



RULES GOVERNING TNB-QNET SELANGOR HOCKEY LEAGUE 2018

The matches shall be conducted in accordance with the latest Rules of the Game of Hockey, issued by the F.I.H, the Rules governing the SHA constitution and the regulations herein provided.

1. NAME

- 1.1. The competition shall be called the **TNB -QNET Selangor Hockey League 2018 (TNB-QNET-SHL 2018)**

2. OWNERSHIP OF TROPHIES

- 2.1. The challenge trophies that shall be presented shall remain the property of Selangor Hockey Association (SHA). Winning teams shall take ownership and responsibility for the trophies for a period of not more than 3 months. It should be returned to SHA damage free. Any damages to the trophies, the repairs/replacement cost shall be borne by the club concerned.

3. PARTICIPATION

- 3.1. TNB-QNET-SHA 2018 is open to all affiliates of SHA who have paid their affiliation fee and entrance fee for the year 2018. The TNB-QNET-SHL 2018 is also open to schools, colleges and universities based teams. Invitational Team are allowed at the discretion of the Competition Committee
- 3.2. Confirmation of participation must be made in writing with the prescribed forms submitted by **August 11th 2018** or any other deadlines set by the Organizing Committee.

4. MANAGEMENT

- 4.1. The entire control and management of the competition shall be vested with the Organizing Committee as appointed by the Competitions Committee of SHA and shall be conducted in accordance with the Competition Rules of the Selangor Hockey Association.
- 4.2. A Technical Committee (TC) shall be formed to run this league.

5. LEAGUE FEES

- 5.1. The entry fee for SHA League are as follows:
- I. Division 1 to 2 RM 1,600.00 per team
 - II. Women's Div – RM 1,600.00 per team
 - III. Veterans Div - RM 2,000.00 per team
 - IV. Schools Teams - RM 300.00 per team

6. REGISTRATION OF TEAMS, PLAYERS AND OFFICIALS

- 6.1. The Official Team Entry Form must be forwarded by all participating teams to the Organizing Committee not later than 11th August 2018 or any other deadlines set by the Organizing Committee
- 6.2. Each team will be allowed to register a minimum number of 18 players and a maximum number of 22 players for TNB-QNET-SHL 2018. Foreign players are allowed to take part in TNB-QNET-SHL 2018
- 6.3. Players are only allowed to play in one division of the League. Players below 21 years old are allowed to play for more than one division. The Eligibility of players is as per the table below. Sports school to register U14 players ONLY for school category.

Category / Division	Open to All Players Exceptions Below				No of Players	Entry Fee (RM)	Please ✓
	State Players	State Players Age 21 & Below	National/ Players	Ex State / Nat. Players			
Men's Div 1	✓	✓	✓	✓	22	1600	
Men's Div 2	✓	✓	X	✓	22	1600	
	<i>ex national / state above 40 allowed</i>						
Women's Div	✓	✓	✓	✓	22	1200	
School Boys Div U-17	✓ Max 5 State players		X	X	22	300	
School Girls Div U-17	✓ Max 5 State players		X	X	22	300	
VETERANS DIV (40+) Keeper 35+		✓	✓	✓	22	2000	

Affiliates and Associates participating Fee RM1400(subject to fee updated till 2018)
 Definition of state /National player - represented state/country in 2017

Definition of State / National Player - represented state/country in 2017.

State Veteran Players excluded from this criteria

- 6.4. Each Team is allowed to register **a maximum of 6 officials** for the following categories:-
- a. Team Manager (1) and Assistant Manager (1)
 - c. Coach (1) and Asst. Coach (1)
 - e. Physiotherapist or Masseur (1)
 - f. Doctor (Must be a certified Medical Doctor) - (1)
- 6.5. However for any given match, **a maximum of 4 officials** and a registered doctor will be allowed on the team bench. They being:
- a. Team Manager or Assistant Manager
 - b. Coach or Asst. Coach
 - c. Physiotherapist or Masseur
 - d. Doctor
- 6.6. It is important that the Team Manager be present at all matches. Should the Team Manager be absent for two consecutive matches, he will be automatically disqualified as the Team Manager. The Stand-in Manager shall then assume the port of Team Manager. **If both are not available the match shall be considered as a walkover.**
- 6.7. The team may seek the consent of the Technical Committee (TC) for the replacement of any one of the above mentioned officials.
- 6.8. **The Coach or Asst. Coach will not be permitted to deputise as the Team Manager or as the Stand-in Manager.**
- 6.9. A player or an official, who is under suspension imposed by MHC or by an affiliate of the MHC, will not be allowed to participate in the league.
- 6.10. **No team** will be allowed to register any additional players after commencement of their first game.
- 6.11. A player shall deemed to have been duly registered and entitled to play for his club if the participating club and the Competition Committee have endorsed his registration form.
- 6.12. Any change of players after the closing date and before the opening match a fee of RM50.00 will be charged for each change.

7. TEAM CLOTHING / EQUIPMENT AND COLORS

- 7.1. Each team is required to register 2 different colours (primary and alternate). Goalkeepers must wear a shirt of a colour that is different and distinctive from those of both of the teams. **All the goalkeepers in the team must wear identical 1st and 2nd colours. Eg if the 1st colour of the 1st Keeper is blue the 1st colour of the 2nd keeper should be blue.**

- 7.2. Each team must wear the colours of its clubs (either primary or alternate) as specified on the entry form and any additional items of clothing worn by a player during a match must be of the same colour specified for the adjoining piece of clothing or black..
- 7.3. It's the responsibility of the respective Team Managers to contact each other with respect to the team colours for the day
- 7.4. The first named team(s) on the program of fixtures shall be the "Home Team". When two teams have similar colours the "Home Team" shall play in different color. Home Teams MUST bring along an extra set of jerseys in case there is a clash of colors.
- 7.5. All jerseys MUST be **numbered between 1 to 32 only** for identification purpose. No two players may use the same number on the jerseys which correspond to the names & numbers as provided to the Technical Officials in the pre-match registration of the players.
- 7.6. Each field player's number must remain the same throughout the competition. This number must appear in filled distinctive figure(s) and :
 - 7.6.1. Not less than 16 cm and not more than 20 cm in height, on the back of the player's shirt.
 - 7.6.2. Not less than 7 cm and not more than 9 cm in height, on the player's shorts/skirt at left thigh level.
- 7.7. For the goalkeeper the number must appear both in the front and back
- 7.8. The displays of the name of players are encouraged by the participating teams; so long the players' numbers remain clearly visible.
- 7.9. All players must be uniformly and neatly dressed at all times during a match.
- 7.10. The Team Captain will be responsible for the discipline of the players on the Field of Play. Disciplinary action can also be taken on the Captain whose player(s) misbehave on the Field of Play.
- 7.11. The Team Captain shall wear a distinctive armband, which shall be provided by his team.
- 7.12. The Team Manager will be responsible for the conduct of the players and officials on the team bench.
- 7.13. **Those who wish to use tights should be same color specified for the adjoining piece of clothing or black. only. Players are not allowed to wear track bottoms / longs /three quarter pants for matches.**
- 7.14. Any curvature along the length of the stick (the rake or bow) must have a continuous smooth profile along the whole length, must occur along face side or the back of the stick but not both and is limited to a depth of 25mm.
- 7.15. The rake or bow is tested using a pointed wedge which is 25mm from the flat base. The stick is laid flat on a flat surface, The wedge must not pass completely under the stick at any place along its length.
- 7.16. **Goalkeeper**
 - 7.16.1. Goalkeepers must ensure that the buckle straps of their pads are not exposed. They are to use tape or plaster to cover the buckle straps. This will ensure that the

equipment they use will not cause the Astroturf to be damaged. Goalkeeper **MUST** also be in possession of the following equipment:

7.16.1.1. Helmet

7.16.1.2. Chest Guard

7.16.1.3. Ball Guard

7.16.1.4. Adequate protection for the rest of the body

7.16.2. Shin-guards & Protective Equipment

7.16.2.1. All players MUST wear full shin-guards throughout the duration of a match.

7.16.2.2. All players are permitted to wear facemask while defending a penalty corner provided that facemask has a smooth surface and fits flush the face.

8. MODE OF COMPETITION

8.1. The Competition Committee reserve the right to allocate teams to the various divisions as it deems fit.

8.2. The composition of the teams in each division shall not be more than 10 teams in a single pool/group on a one-round league.

8.3. In each pool/group, all teams will play against each other and the following points will be awarded for each match.

8.3.1.1. 3 points to the winner

8.3.1.2. 1 point to each team for a draw

8.3.1.3-. 0 points to the loser.

8.4. Teams will be ranked according to the number of points each has accumulated in the league.

8.5. If at the end of the pool matches two or more teams have the same number of points for any place in the pool, these teams will be ranked according to their respective number of matches won.

8.6. Should there still remain equality between two or more teams, then these teams will be ranked according to their respective goal difference ("goals for" minus "goals against"). A positive goal-difference always takes precedence over a negative one.

8.7. If there still remains equality between two or more teams, then these teams will be ranked according to their respective number of "goals for".

8.8. If there still remains equality between two or more teams then the result(s) of the match (es) between (only) those teams involved will be taken into consideration to determine the ranking of the tied teams.

8.9. Should there still remain equality between 2 teams, then the matter will be settled by a shoot-out competition between those teams (refer to Rule 20).

8.10. Should there still remain equality among 3 (or more) teams, then each team will play a shoot-out competition against the other teams (refer to Rule 20).

- 8.11. A ranking will then be established based upon the results of the round of penalty shoot-out with the award of the following points:
 - 8.11.1. 3 points to the winner
 - 8.11.2. 0 points to the loser
- 8.12. If equality remains, then teams having an equal number of points shall be ranked according to Regulations 8.6, 8.7, 8.8 and 8.9.

9. COMPOSITION OF A TEAM

- 9.1. For each match, each team must nominate, at least 10 minutes before the commencement of the match, the Starting Eleven for that particular match, should be handed over to the Technical Officer (TO) or Umpire on duty before the commencement of the game.
- 9.2. The Team managers are required to submit the player's Identity Card if requested by the TO at any time before or during the match.
 - 9.2.1. A team must have a minimum of eight (8) players on the field at the start of the match. Teams failing to comply will be deemed to have conceded a walkover.
- 9.3. The remaining players and officials are required to be in their respective team bench for the duration of the match unless permitted by the Technical Officer on Duty.

10. TIME AND DURATION OF MATCHES

- 10.1. If the game cannot commence within 20 minutes of the scheduled time the TO shall call off the game and make a written report to the Technical Committee. The Technical Committee shall then decide on the issue and inform the teams accordingly.
- 10.2. The period of play
 - 10.2.1 All matches shall be played 15 minutes of 4 quarters with a 2 minute break on at the end of the 1st and 3rd Quarter and a maximum 10 minute break at the end of the 2nd Quarter.
- 10.3. In the event of circumstances due to bad weather, etc the game cannot commence an additional period of not more than 30 minutes from the start of the stoppage time before declaring the game as abandoned the match shall be replayed at a date and time to be fixed by the Technical Committee and in the event 30 minutes of play for the 4 quarters match has been completed the said results shall stand as the final results.
- 10.4. All matches at the knockout stages MUST have a final result.
- 10.5. Should there be a tie at the end of all knockout stage matches including the finals a Shootout Competition shall decide the winner. This Shootout Competition will be held immediately after the match.

11. SUBSTITUTION

- 11.1. Each team is permitted to substituted any player during a match and at anytime except during the award of a penalty corner.

- 11.2. The substituted player will be chosen from amongst the players whose names appear on the entry form and who were playing the match or sitting on the team bench. When substituted, a player must immediately go to the team bench.
- 11.3. A player who has been substituted may be permitted to return to the pitch again during the same match by following the substitution procedure. A substitute may participate in penalty shoot-out competition.
- 11.4. Substitution of the player shall only take place under the supervision of a Technical Official and the substituted player shall not enter the pitch until the player in the same team being substituted has left it.
- 11.5. Players nominated by the Team Manager to enter, as a substitute must first go to the technical table and report the number of the player coming off. The player will then take the numbered board and under the supervision of a Technical Official at the side of the pitch, attract the attention of the player coming off.
- 11.6. Each team shall have only one goalkeeper on the pitch or shall indicate a field player who is to play a goalkeeper.
- 11.7. A player upon being suspended cannot be substituted and cannot be used as a substitute during the period of suspension.
 - 11.7.1. Time will not be stopped for substitution expect:
 - 11.7.2. For the replacement of an incapacitated player
 - 11.7.3. For the substitution of a goalkeeper
- 11.8. A player involved in a substitution must enter or leave the pitch, in front of the Technical Official's table in the vicinity of the 50m line
- 11.9. At anytime an injury occurs and time is stop for medical aid by the medical team/team physio the said player can only re-enter the field of play after a duration of 2 minutes from the time of exit.
- 11.10. If a team captain is substituted, he would remain as the captain unless he is temporarily or permanently suspended.
- 11.11. In case of an injury to a player causing bleeding, then that player must be substituted immediately. He may re-enter the pitch only after being treated and there are no bloodstains on his attire.
- 11.12. A suspended goalkeeper may be replaced by another goalkeeper. If so replaced, another field player must leave the field of play.

12. POSTPONEMENTS

- 12.1. Postponement will not be allowed. However the Technical Committee may, in special cases consider applications submitted in writing and received by Technical Committee **2 weeks prior to the date of the game**. However, the submission of a request for postponement does not necessarily mean that the postponement is granted. Each team is entitled for one (1) postponement request. Any subsequent request for postponement, if approved by the TC, the requesting team shall bear all cost of hosting the match including the officials payment.
- 12.2. Teams will be informed in writing as to whether their request has been agreed by the Technical Committee No proof of posting will be accepted as proof of submission of

request for a postponement and it is the obligation of the Team Manager of the team requesting the postponement to obtain confirmation that a particular request for extension has been received by the Technical Committee.

- 12.3. If in the opinion of the Technical official/umpires, the ground is unfit for play or if a match is postponed or abandoned through causes over which teams have no control, then such matches shall be postponed to a later date to be fixed by the Technical Committee.

13. UMPIRES

- 13.1. The Selangor Hockey Association Umpires Board (SHAUB) shall nominate Umpires to the league.
- 13.2. The Technical Committee will appoint the Match Officials to officiate at all matches of this competition.

14. HOCKEY BALLS

- 14.1. **HOME TEAM** shall provide 2 Kookaburra Hockey balls (preferable yellow or white) for use during the match. The ball shall be given to the Technical Officer prior to the start of the match. If the Home Team fail to provide the designated 2 Kookaburra Hockey, they are liable to be fined RM 50.00 by the Technical Committee

15. MEDICAL & BALL BOYS

- 15.1. Each team is responsible for their own medical needs. **SHA will not be liable** for any injuries sustained by any players or officials.
- 15.2. Home Teams are encouraged to provide ball boys for their respective matches

16. WITHDRAWAL/ FAILURE TO PLAY

- 16.1. Any team that fails to turn up for a fixture or withdraws from the league shall be liable to a fine of **RM 500.00 (Ringgit Malaysia: Five Hundred Only)** A written explanation would be required from the team concerned and the matter shall be referred to the Technical Committee for any further action if necessary. The Technical Committee can consider all the matches played null & void.
- 16.2. If any team fails to pay the fine within THIRTY (30) DAYS of the alleged fixture they shall be referred to the Council for further action.

17. DISCIPLINARY ACTION

- 17.1. The following demerit points will be enforced for disciplinary action taken **during** the course of the SHA League.

Green Card : 2 points Yellow Card : 4 points Red Card : 8 points

- 17.2. The following disciplinary actions are mandatory based on the demerit points:
- 17.2.1. 10-demerit points -1 match suspension
- 17.2.2. 14-demerit points -2 match suspension
- 17.2.3. 18-demerit points -3 match suspension
- 17.2.4. 20 demerit points - suspension for the rest of League

- 17.3 The Technical Committee upon review of the yellow cards forms can increase the penalty point at their description to the player.

18. INTERPRETATION

- 18.1. If player, after having accumulated 10 demerit points, receives a yellow card in a match, he would serve a 2-match suspension. Although the above schedule reads a 2 match suspension for 14 demerit points, the reason for the player to be suspended for 1 match only is that he would have already served a 1 match suspension upon accumulating 8 demerits points.
- 18.2. The TC shall have the power to suspend a player for longer duration if he receives permanent suspension in a match for more than one match, depending on the seriousness of the offence.
- 18.3. The TO on duty for a particular match shall have the power to remove, from the team bench, any player or official for misconduct. The offending player or official shall be then referred to the TC for further action.
- 18.4. Should the TC suspend a player for the rest of the League for his / her misconduct, the player will be referred to the SHA Disciplinary Board (SHA DB) for further action.
- 18.5. The TC shall have the power to refer, to the SHA DB, any player or official for breach of disciplinary, on or off the field.
- 18.6. The procedure for all disciplinary cases, referred to the SHA DB is as follows:
- 18.7. The TC for the tournament must submit a full report on the alleged offence to the Secretary of SHA. The Secretary of SHA must receive the report within 48 hours of the alleged offence.
- 18.8. Upon receipt of the report, the Secretary SHA shall consult the Chairman of the SHADB and convene a meeting of the SHA DB WITHIN 30 DAYS from the date of the alleged offence.
- 18.9. A player suspended from playing in a match shall not sit on the team bench during that given match.

19. PROTESTS

- 19.1. If the team manager wishes to lodge a protest at the end of a match, the team manager MUST declare the intention to do so when signing the match report by noting the intention immediately under the signature.
- 19.2. Such a protest must be in writing and handed to the Technical Officer (TO) on duty within ten (10) minutes of the match ending; If the protest is not received in writing at the expiry of the designated ten (10) minutes then it will be deemed that no protest has been registered.
- 19.3. The protest having been properly submitted, the team manager will have a further fifteen (15) minutes to remit to the same TO a deposit of RM 300.00 paid in cash. Upon failure to do so, the protest will be considered void. The deposit will be refunded unless the protest is deemed futile.

- 19.4. The TC must make a decision in writing at the latest 48 hours after the end of the match in question.
- 19.5. The Team can file the appeal on the decision of the TC to the Organizing Committee. The appeal must be fielded within 24 hours.
- 19.6. Decisions by the Organizing Committee are final and binding.

20. SHOOT-OUT COMPETITION (knock out stage)

In a shoot-out competition, five players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this Regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.

- 20.1. The following sets out both the playing rules and the procedures to be followed
 - 20.1.1. Respective Team Managers nominate five players to take and one player to defend the shoot-outs from those on the Match Report except as excluded below. A player nominated to defend the shoot-out can also be nominated to take a shoot-out. No substitutions / replacements are permitted during the shoot-out competition other than as specified below. The shoot-out shall commence as immediately as possible after the match has ended.
- 20.2 A player who is still serving a disciplinary suspension by the Technical Committee at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, cannot take part in that shoot-out competition or join his team.. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shout-out competition even if the period of their suspension has not been completed at the end of the match.
- 20.3 The Technical Official will specify in advance the goal to be used.
- 20.4 The Technical Committee will specify at the pre-competition briefing meeting the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
- 20.5 A coin is tossed; the team, which wins the toss, has the choice to take or defend the first shoot-out.
- 20.6 The goalkeeper / defending player of the team taking a shoot-out may be on the back-line outside the circle.
- 20.7 A player taking or defending a shoot-out may enter the 23m area for that purpose.
- 20.8 Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment.
- 20.9 Five players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 10 shoot-outs.
- 20.10 Taking a shoot-out:
 - a. the goalkeeper / defending player starts on or behind the goal-line between the goal posts;
 - b. the ball is placed on the nearest 23m line opposite the Centre of the goal;

- c. an attacker stands outside the 23m area near the ball;
- d. the Umpire signals to the technical table that the time may start;
- e. an official at the technical table starts the clock which automatically issues an audible signal;
- f. the attacker and the goalkeeper / defending player may then move in any direction;
- g. the shoot-out is completed when:
 - i 8 seconds has elapsed since the starting signal;
 - ii a goal is scored;
 - iii the attacker commits an offence;
 - iv the goalkeeper / defending player commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper/defending player;
 - v the goalkeeper / defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
 - vi the ball goes out of play over the back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.

20.1.14. If a penalty stroke is awarded as specified above, it is taken by the two players involved in the shoot-out out concerned unless either of them is incapacitated or suspended.

20.1.15. The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.

20.1.16. A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.

20.1.17. If during a shoot-out(Knock out stages) competition (including during any penalty stroke which is awarded a player is suspended by a yellow or red card:

- a. that player takes no further part in that shoot-out competition and, unless a goalkeeper / defending player, cannot be replaced;
- b. the replacement for a suspended goalkeeper/defending player can only come from the five players of that team nominated to take part in the shoot-out competition:
 - i the replacement goalkeeper / defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player they are replacing was wearing;
 - ii for taking their own shoot-out (or penalty stroke), this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
- c. any shoot-out or penalty stroke due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as a goal.

- 20.1.18. If during a shoot-out competition, a defending goalkeeper/defending player is incapacitated:
- a. that goalkeeper/defending player may be replaced by another player from among the players listed on the Match Report for that particular match, except as excluded in Rule 20 or unless suspended by an Umpire during the shoot-out competition;
 - b. the replacement goalkeeper:
 - i is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
 - ii if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
- 20.1.19. If during a shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the Match Report for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.
- 20.2. If an equal number of goals are scored after each team has taken five shoot-outs:
- a. a second series of five shoot-out is taken with the same players, subject to the conditions specified in this Appendix 1;
 - b. the sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - c. the team whose player took the first shoot-out in a series defends the first penalty shoot-out of the next series;
 - d. when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.
- 20.3. If an equal number of goals are score after a second series of five shoot-out, additional series of shoot-outs are taken with the same players subject to the conditions specified in Rule 20
- 20.3.1. the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - 20.3.2. all eligible players from each team must take a shoot-out before any one of them can take another; any shoot-out due to be taken by a suspended player is forfeited;
 - 20.3.3. the team which starts each shoot-out series alternates for each series.
- 20.4. Unless varied by Rule 20 , the Rules of Hockey apply during a shoot-out.

21. ADMISSION TO FIELD OF PLAY

- 21.1. No one except players and umpires properly engaged in a match shall enter the field of play during a match unless permitted to do so by an umpire.

- 21.2. The registered team officials and substitute players up to maximum 11 persons (4 official & 9 reserve player. 4 officials ONLY if the team has a doctor, must remain seated on the team bench during regulation time, including time stoppages, unless the Technical Officer on duty or umpires direct otherwise or when following substitution procedures or providing medical assistance.
- 21.3. The team manager, who is responsible for the conduct of all persons occupying the bench, must sit nearest to the technical officials' table. Any Vocal communication by team officials and the players on the team bench must not in any way be directed at the technical officer on duty, umpires and the players of the opposing team.
- 21.4. The Technical Officer on duty, after warning a team manager of acts of misconduct by a person or persons on the team bench, is empowered, should misconduct continue, to order the person or persons involved to go and stay in the team changing room for the remainder of the match. The TC may take further disciplinary action, including referring the matter to the SHADB, after the match depending upon the circumstances or the seriousness of the offence.
- 21.5. In the event of a player becoming incapacitated, one of the umpires may authorize the registered team medical doctor and physiotherapist to enter the field of play to assist/or remove the player concerned. The team coach shall not enter the field of play at any time under circumstances.
- 21.6. **NO TREATMENT** will be allowed on the field of play except for Goalkeepers

22. MISCONDUCT OF TEAM OFFICIALS AND PLAYERS

- 22.1. Any breach of the SHA Code of Conduct by any official or players during the league will be referred to the Technical Committee for action on that matter.
- 22.2 Teams are liable to be fined between RM 50 to RM 500 for any breach of the tournament regulations or code of conduct or thrown out of the league.

23. PROMOTION OF TEAM

- 23.1. The Champion and the second place team in the respective divisions will automatically be promoted to the next higher division (Top two Teams). Likewise the last and second last team in division will also automatically be demoted to the next lower division (bottom two teams). The Competition Committee reserves the right to make amendments to the above format.

24. MATTERS NOT PROVIDED FOR

- 24.1. All matters not provided for in these Rules and Regulations shall be dealt with by the SHA Competition Committee whose decision shall be final .

Competition Committee 2018 Selangor Hockey Association