

TOURNAMENT RULES



THE SELANGOR OPEN

March 14 & 15 , 2015

**Stadium Kementerian Pendidikan
Jalan Pantai , KL**

**ORGANIZED BY
SELANGOR HOCKEY ASSOCIATION**

INTRODUCTION

Hockey5s

Hockey played with eleven players on a full size outdoor field will continue to be the main format of the sport with Hockey5s incorporating Indoor Hockey as an alternative version of the game which supports both the global development of hockey and enhancing the skills and enjoyment of the players. Against the background of the main format of the game, the FIH is keen to present a game which is adaptable, based on a smaller number of players, with simplified rules and exciting. This is Hockey5s.

How Hockey5s can be adapted and played flexibly will be explained later in this introduction.

Any matters not explicitly dealt with in the Rules of Hockey5s are covered by the eleven-a-side Rules of Hockey. Among other things, this enables this document describing the Rules of Hockey5s to be brief.

Hockey5s is a new version of the sport so FIH recognises that some changes might occur in the detailed Rules. If this happens, the changes will be published on the FIH website www.fih.ch.

Adapting Hockey5s

For international competitions such as the Youth Olympic Games, the Rules must be very precise and followed by everyone taking part. However, outside of international competitions, Hockey5s is designed to be adaptable to the available facilities and for players of all ages and abilities.

For example, if the playing area is less than specified in these Rules, it might be appropriate to play with only four players of each team on the field. A goalkeeper is required in the Rules but, if necessary and appropriate, the game could be played with a player with goalkeeping privileges or only with field players. **It might not be possible to provide the pitch boundary-boards, in which case the ball outside the sidelines could be dealt with in the same way as it is in eleven-a-side hockey.** Other playing Rules can be adapted as necessary with these published Rules of Hockey5s providing a reference point and framework.

The Rules do not specify the type of surface on which Hockey5s is played. It is perfectly acceptable to play the game on any surface including natural grass, synthetic turf and hard recreational play areas.

SELANGOR OPEN - HOCKEY 5's 2015

1. INTRODUCTION

- 1.1 The competition shall be called the Selangor Open 2015 Hockey 5's .
- 1.2 Selangor Hockey Association (SHA) will be the organizer of this competition.

2. OWNERSHIP

- 2.1 The challenge trophy and a replica trophy shall be awarded to the Champions however the Challenge Trophy shall remain the property of SHA and shall be returned after the prize presentation / photography session.
- 2.2 The trophy shall be awarded to any team winning the challenge trophy for 3 consecutive years.

3. DATES AND TIMING OF COMPETITION

- 3.1 The tournament competition shall be a two day event commencing on Saturday March 14th and end on Sunday March 15th.
- 3.2 The Organizing Committee reserves the right to fix the times of the matches after confirming receipt of entries.
- 3.3 All teams upon confirmation of participation shall receive the briefing notes, tournament rules via email. A copy will be posted on the SHA webpage.

4. VENUE

- 4.1 All matches will be played at the Stadium Kementerian Pendidikan , Kuala Lumpur.

5. REGISTRATION FEE

- 5.1 **The entrance fee for each team is :**
 - School Boys' & Girls' category : RM 100.00 per team**
 - Open Men's & Women's category : RM 200.00 per team**

6. MODE OF COMPETITION

- 6.1 This competition is limited to the first 16 teams on each category on a first come first Serve basis .
- 6.2 Teams will be divided into 4 groups of 4 or 5 teams namely . All matches in each group will be played on a league basis with the top two (2) teams in each group advancing to quarter finals .

7. RANKING

- 7.1 The following points shall be awarded for each match.
- 7.1.1 Three (3) points to the winner.
 - 7.1.2 Two (2) points each if the match ends in a draw with goals.
 - 7.1.3 One (1) point each if the match ends in a scoreless draw.
 - 7.1.4 Zero (0) point to the loser of the match.
- 7.2 If there is a draw in points after the completion of pool matches, the following procedures will be applied to decide a winner.
- 7.2.1 Best goal difference.
 - 7.2.2 Highest goal FOR.
 - 7.2.3 Results of the previous encounter between the 2 said teams.
- 7.3 If all of above are equal, a challenge shootout competition will take place to decide the winner. Each team will nominate 3 different players to take 3 penalty situations on a 'one to one basis' (attacker versus goalkeeper) Similar ruling (7.3) shall apply in all matches in the knockout stage onwards that ends in a draw after normal time play

8. RULES

All matches shall be played in accordance with the rules of the game of Hockey 5 as issued by the F.I.H Rules Board, except rules as indicated in this tournament rule guideline booklet.

8.1 ELIGIBILITY

- 8.1.1 The Selangor Open is **open to all players local and international.**
- 8.1.2 All players must bring along their identity cards for verification any player unable to produce the I/D card will not be allowed to participate in the tournament.

8.2 TEAM LIST AND REGISTRATION OF PLAYERS

- 8.2.1 Each team is allowed to register 10 players ONLY and a Manager.
- 8.2.2 The team registration list must be handed over to the organizers by Thursday March 12 complete with payment. Alternatively you can email to elan@bumidesign.com.my OR [Michael Suresh-Kumar@cargill.com](mailto:Michael.Suresh-Kumar@cargill.com) . However last minute changes can be made before the team's first match
- 8.2.3 No player is allowed to be registered for more than one team in the competition. Violation of this rule will result in the teams registering the said player, being disqualified from participation in the competition.

8.3 SUBSTITUTION

8.3.1 Rolling substitution (5 reservers) .

8.3.2 Time will not be stopped for substitution except

- For replacement on an incapacitated player and
- For substitution of a goalkeeper

Substitution shall be supervised by the umpires

8.3.3 Players involved in substitution must enter or leave the pitch from the center line in front of the Technical officials table.

8.3.4 Any player bleeding in a game must be substituted immediately. The player can re enter after the wound has been properly treated. No blood stain on the jersey.

8.3.5 Each team has a goalkeeper on the field throughout a match.

8.4 GENERAL RULES

8.4.1 Ball Outside the Field

(a) The ball is out of play when it passes completely over the boundary-board on the side-line or back-line.

(b) Play is restarted by a player of the team which was not the last team to touch or play the ball before it went out of play.

(c) When the ball travels over the side-line:

- play is re-started not more than one meter from where the ball crossed the side-line
- if the ball crossed the side-line within the 11 meter area and was last touched by a defender, play is re-started 11 meter from the back-line and not more than one meter from the side-line
- the procedures for taking a free hit apply.

(d) When the ball is played over the back-line and no goal is scored:

a if played by an attacker, play is re-started with the ball inside the 11-meter area and the procedures for taking a free hit apply

b if played by a defender or a goalkeeper, play is re-started with the ball outside the 11- meter area, 1 meter from the side-line nearest to where the ball crossed the back-line, and the procedures for taking a free hit apply.

8.4.2 Method of Scoring

8.4.2.1 A goal is scored when the ball is played completely over the goal-line and under the cross-bar. A goal may be scored when the ball has been touched by an attacker or defender (including a goalkeeper) anywhere on the field.

8.4.2.2 Goalkeepers must not use their body, hands, legs or feet to score a goal for their team.

8.4.3 Conduct of Play

Players are required to act responsibly at all times.

(a) A match is played between two teams with not more than five players of each team on the field at the same time.

(b) Players on the field must hold their stick and not use it in a dangerous way. Players must not lift their stick over the heads of other players.

(c) Players must not touch, handle or interfere with other players or their sticks or clothing.

(d) Players must not intimidate or impede another player.

(e) Players must not play the ball with the back of the stick.

(f) Players may stop, receive and/or deflect the ball in a controlled manner in any part of the field when the ball is at any height including above the shoulder unless this is dangerous or leads to danger.

(g) Players must not play the ball dangerously or in a way which leads to dangerous play.

A ball is considered dangerous when it causes legitimate evasive action by players. The penalty is awarded where the action causing the danger took place.

(h) Players must not intentionally raise the ball from a hit except for a shot at goal.

It is not an offence to raise the ball unintentionally from a hit, including a free hit, anywhere on the field unless it is dangerous.

(i) If the ball is raised over an opponent's stick or body on the ground, it is permitted unless judged to be dangerous.

(j) Players are permitted to raise the ball with a flick or scoop provided it is not dangerous. A flick or scoop towards an opponent within 4 meters is considered dangerous. If an opponent is clearly running into the shot or into the attacker without attempting to play the ball with their stick, they should be penalised for dangerous play.

(k) Players must not approach within 4 meters of an opponent receiving a falling raised ball 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.

(l) Field players must not stop, kick, propel, pick up, throw or carry the ball with any part of their body.

It is not an offence if the ball hits the hand holding the stick but would otherwise have hit the stick.

(m) Players must not obstruct an opponent who is attempting to play the ball.

Players obstruct if they:

- back into an opponent
- physically interfere with the stick or body of an opponent
- shield the ball from a legitimate tackle with their stick or any part of their body.

A stationary player receiving the ball is permitted to face in any direction.

A player with the ball is permitted to move off with it in any direction except bodily into an opponent or into a position between the ball and an opponent who is within playing distance of the ball and attempting to play it.

A player who runs in front of or blocks an opponent to stop them legitimately playing or attempting to play the ball is obstructing (this is third party or shadow obstruction).

(n) Players must not tackle unless in a position to play the ball without body contact.

Physical play by field players, such as sliding tackles, which take an opponent to ground and risk causing injury should attract suitable match and personal penalties.

(o) Players must not throw any object or piece of equipment onto the field, at the ball, or at another player, umpire or person.

(p) Players must not delay play. It is not permitted to keep the ball in the team's possession without making any recognizable attempt to attack or to shoot at goal. Similarly, it is not allowed to gain benefit by repeatedly delaying the taking of free hits, or re-starts after the ball has been outside the field of play.

This is regarded as passive play, with the team in possession of the ball to be penalised unless the tendency to passive play ceases.

When a tendency to passive play is recognized, a prior warning signal (with the elbow extended at shoulder height, vertical arm and open palm) is shown by the umpire. If there is no attempt to attack or shoot at goal,

(q) after the prior warning signal has been shown, then a penalty is awarded against the team in possession.

In certain situations the umpires may award a penalty against the team in possession of the ball without any prior warning signal, for instance when a player has a clear scoring chance and intentionally refrains from shooting at goal.

The penalty is taken in accordance with the Penalties and Procedures for Taking Penalties, depending upon where the ball was when play was interrupted.

(r) Conduct of Play: Goalkeepers

- A goalkeeper must not take part in the match outside the half they are defending.
- Protective headgear must be worn by a goalkeeper at all times.

When the ball is inside the half they are defending and they have their stick in their hand goalkeepers are permitted to use their stick, feet, kickers, legs, leg guards or any other part of their body to propel the ball in any direction including over the back-line but can only score a goal for their team using their stick.

- Goalkeepers are not permitted to conduct themselves in a manner which is dangerous to other players by taking advantage of the protective equipment they wear.
- Goalkeepers must not lie on the ball.

(s) Conduct of Play: Umpires

o One or two umpires control the match, apply the Rules and are the judges of fair play.

o If two umpires:

- each umpire has primary responsibility for decisions in one half of the field for the duration of the match
- each is responsible for decisions on challenges and goals in one half of the field.

o Umpires are responsible for keeping a written record of goals scored and of suspension cards used.

o Umpires are responsible for ensuring that the full time is played and for indicating the end of time for each period.

o Umpires blow the whistle to: a start and end each period of the match b start a bully c enforce a penalty d start a challenge e start and end a penalty stroke f indicate a goal g re-start the match after a goal has been scored h stop the play for the substitution onto or off the field of an incapacitated or suspended goalkeeper i stop the match for any other reason and to re-start it.

o Umpires must not coach during a match.

o If the ball strikes an umpire, unauthorized person or any loose object on the field, play continues.

(t) Penalties

- Advantage: a penalty is awarded only when a player or team has been disadvantaged by an opponent breaking the Rules.
- If awarding a penalty is not an advantage to the team which did not break the Rules, play must continue.

(u) A free hit is awarded to the opposing team: a for an offence by any player between the 11 meters areas b for an offence by an attacker within the 11 meters area their opponents are defending c for an unintentional offence by a defender within the 11 meters area they are defending, including when the ball becomes lodged in a player's clothing or equipment.

(v) A challenge is awarded: a for an offence by a defender within the 11-meters area they are defending which prevents the probable scoring of a goal b for an intentional offence by a defender within the 11-meters area they are defending against an opponent who has possession of the ball or an opportunity to play the ball.

The umpiring signal for a challenge is the same as for a penalty stroke in the Rules of Hockey; i.e. point one arm at the middle of the 11 meters line and the other straight up in the air.

(w) If there is another offence or misconduct before the awarded penalty has been taken: a a personal penalty may be awarded b the penalty may be reversed if the subsequent offence was committed by the team first awarded the penalty.

(x) Procedures for Taking Penalties

Location of a free hit:

- a free hit is taken close to where the offence occurred
- 'Close to' means within playing distance of where the offence occurred and with no significant advantage gained.
- a free hit awarded within 11 meters of the back-line to the attack is taken outside the 11-meters area at the nearest point to the offence

- a free hit awarded to the defence within the 11-meters area can be taken anywhere in that area.

(y) Procedures for taking a free hit, centre pass and putting the ball back into play after it has been outside the field:

- the ball must be stationary
- all players other than the player taking the free hit must be at least 4 meters from the ball
- If any player is within 4 meters of the ball, they must not interfere with the taking of the free hit or must not play or attempt to play the ball. If this player is not playing the ball, attempting to play the ball or influencing play, the free hit need not be delayed.
- the ball is moved using a push, hit, scoop or flick
- the ball may not be shot at or played directly towards the goal until it has travelled at least 4 meters or has been touched by a player of either team other than the player taking the free hit.
- If the player taking the free hit continues to play the ball (ie no other player has yet played it):
 - that player may play the ball any number of times, but
 - the ball must travel at least 4 meters, before
 - that player shoots the ball at goal by playing the ball again.

Alternatively:

- another player of either team who can legitimately play the ball can shoot at goal
- after another player has touched the ball, it can be shot at goal by any other player including the player who took the free hit.

8.5 Taking a challenge

All players on the field other than the player taking the challenge and the goalkeeper defending it must stand inside the 11- meters area not used to defend the challenge b the ball is placed on the 11 meter line c the player taking the challenge must stand behind the ball before beginning the challenge d the goalkeeper defending the challenge must stand at least 4 meters from the ball in the 11 meters area their team is defending e the whistle is blown when the player taking the challenge and the goalkeeper defending it are in position to start the challenge f the player taking the challenge must not take it until the whistle has been blown

- The player taking the challenge or the goalkeeper defending it must not delay the taking of the challenge.
- the player taking the challenge may play the ball and is permitted to raise it to any height h after the attacker has played the ball the defending goalkeeper may move and other players from both teams may leave the 11-meters area i after the attacker has played the ball open play resumes.
- For an offence during the taking of a challenge: a) the challenge is taken before the whistle is blown: the challenge is taken again; b) for any other offence by the player taking the challenge: a free hit is awarded to the defence; c) for any unintentional offence by the goalkeeper defending the challenge including approaching within 4 meters from the ball before the

challenge has started: the challenge is taken again; d) for any intentional offence by the goalkeeper defending the challenge: a penalty stroke is awarded. The penalty stroke is taken in accordance with the Rules of Hockey.

(z) Personal Penalties

- For any offence, the offending player may be: a cautioned (indicated by spoken words) b warned and temporarily suspended for 1 minute of playing time (indicated by a green card) For the duration of each temporary suspension of a player on the field, with a green card, the offending team plays with one less player. If a goalkeeper is awarded a green card, the team may nominate a player to serve the suspension on their behalf. The suspended player may return to the pitch immediately the opposing team scores a goal. c temporarily suspended for a minimum of 2 minutes of playing time (indicated by a yellow card) For the duration of each temporary suspension of a player on the field, with a yellow card, the offending team plays with one less player. If the goalkeeper is temporarily suspended the offending team plays with one less field-player. The player must serve the full period of the suspension d permanently suspended from the current match (indicated by a red card).
- For each permanent suspension, the offending team plays for the remainder of the match with one less player.

If the goalkeeper is permanently suspended, they must leave the field and its surrounding area. Each team must have a goalkeeper on the field throughout a match. If a substitute goalkeeper already wearing full protective equipment is not available, reasonable time should be allowed for a field player to put on protective equipment. The offending team plays with one less field-player for the remainder of the match.

- A personal penalty may be awarded in addition to the appropriate penalty.
- Temporarily suspended players must remain in a designated place until permitted by the umpire who suspended them to resume play.
- Temporarily suspended players are permitted to rejoin their team during intervals after which they must return to a designated place to complete their suspension.
- The intended duration of a temporary suspension may be extended for misconduct by a player while suspended.
- Permanently suspended players must leave the field and its surrounding area.

8.6 TIME AND DURATION OF MATCHES

8.6.1 Each match will consist of one period of 12 minutes only.

8.6.2 The minimum number of players required to start **the match is five (5) players.**

8.6.3 Teams are to report to the technical table 5 minutes prior to the commencement of their fixture.

8.6.4 The time schedule may be altered by the competitions committee chairman without reference to the teams. Team managers however will be notified of the changes.

9. JERSEY / ATTIRE

9.1 All teams are required to have 2 sets of jerseys colors and if 2 teams have similar colors the first named team shall be the “Home” team and the “Home” team shall change and play in different colors.

9.2 All jerseys must be numbered 1 – 32 only for identification purpose.

9.3 All players are required to wear shin pads throughout the duration of a match.

9.4 Goalkeeper must wear a distinctive jersey to enable umpires to distinguish the player from the rest of his team and opponent.

9.5 All goalkeepers are required to wear a protective head gear.

10. UMPIRES

10.1 The organizing committee shall appoint qualified umpires to officiate all matches the competition. Umpires will be briefed to ensure that no untoward incident will tarnish the sporting spirit of this tournament. The assignment of umpires shall be the responsibility of the Tournament Director.

11. COMPLAINT / PROTEST

11.1 For any complaints and protest the Tournament Director’s decision is final.

12. DISCIPLINARY ACTION

12.1 The following demerit points shall be enforced for the duration of the competition:-

- Green card 2 points
- Yellow card 4 points
- Red card 12 points

12.2 A player having accumulated 4 green cards shall serve one match suspension

12.3 A player having 2 green card and 1 yellow card shall serve a one match suspension

12.4 A player having 2 yellow shall be suspended for one match or more depending on the severity of the offence

12.5 A player having 1 red card shall be suspended for the rest of the tournament

13. MATTERS UNPROVIDED FOR

13.1 All matters concerning the running of the competition not provided for in these rules shall be dealt by the Tournament Director of the tournament, whose decision shall be final and binding for all teams.

13.2 If circumstances arise which are not provided for in these rules the Tournament Director shall determine the situation, whose decision shall be final.

14. BAD WEATHER

14.1 If due to unfavorable and bad weather conditions, a match is unable to be played, the Tournament Director shall use his discretion to decide the outcome of the match.

15. ADVISE TO TEAMS

15.1 All teams are requested to cooperate with the organizing committee to enable this competition to be a success. Team managers / players cooperation in this matter, will be most appreciated. It is also the hope of the organizers that cleanliness be observed at all times. Teams are also reminded that players must wear protective gear as stipulated in the rules and players who do not conform shall be barred. All players currently serving suspension handed out by their respective associations shall not be allowed to participate in this tournament.

SHA Competition Committee SO/2015