (8.2 and 8.3) - €100/ STG equivalent at prevailing rate
- 18.3.7.** Failure to pay the entry fee on time - €50/STG equivalent at prevailing rate. This will increase by €10 or Sterling equivalent for every week payment is late after a fortnight from when the payment was due

## **19. APPEAL PROCEDURE**

- 19.1.** Teams and players have the right to appeal against a decision of the IHL Sub Working Group to the Appeals Committee of the IHA Board, in line with the Appeal process within the IHA Constitution as if the said decision of the IHL Sub Working Group was a decision of the Disciplinary Committee as described therein.
  - 19.1.1.** Any other club that may be directly affected by an appeal shall, as soon as reasonably possible, be notified of the appeal and subsequently the outcome of the appeal

## **APPENDICES**

### **APPENDIX I – FINALS WEEKEND AND WILDCARD PLAY-OFF TOURNAMENT RULES**

This Appendix summarises the Rules for the Finals Weekend and Wildcard Playoffs. It should be noted that both competitions are played under Tournament Rules.

The IHL Rules and Regulations apply to the Wildcard Playoffs unless specifically stated.

#### ***Tournament Director***

A Tournament Director will be appointed by the IHL Sub Working Group to run the Finals Weekend and Wildcard Playoffs. The Tournament Director has full power and authority of the IHL Sub Working Group in matters concerning the conduct of the Finals Weekend and Wildcard Playoffs in accordance with the Rules and Regulations of the IHL.

The Tournament Director shall appoint the Umpires, Technical Officer and Technical Assistant to each match from those previously selected for the Weekend.

The Tournament Director has the authority to suspend players, team officials or other officials, who, in the opinion of the Tournament Director, are guilty of misconduct. In deciding the length of any suspension, the Tournament Director is not limited to the remaining matches of the Tournament, but may impose a suspension that has effect beyond the conclusion of the Tournament.

#### ***Tournament Director's (TD) Meeting***

It is mandatory for each participating team to send the Team Manager to the TD's Meeting which will be held prior to the start of the Tournament Weekend. Details of the meeting will be notified to the participating teams 8 days prior to the Tournament Weekend.

Team colours for each match will be agreed at the TD's meeting.

#### ***Composition of Teams***

For the Finals weekend and Wildcard Play-offs, each team manager must submit a list of up to 18 eligible players to the IHA Office eight days before the Weekend. The 16 players for each match will be drawn from the 18 players. Refer to section 10 of the IHL Rules and Regulations covering the composition of teams.

#### ***Match Format Variations***

The IHL Match Format Variations (section 6. IHL Rules & Regulations and Appendix 2) will apply for the duration of the Finals Weekend.

***The Wildcard Playoffs will be played under the normal rules of Hockey.***

#### ***Match Results***

##### ***Finals Weekend***

The IHL Finals Weekend matches are played as knockout. Refer to Appendix 2 for matches drawn at the end of regulation time.

##### ***Wildcard Playoffs***

Each team will play one match against each of the other teams with the following points awarded for each match:

- three points to the winner
- one point to each team in the event of a draw
- no points to the loser

The top two placed teams will qualify for the IHL in the following season. In case of equality at the end of the playoff matches the teams in each pool will be ranked according to:

- a) respective number of matches won
- b) goal difference ("goals for" less "goals against")
- c) goals for
- d) result of match between the teams concerned
- e) penalty stroke competition.

***Discipline***

Refer to section 13 of the IHL Rules and Regulations. It should be noted that the IHA Games Disciplinary Procedures for Tournaments will apply to the Finals Weekend and Wildcard Playoffs – see IHA website.

The IHA Games Disciplinary Procedures includes the process for handling appeals related to red cards.

***Protests***

When signing the match sheet at the end of the game the Team Manager must indicate on the match sheet that a protest is to follow. The written protest must follow within 10 minutes, accompanied by a EUR200 (Two Hundred Euro) fee, otherwise any protest is invalid.

The Tournament Director must make a decision and publish it within 2 hours of the protest being lodged. The decision will be communicated to the Team Manager.

No protest can be lodged from a field of play decision made by the umpires.

The Tournament Directors decision regarding the protest is final.

***Disqualification or Failure/Refusal to Play***

Refer to section 17 of the IHL Rules and Regulations..

***Interrupted Matches***

In the event of a match being interrupted (e.g. weather), the match will re-commence as directed by the Tournament Director and the time remaining shall be completed.

## APPENDIX 2 - IHL MATCH FORMAT VARIATIONS

To ensure that Irish hockey teams are best prepared for the EuroHockey League and to add to the excitement of matches, a number of variations in format to the FIH Rules of Hockey shall apply during IHL matches.

(The variations as described in this Appendix are printed below in black. Specific interpretations or guidance notes from the EHL are printed in blue. Changes introduced since last season are printed in red.)

These variations are experimental format/rule variations only. The intention is entirely to make the game more exciting and understandable for spectators and TV audiences, as well as incorporating gaps for TV replays or advertisement breaks.

The variations are:

### 1. Match Time and Time-Out

Each match will be played in 2 halves, each of 35 minutes. However, in each half (at 17½ minutes and 52½ minutes) there will be a centrally controlled *time-out* of 2½ minutes.

Half-time will be 7½ minutes (subject to pitch watering requirements). Teams will change ends at half-time (only).

The team which has taken the first push off, will also take the push off after the first half time-out. The other team will push off after half time and after the second-half time-out.

- The match clock should continue to run down from 35'00 to 0'00 in each half as normal, but should be stopped for each time-out.
- The Technical Officer will sound the hooter at the time-out breaks and half-time breaks as normal.
- The same rules apply to a Penalty Corner awarded before the hooter is sounded at time-outs and half/full time.
- Teams will not leave the pitch at time-outs and must be back in position and ready to play at 2½ minutes, so the Technical Officials will encourage teams to finish any activity shortly after 2 minutes have elapsed.
- Teams may also be required to remain at the pitch during half time.
- If the weather and/or pitch watering facilities available at the venue require it, half-time may be extended. Team Managers will be advised of this at the Tournament Briefing or by the Technical Officer on duty at the match.

### 2. Penalty Corner Penalties

Any defender penalised by the umpire for breaking the line before the injection of a penalty corner will be sent to join the defenders on the **centre line** and **cannot be replaced on the goal-line by another player from the defending team**.

If a defending goalkeeper breaks the line at a penalty corner, the defending team must choose another player from their defence to go to the **centre line** and **this player cannot be replaced on the goal-line by another player from the defending team**.

If an attacking player enters the circle before the ball is played, the offending player(s) shall be required to go beyond the centre line and **can** be replaced by another player(s) from the attacking team.

Similarly, if the injector is penalised by the umpire (for making a body fake or for movement inducing the defenders to break) then the injector will not be allowed to take the injection for that PC and will be replaced by another attacking player. (No substitutions allowed, as per Rules of Hockey).

- Time is **not** stopped (unless the umpire stops time for another reason).
- Umpires may still use a green card if necessary, but this means a player leaves the pitch.
- Umpires will allow no more than 2 illegal line breaks before issuing a green card.
- **Defending players sent to the centre line cannot be replaced.**
- Umpires may use their discretion if they feel that a defender has broken the line due to the behaviour of the ball injector.
- If an umpire decides that the injector has deliberately tried to cause an early break, he will be penalised by not being allowed to inject the corner and shall be replaced by another attacking player on the pitch at the time.
- If an **attacking** player receives a green card, he can still be replaced by another player from the half way line.
- Umpires will encourage the quick movement of **any** replacement players so as not to delay the game.
- The disengaged umpire will check that **any attacking player(s)** sent to the **centre** line on a previous **offence**, do not then go back to the **circle** after a subsequent **offence** at the same corner.
- **The disengaged umpire will check that any player(s) sent to the centre line do not then go back to their original positions during any continuation or re-award of the same corner.**
- If the goalkeeper breaks the line he must immediately select one of the other defenders to be sent to the **centre** line. If the umpire temporarily suspends the goalkeeper the offending team may replace him with another goalkeeper (if available) in accordance with the Rules of Hockey. If this occurs, the offending team must select another field player to be removed from the **goal-line** during the time that the original goalkeeper is suspended.

### 3. Temporary Player Suspensions

A player who receives a green card from an umpire will be automatically suspended for 2 minutes. A player shown a yellow card will be suspended for a minimum of 5 minutes (in each case the suspension to be timed and controlled by the technical table, such time to start once the player is seated in the designated area for suspension, **and the game is re-started**).

**The umpire shall immediately re-start the game after the issuing of a green or yellow card.**

- The umpire should stop time to award the card in the normal way and should restart the game as soon as possible, without waiting for the player to leave the pitch, **unless there is another reason to stop time, such as an injury.**
- **The timing of a player suspension takes place during game time only, not stopped time. If the umpire does not re-start time until after the player is seated, the timing of the suspension will only commence once the umpire re-starts time.**
- **Players will be allowed back onto the field of play exactly on time (other than if a PC has been awarded or is in progress). Suspended players can be substituted at the expiry of their suspension as normal.**

If the seriousness of the offence requires it, the umpire may suspend the yellow-carded player for 10 minutes by signalling, at the time of the suspension, to the table to indicate that this is a 10 minute period of suspension.

- The minimum number of players on a pitch for a team is 8, so umpires and coaches need to keep this in mind.
- If the Captain receives a 'team' green card, he is still suspended for 2 minutes.
- At least 3 chairs for temporarily suspended players are required each side of the Technical Table.

#### 4. Extra Time

If, at the end of full-time, the score remains level (a draw) then, in a match in the **semi finals and/or final**, after a break of 5 minutes, the teams shall play up to 2 periods of 5 minutes extra time (silver goal). If one team is leading at half-time in extra time then that team shall be the winner and the game shall end there. If no team is ahead, then the second half of extra time will be played in full.

If, at the end of extra time in a match in the **semi finals and/or final**, the scores remain equal, then which team shall progress as the winner of that match will be decided by a *penalty shoot-out*.

#### 5. Penalty Shoot-Out

The following is the rules for a penalty shoot-out if required to decide the result of a match in the **semi finals and/or final**.

- i. (a) 5 players from each of the 2 teams, chosen by their respective team manager from the players listed on the team list for that particular match, except as excluded hereunder, shall take a one-on-one penalty shoot-out alternately against the goalkeeper of the other team, unless the latter has been incapacitated or replaced, making a total of 10 penalty shoot-outs, 5 for each team. The players must take the penalty shoot-out in the same sequence as the list of 5 players nominated and communicated by the team managers to the Technical Officer on duty before the start of the penalty shoot-out competition.
  - (b) The penalty shoot-out will be taken under the same conditions:
    - i. the defending goalkeeper will start from behind his own goal line, between the goalposts;
    - ii. the ball is placed on the nearest 23m line in a position opposite the centre of the goal;
    - iii. an attacker will start from behind the 23m line near the ball;
    - iv. the umpire blows his whistle to signal the start of the shoot-out. The attacker and the goalkeeper may then move in any direction
    - v. the shoot-out is completed when any of the following first occur:
      - 8 seconds has elapsed;
      - The attacker scores a goal;
      - The attacker commits an offence;
      - The goalkeeper commits an offence in which case a goal shall be awarded;
      - The ball goes out of play over the back-line or side-line; this includes from the goalkeeper who may intentionally play the ball over the back-line to end the shoot-out.
- The 8 seconds shall be started by the umpire blowing the whistle and will end with a signal from the technical official (hooter or whistle).
  - Once the umpire has started the 8 seconds, both attacker and goalkeeper are free to move in any direction.
  - Any infringement by the GK during the 8 seconds period will result in a goal being awarded.

- If following a shot on goal the ball becomes lodged in the goalkeeper's equipment and is no longer playable, then no goal is awarded and the Umpire shall award a retake of the shoot-out.
- (c) No player who has been suspended by the Technical Officer or has been excluded permanently (red card) from the field of play during that same match by the umpires, shall take part in a penalty shoot-out competition.
  - (d) If during a penalty shoot-out competition a player (either an attacker or a goalkeeper) is suspended, then that player shall take no further part in that penalty shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If an attacker, any shoot-out the player should have been entitled to take will be counted as no goal.
2. The umpires, after consultation with the Technical Official on duty, 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 shoot-out. The team having scored or been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.
  3. After each team has taken 5 shoot-outs, then in the event of an equal number of goals having been awarded, a second series of penalty shoot-outs shall be started with the same players, subject to incapacitated goalkeeper(s) being replaced, and shall cease after a team shall have scored or been awarded one more goal than the opposing team after an equal number of shoot-outs (no minimum, no maximum) have been taken by each team. That team shall be the winner.  
The sequence in which the attackers take the shoot-outs does not need to be the same as in the previous series and the team manager has the freedom of choice at the time of each shoot-out as to which of the nominated players shall take the shoot-out. In this (unlimited) series, all five nominated players shall take a shoot-out before any of them are eligible to take a further shoot-out.
  4. The team whose player has taken the first penalty shoot-out of the first series must defend the first penalty shoot-out of the second (unlimited) series.
  5. During a penalty shoot-out competition all persons who appear on the Team Sheet, and are entitled to sit on the team bench for that match, are permitted on the field of play **only in an area designated by the TO on duty**, which shall be outside of the 23m area used for the shoot-out (or in the case of a goalkeeper on the goal-line but outside the circle, if so directed by the umpire). A player who is authorised by an umpire or technical official to take or defend a penalty shoot-out may enter the 23m area for that purpose.

Note: that this rule provides for a shoot-out in place of a penalty stroke competition, in a semi final and / or final match in which the scores remain level after extra time. If, in any match, a penalty stroke is awarded during normal time or during extra time, then a penalty stroke will be taken in the normal way, in accordance with the Rules of Hockey.

## 6. Own Goal

A goal is scored when the ball is played within the circle by an attacker or touches the stick or body of a defender within the circle and does not travel outside the circle before passing completely over the goal-line and under the cross-bar.

- The ball may initially be hit from outside the circle by an attacker (or a defender) and a goal will be awarded if the ball touches, or deflects from, a defender or the defending goalkeeper before entering the goal.
- The ball may not be played dangerously into the circle before a deflection occurs.

## 7. Playing the Ball above the Shoulder

A player may stop, receive and/or deflect the ball in a controlled manner in any part of the field when the ball is above the shoulder, unless this is dangerous or leads to danger. Players must not play the ball dangerously or in any way that leads to dangerous situations for any player.

Players must not be or approach within 5 metres of an opponent receiving or playing a safely raised ball above shoulder height until it has been received, controlled and is on the ground.

The initial receiver has a right to the ball. If it is not clear which player is the initial receiver, the player of the team which raised the ball must allow the opponent to receive it as described above.

- The ball may be stopped, received or deflected by the player with his stick above his shoulder anywhere on the pitch.
- The ball may not be hit by the player with his stick above his shoulder.
- If the umpire judges that the ball has been played dangerously, or in any way which leads to dangerous play or situations, the normal player penalties will apply.

## APPENDIX 3 – TECHNICAL OFFICIALS CHECKLIST

<b>TECHNICAL OFFICIALS CHECKLIST – IRISH CUP &amp; LEAGUE MATCHES</b>	
<p><i>Responsibilities:</i></p> <ol style="list-style-type: none"> <li>1. Responsible for the playing area: meets requirements, safety, ball patrols</li> <li>2. Bench numbers and discipline</li> <li>3. Time keeping</li> <li>4. Match report</li> <li>5. To be familiar with the IHL Rules and Regulations and Guidance Notes               <ol style="list-style-type: none"> <li>a. <a href="http://www.irishhockeyleague.ie/documents/IHLGuidanceNotes.pdf">http://www.irishhockeyleague.ie/documents/IHLGuidanceNotes.pdf</a></li> <li>b. <a href="http://www.irishhockeyleague.ie/documents/IHLRules&amp;Regulations.pdf">http://www.irishhockeyleague.ie/documents/IHLRules&amp;Regulations.pdf</a></li> </ol> </li> <li>6. Supporting the umpires in carrying out their duties</li> <li>7. Image of the game is protected</li> </ol>	
<p><b>CHECKLIST</b> (to be used in conjunction with the IHL Guidance Notes)</p>	
<p><i>Prior to the day of the game:</i></p> <ol style="list-style-type: none"> <li>1. Print off a set of paperwork to use at the game.               <ol style="list-style-type: none"> <li>a. TO Match Report Form – <a href="http://www.irishhockeyleague.ie/documents/TOMatchReportForm.pdf">http://www.irishhockeyleague.ie/documents/TOMatchReportForm.pdf</a></li> <li>b. Card Incident Report Form – <a href="http://www.irishhockeyleague.ie/documents/CardIncidentReportForm.pdf">http://www.irishhockeyleague.ie/documents/CardIncidentReportForm.pdf</a></li> <li>c. This checklist – <a href="http://www.irishhockeyleague.ie/documents/TechnicalOfficialsChecklist.pdf">http://www.irishhockeyleague.ie/documents/TechnicalOfficialsChecklist.pdf</a></li> </ol> </li> <li>2. Ensure you have paperwork, stopwatches, whistle, pens, paper, etc. ready to bring to the game.</li> </ol>	
<p><i>75 minutes prior to game:</i></p> <ol style="list-style-type: none"> <li>1. Arrive 75 minutes before game.</li> <li>2. Enter squad details for both teams from Match Program onto Match Report.</li> <li>3. Walk ground to ensure meets requirements:               <ol style="list-style-type: none"> <li>a. Other sporting equipment stored safely and away from sidelines, end lines and hockey goals?</li> <li>b. Scoreboard &amp; PA system available (IHL only)?</li> <li>c. Benches/dugouts and TO area + chairs for carded players clearly set out?</li> <li>d. Meet with home side co-ordinator on any issues.</li> </ol> </li> </ol>	
<p><i>30 minutes prior to game:</i></p> <ol style="list-style-type: none"> <li>1. Meet with the umpires.</li> <li>2. Set up technical area in readiness: desk, timing equipment, PA system, etc.</li> <li>3. Meet with Team Managers and receive starting 11.</li> </ol>	
<p><i>10 minutes prior to game:</i></p> <ol style="list-style-type: none"> <li>1. Ensure each bench has max 5 players, Coach, Manager, physio, qualified doctor (if available)</li> <li>2. Clear the playing area of all other people.</li> <li>3. Meet with ball patrol co-coordinator and ensure they (6) are aware of duties and are clearly identifiable with enough balls. Ensure the score board operator is in place.</li> </ol>	

<p><i>During the game:</i></p> <ol style="list-style-type: none"> <li>1. The bench keeps the time for the game. For IHL matches only, the game has 2 halves, with an interval time of 7.5 minutes, plus 2 <i>time-outs</i> in each half of 2.5 minutes. Ensure neither team leaves the playing area without prior permission from the TO (ie return to the clubhouse) during half time or the time-outs.</li> <li>2. Keep the time for any suspended players – 2 minutes for green card, 5 minutes for yellow card (or as indicated by umpire).</li> <li>3. Responsible for bench discipline. Use Team Managers to communicate any warnings to their bench. Request Managers to sit a point nearest the bench for ease of communications.</li> <li>4. Record Match Report details as the game progresses.</li> </ol>	
<p><i>After the game:</i></p> <ol style="list-style-type: none"> <li>1. Ensure team managers and umpires signatures on Match Report. Complete Match Report supplementary questions.</li> <li>2. Complete a Match Incident Report – for any yellow or red cards awarded, disciplinary issue or other significant incident occurs.</li> <li>3. Ensure Match Report and Match Incident Report are with IHA Office within 45 hours.</li> </ol>	