

MASTERS LEAGUE RULES 2019

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The Masters League Rules should be read in conjunction with the Hockey WA Affiliation Rules and FIH Rules of Hockey. The FIH Rules of Hockey remain the ultimate source of information regarding how matches should be conducted. In those instances where the Masters League Rules differ from the FIH Rules of Hockey, then the Masters League Rules will take precedence.

All Rules outlined in the Masters League Rules are designed with the intention of encouraging the largest amount of participation in the social side of our sport, whilst ensuring that there are some form of limitations on the extent to which people can do this. As such, the Masters League Rules are designed with some freedom for clubs to communicate with each other in the most sportsmanlike fashion to provide the best opportunities for their players to enjoy the sport.

1. DEFINITIONS

In these rules, unless contrary intention appears:

- “Advisory Group” refers to an Advisory Group that is set up by Hockey WA to assist with the decision-making process.
- “Association”, “WAHA”, and “Hockey WA” all refer to the name of the Western Australian Hockey Association Incorporated and its Staff, Board and Committees.
- “CEO” refers to the Hockey WA Chief Executive Officer.
- “Club” means any Club or Association, or any other group within Australia or overseas controlling the playing of field hockey, according to the rules of FIH.
- “Committee” refers to a Committee that is set up by Hockey WA to carry out delegated functions or powers of Hockey WA.
- “Competition” means the leagues controlled by Hockey WA.
- “FIH” refers to the International Hockey Federation.
- “Final” refers to any of the series of games played at the end of the qualifying season to determine the Premier.
- “Fixture Week” refers to the period from Friday to Thursday inclusive.
- “HA” refers to Hockey Australia.
- “HAHPP” refers to the Hockey Australia High Performance Program.
- “HockeyNet” refers to the online membership/competitions package used by Hockey WA.
- “Home Club” refers to the first mentioned team in the fixture schedule.
- “League” refers to one of Premier League, Provisional League, Metropolitan League, Masters League, Junior League, Indoor League or Junior Indoor League which are conducted under the auspices of Hockey WA.
- “Player” refers to any player regardless of their position, includes field players and goalkeepers.
- “Policy” refers to guiding principles set down and endorsed by the relevant Committee, Advisory Group, Division, Board, Council or CEO of Hockey WA.
- “Protective Headgear” refers to a full goalkeeping helmet, not just a facemask.
- “Qualifying Season” is defined as the round games played prior to the finals series.
- “Regular Grade” is the grade in which a player has played most of their games in the current season at that point in time up to and including the last qualifying round. Where a player has played an equal number of games in more than one grade, his/her Regular Grade will be the higher of those grades.
- “Rules of Hockey” means current edition of the FIH Rules of Hockey.
- “Team” means a number of players registered with a Club and designated by that Club to represent it in a scheduled match in the competition.
- “Winter Season” means a winter hockey season competition run by Hockey WA or a Hockey WA affiliated Regional Association, including junior competitions, the first day of which shall be the date of the first match of the competition and the last day of which shall be the date of the grand final match of the competition for that season.

2. COMPETITION STRUCTURE

- 2.1 The Board of Hockey WA shall cause the Masters League to be divided into:
- Saturday Men's Masters League
 - Midweek Men's Masters League
 - Midweek Women's Masters League
- 2.2 No club shall be permitted to have more than one team in any of the following grades:
- Saturday Men's Masters League Over 40 Division One;
 - Saturday Men's Masters League Over 40 Division Two;
 - Saturday Men's Masters League Over 50 Division One;
 - Midweek Men's Masters League Division One;
 - Midweek Women's Masters League Division One; and
 - Midweek Women's Masters League Division Two.
- Unless otherwise determined by Hockey WA.
- 2.3 In the event that nominations are received in excess of positions available in the competitions of the Midweek Leagues, preference will be given to Club team nominations and/or the lowest ranked team from the previous season and the new nominees will be required to submit information as requested by Hockey WA including Masters League grades, rankings and details of planned personnel including coaches, captains and players. If considered necessary Hockey WA can call for a play-off to take place.
- 2.4 The final determination of teams in the Masters competitions will be made by Hockey WA with advice from the WA Masters Hockey Committee.
- 2.5 For the purposes of these rules, the Masters League of Hockey WA ranked in descending order for each League is as follows:
- 2.5.1 Men's Midweek League
- 2.5.1.1 Masters 40 Division
- 2.5.2 Women's Midweek League
- 2.5.2.1 Masters Division One
- 2.5.2.2 Masters Division Two
- 2.5.2.3 Masters Division Three
- 2.5.2.4 Masters Division Four
- 2.5.3 Men's Saturday League
- 2.5.3.1 Masters 40 Division One
- 2.5.3.2 Masters 40 Division Two
- 2.5.3.3 Masters 40 Division Three
- 2.5.3.4 Masters 50 Division One
- 2.5.3.5 Masters 40 Division Four
- 2.5.3.6 Masters 50 Division Two
- 2.5.3.7 Masters 60 Division
- 2.5.3.8 Masters 50 Division Three
- 2.5.4 Where a Club has two teams in the same division, that Club shall provide Hockey WA with their team hierarchy in descending order two (2) weeks prior to the start of the Winter Season.
- 2.6 All Masters League grades shall comprise of nine (9) teams that will play over eighteen (18) rounds, unless otherwise determined by Hockey WA.

3. CONDUCT OF MATCHES

3.1 MATCH CONDITIONS

Subject to these rules all games must be played on the date and time and at the ground nominated unless determined by Hockey WA. A team can only use players who were eligible to play on the original nominated date.

3.1.1 Unless otherwise determined by Hockey WA, a match shall consist of four (4) periods of play of seventeen (17) minutes each, a first quarter interval of two (2) minutes, a half-time interval of five (5) minutes and a third quarter interval of two (2) minutes. A maximum period of ten (10) minutes may be added for delays or interruptions but the match shall conclude at a time which is the earlier of:

3.1.1.1 Five (5) minutes before the scheduled commencement of the next match to take place on the same field; or

3.1.1.2 Eighty-five (85) minutes after the commencement of play.

3.1.2 For a match, each team shall provide at least one (1) white hockey ball of standard requirements in serviceable condition, to the satisfaction of the Umpires. A coloured ball may be used with the agreement of both teams and both umpires.

3.2 TEAM CONDITIONS

3.2.1 Teams can comprise of up to 16 players of which a maximum of 11 players (including any players who have been suspended by the Umpires) may be allowed on the field of play at one time. Players may be interchanged at any time except during penalty corners.

3.2.2 Each team must play with either:

a) a goalkeeper with goalkeeping privileges wearing full protective equipment comprised of at least protective headgear (see definition), leg guards and kickers and a different coloured shirt; or

b) teams are permitted to play with 11 field players; no player has goalkeeping privileges or wears a different colour shirt; no player may wear protective headgear except a face mask when defending a penalty corner or a penalty stroke; all team players wear the same colour shirt.

Any change between these options must take place as a substitution.

3.2.3 No team shall commence play with less than seven (7) players.

3.2.4 A team with less than eleven (11) players may add extra players during the progress of the game until the full complement of eleven (11) is reached.

3.3 GROUND CONDITIONS

3.3.1 Where the weather or ground conditions are unsatisfactory or due to any other extraordinary circumstances a game may be postponed if both captains agree or, failing agreement, one captain and both umpires agree. If the game does not start or if less than twenty (20) minutes playing time has been played, the game will be replayed in full. If more than twenty (20) minutes has been played, the remaining time will be completed. If less than 15 minutes is remaining then the game will be considered complete. Any game needing to be replayed or completed will be done so at a time and venue determined by Hockey WA.

- 3.3.2 A postponed or replayed game due to Masters League Rule 3.3.1 shall be deemed to have been played on the day originally appointed.
- 3.3.3 If during the course of a match a team declines to continue the game or to take it up where it left off, or if at anytime during a match the number of its players on the field is fewer than seven (7), this team shall be deemed to have lost the match and the opposing team to have won the match with the score standing at the time or by a score of 5-0 whichever is the greater with respect to goal difference.
- 3.4 **BREAKING ON A PENALTY CORNER**
- 3.4.1 Until the ball has been played, no attacker other than the one taking the push or hit from the backline is permitted to enter the circle and no defender is permitted to cross the centre line or backline.
- 3.4.2 For any offence of this rule by a defender, other than the goalkeeper, the offending player(s) shall be required to go beyond the centre line and cannot be replaced by another defender.
- 3.4.3 For any offence of this rule by a defending goalkeeper, the defending team defends the penalty corner with one less player.
- 3.4.4 For any offence of this rule by an attacker who enters the circle before the ball is played, the offending player(s) shall be required to go beyond the centre line.
- 3.4.5 The player who pushes or hits the ball from the backline must not feint at playing the ball. For any offence of this rule the offending player must be replaced by another attacker, the offending player(s) shall be required to go beyond the centre line.
- 3.5 **BLOOD RULE**
- 3.5.1 If a player is bleeding they must immediately leave the field to receive treatment (substitution may be made.)
- 3.5.2 The player may return to the field once bleeding has been controlled, the wound covered and any blood contaminated clothing changed. Managers need to have spare shirts available for players.
- 3.5.2.1 If the bleeding player does not leave the field voluntarily or when asked, the umpire may suspend them for misconduct.
- 3.5.3 Recommendations for the cleaning of the playing area:
- 3.5.3.1 If an area on the field becomes contaminated with blood, the umpire must stop the game. The blood must be mopped up and the area washed with soapy water using a long handled broom and again washed with clean water (this is the Ground Controller's responsibility when playing on artificial surfaces).
- 3.5.3.2 Equipment Required:
- 2 plastic buckets
 - 1 mop
 - 1 broom
 - Detergent
 - Disposable protective gloves

3.5.4 Grass Field – if an area on the field becomes contaminated with blood, the umpire must stop the game. The area should be cleaned so there is no chance of contamination.

3.6 STICK ABOVE THE SHOULDER

The FIH Rule 9.7 permitting players to play the ball in a controlled manner with the stick above the shoulder will be implemented in all Masters League grades.

4. FORFEITS & WITHDRAWALS

4.1 FORFEITS

4.1.1 If a team does not have at least seven (7) players on the field at any time then it shall forfeit the game.

4.1.2 If a team forfeits a game, it shall be deemed to have lost the game nil (0) goals to five (5). The opposing team shall be credited with three (3) premiership points.

4.1.2.1 For the third and subsequent games forfeited in a season, a team shall incur a fine as set in the Fines Schedule (refer to Affiliation Rules - Section 13).

4.1.3 If a team is not ready to commence a game within 10 minutes of the nominated starting time, it shall forfeit the game. Forfeiture of a game will incur a fine as per the Fines Schedule (refer to Hockey WA Affiliation Rule 13.3).

4.1.4 A team intending to forfeit without attending the venue must notify the Hockey WA Office, the venue, the umpires, or Club responsible for umpiring and phone contacts of the opposing Club, by midday of the last business day prior to the fixture. Failure to notify all required personnel shall incur a fine as set in the Fines Schedule (refer to Hockey WA Affiliation Rule 13.3)

4.1.4.1 It should be noted that to forfeit a match without attending the venue, the team must have fewer than seven (7) players available, as outlined in Rule 5.1.1. Teams that attend a venue with more than seven (7) players in attendance may still forfeit a match, but this decision must be made at the venue.

4.1.4.2 Should a club forfeit a game, without complying with the provisions of Masters League Rule 4.1.1, they will be responsible for all associated costs including administrative, ground hire and umpiring charges.

4.1.4.3 The fine for failure to do so will not apply if a team attempts to field a side but finds, on arrival at the ground, that they do not have the required minimum number of members present.

4.1.5 When a team withdraws from a game after the game has started, it will be deemed to have lost the game. If the team was losing at the time of the forfeit goals scored for and against each team shall stand or a five (5) goals to nil (0) result shall be awarded to the opposing team, whichever results in a greater goal difference in favour of the non-forfeiting team.

4.1.6 If the team was winning, or scores were level at the time of the forfeit, a five (5) goals to nil (0) result shall be awarded to the non-forfeiting team.

4.2 WITHDRAWALS

- 4.2.1 When a team is withdrawn after the commencement of the season all points and goals scored in games involving that team prior to its withdrawal are to be cancelled.
- 4.2.2 When a club has more than one team in a league and wishes to withdraw a team from a grade, it must withdraw the lowest grade in which it is represented in that league.

5. OFFICIATING

5.1 TECHNICAL OFFICIALS

- 5.1.1 Hockey WA may appoint Technical Officers to control matches in any grade. The function and powers of the Technical Officers are as outlined in the HA Australian Championship Operations Manual and as determined from time to time by Hockey WA.
- 5.1.2 No player may enter the playing arena without the consent of the Technical Officer.
- 5.1.3 Where a Technical Officer is present, the captain or manager of each team must accurately complete the line-up sheet clearly indicating the starting eleven (11) and return it to the Technical Officer at least fifteen (15) minutes before the scheduled start time of the game. The minute of the match that an interchange player enters the pitch for the first time shall be entered on the card by the Technical Officer.
- 5.1.4 The Technical Officer can require any person on a team bench who engages in loud or offensive behaviour to withdraw from the playing arena.

5.2 UMPIRING

- 5.2.1 Masters teams will each provide an umpire for their own game each round. Alternatively Hockey WA may, at their discretion, allocate umpiring duties throughout the year. These will occur at umpiring byes scheduled through fixturing.

5.3 UMPIRE NO-SHOWS

- 5.3.1 Where the allocated Umpire(s) fails to arrive by the scheduled starting time a replacement Umpire(s) shall be sourced by the competing teams. Failure to source a replacement Umpire(s) shall result in the competing teams nominating a player(s) to undertake the umpiring allocation.
 - 5.3.1.1 Failure of the allocated umpire(s) to attend the game shall not give cause to request re-fixturing of the match.
 - 5.3.1.2 In the event that both teams are required to supply an umpire, as per rule 5.3.1, failure of one team to do so shall result in forfeiture of the match.
- 5.3.2 If the allocated Umpire(s) arrive after the commencement of the match, they may take the place of the replacement Umpire(s) upon the agreement of both teams.

6. MISCONDUCT

- 6.1 All Clubs, players and team officials shall agree to abide by the Hockey WA Codes of Behaviour. Any Club, player or team official considered by Hockey WA to be in breach of any of the Codes of Behaviour may be fined or suspended or otherwise penalised as decided by the Hockey WA Protests and Disputes Tribunal.
- 6.2 In the event of excessive harassment of an umpire by coaches, Club officials or supporters, the umpire (or technical officer where applicable) shall have the power to stop the game, call both captains and ascertain whether the offending person(s) is a coach, Club official or supporter.
- 6.2.1 If a supporter, the person must be ignored and the game continued.
- 6.2.2 If a coach or Club official, name and Club should be written on the match report and captain asked to warn offender that if harassment persists, the game may be suspended and allocation of points shall be decided by the Protests and Disputes Tribunal.
- 6.3 A player may be reported by the umpire or opposing team captain if they have:
- 6.3.1 Disputed the decision of any umpire;
- 6.3.2 Used insulting or abusive language before, during or after the match;
- 6.3.3 Performed a deliberate act contrary to fair play;
- 6.3.4 Caused interference or attempted to cause interference with the control exercised by an umpire during a match; or
- 6.3.5 Acted in a manner likely to bring discredit on the game of hockey.
- 6.4 MISCONDUCT CARDS
- 6.4.1 Any breach of the FIH Rules of Hockey, Hockey WA Constitution, Hockey WA Rules or Hockey WA Policies shall be dealt with, where applicable, with the imposition of either a:
- 6.4.1.1 Warning (verbal)
- 6.4.1.2 Warning/Temporary suspension (green card)
- 6.4.1.3 Temporary suspension (yellow card)
- 6.4.1.4 Permanent suspension (red card)
- 6.4.2 For an offence where the offending player is temporarily suspended, (green or yellow card), the team shall play with one less player for the duration of that suspension. For an offence where the offending player is permanently suspended (red card), the team shall play the rest of the match with one less player.
- 6.4.3 Misconduct cards cannot be contested after the fixtured game except in the case of mistaken identity.
- 6.5 GREEN CARDS
- 6.5.1 Where a green card is issued, the offending player shall be temporarily suspended for two (2) minutes. The offending player must leave the field immediately and the suspension shall commence when the player is seated in a place designated by the umpires, Technical Official or Ground Controller. The umpire shall immediately restart the game and if the offending player interferes with play whilst leaving the field, the umpire will further penalise the player in accordance with the Rules of Hockey.

6.6 YELLOW CARDS

- 6.6.1 Where a yellow card is issued, the offending player shall be temporarily suspended for a minimum of five (5) minutes. The timing of yellow card suspensions shall be controlled by the umpire that issued the card. The offending player must be seated in a place designated by the umpires, Technical Official or Ground Controller.
- 6.6.2 If a player receives a second temporary suspension (yellow card) in the same game, the player is not permitted to take any further part in the game.
- 6.6.3 When a player accumulates three (3) yellow cards in any Hockey WA League during the competition season, a one fixture week suspension from all Hockey WA Leagues is imposed as determined by Hockey WA.
- 6.6.4 For every additional two (2) yellow cards a player receives in any Hockey WA League during the competition season after the fourth caution, a two (2)-fixture week suspension is imposed from all Hockey WA Leagues as determined by Hockey WA.
- 6.6.5 For the purpose of Finals, all yellow cards will be removed from a player's record at the end of the qualifying season. When a player accumulates two (2) temporary suspensions (yellow cards) in any Hockey WA League during finals series, a one-fixture week suspension is imposed from all Hockey WA Leagues as determined by Hockey WA.

6.7 RED CARDS

- 6.7.1 In the event of a player receiving a red card, the umpire concerned must submit a report on the incident to the Hockey WA office within 72 hours of the offence occurring.
- 6.7.2 The player will be suspended for the next following fixture week for which they are available and the player may face a tribunal where the tribunal will decide if further penalty/penalties are to be incurred.

6.8 SUSPENSIONS

- 6.8.1 Hockey WA will notify clubs whose players are suspended, either through accrual of yellow cards or a direct result of a red card, with a minimum twenty-four (24) hours notice prior to the next fixtured game.
- 6.8.2 For context around when a suspension should be served under Rules 6.6.3, 6.6.4, 6.6.5 and 6.7.2, a player shall be deemed to be available for a game unless they are:
 - 6.8.2.1 Participating in an Australian Championship
 - 6.8.2.2 Participating in an Australian Representative Team, or
 - 6.8.2.3 Serving a suspension imposed by the Protests and Disputes Tribunal.The purpose of outlining this is that players participating in either 6.8.2.1 or 6.8.2.2 must serve their suspension upon their return.
- 6.8.3 If at the end of the qualifying season a player is due for disqualification under Rules 6.6.3, 6.6.4, or 6.7.2, then the disqualification shall apply to the Finals series unless otherwise advised by Hockey WA.
- 6.8.4 If at the end of the qualifying season a player is due for disqualification under Rule 6.7.2, and the team is not involved in Finals, this disqualification shall apply from the commencement of the following Winter season, across all

Hockey WA Leagues. (i.e. this suspension shall not apply to other competitions run outside of the Winter Season).

7. PLAYER QUALIFICATION

7.1 REGULAR SEASON QUALIFICATION

- 7.1.1 To play in a Men's Over 40's grade a player must be at least forty (40) years of age by 31 December of that year.
- 7.1.2 To play in a Men's Over 50's grade a player must be at least fifty (50) years of age by 31 December of that year.
- 7.1.3 To play in a Men's Over 60's grade a player must be at least sixty (60) years of age by 31 December of that year.
- 7.1.4 To play in a Women's O35's grade a player must be at least thirty-five (35) years of age by 31 December of that year.
- 7.1.5 The following exceptions apply for each of their respective divisions:
 - 7.1.5.1 Teams in the Men's Over 40 (Midweek) grade are permitted to play three (3) field players and one (1) goalkeeper who (as at 31 December in the year of competition) are a minimum of 35 years of age.
 - 7.1.5.2 Teams in the Rae Blunt Pennant Division are permitted to play three (3) field players and one (1) goalkeeper who (as at 31 December in the year of the competition) are a minimum of 30 years of age.
 - 7.1.5.3 Teams in all other Masters grades (Women and Men) are permitted to play two (2) field players and one (1) goalkeeper who (as at 31 December in the year of the competition) are not more than 2 years below the age description for their grade.
- 7.1.6 Unless otherwise governed by Masters League Rule 7.2 or Affiliation Rule 10.2.5, a player may only play in one Masters Competition Game within the same fixture week. Exclusions to this rule are:
 - 7.1.6.1 Where more than one game in the same grade is scheduled to be played during the same fixture week.
 - 7.1.6.2 For these purposes, an Umpiring Bye shall be considered to be a fixture week. Any player participating in an Umpiring Bye, whether they actually umpire or just do not play in a match that weekend, shall be deemed by Hockey WA to have participated in that fixture week for that grade.
- 7.1.7 In exceptional circumstances, clubs may apply to Hockey WA for permission for underage players to participate in the Masters League (Saturday) competition. Hockey WA shall only give permission if the club can demonstrate that it will not result in an unfair advantage.
- 7.1.8 After their third registered game, a player may play in any grade for which they are qualified provided that when that player's regular grade has a bye or forfeits a game, they cannot play in a lower grade unless permission has been granted by Hockey WA. Application for permission must be in writing and submitted to the Hockey WA office at least 48 hours prior to the fixture. Hockey WA will not give permission unless the Club can clearly demonstrate that an unfair advantage will not be obtained.

- 7.1.9 A player may not drop more than one club grade within one fixture week. The order for determining grade hierarchy is located in the Competition Structure (refer to Masters Rule 2.5).
- 7.1.9.1 A player that does not play for consecutive fixture weeks may drop the same number of grades as the number of fixture weeks missed.
- 7.1.10 Hockey WA have the grounds to declare a forfeit against the team of a Club where Hockey WA deems that the Club, without a satisfactory explanation to Hockey WA, is deemed to have played a disproportionate number of regular players from a higher ranked team in a lower ranked team in a manner likely to gain an unfair advantage or to distort the rankings of the lower ranked grade.
- 7.1.11 During the last four (4) of its qualifying games, a team shall not contain more than two (2) players (see Definitions) whose regular grade immediately prior to the fourth last game, was in a higher ranked team. The two (2) players may only play one game for that fixture week as per the Two Games in a Week rule.
- 7.1.11.1 If the higher ranked team has a bye, refer to Masters Rule 7.1.6.
- 7.2 TWO GAMES IN A WEEK
- 7.2.1 No player is permitted to play in more than one Masters Competition game in any fixture week unless playing as an Asterisk or Permit player or where more than one game in the same grade is scheduled to be played during the same week.
- 7.2.1.1 This rule does not prohibit players playing in both the Midweek Men's Masters League and the Saturday Men's Masters League.
- 7.2.1.2 No player is permitted to take part in more than one Men's Midweek Masters game in any week. As there is only one (1) grade, no Asterisk or Permit rules apply to the Men's Midweek Competition.
- 7.2.2 These rules shall not prevent a player from playing two Masters Competition games in the same fixture week:
- 7.2.2.1 As an "Asterisk" Player provided that:
- 7.2.2.1.1 One game is in the player's regular grade.
- 7.2.2.1.2 The other game is in a higher ranked grade¹ according to Masters League Rule 2.5; and
- 7.2.2.1.3 There are no more than three (3) asterisk players in a team; and
- 7.2.2.1.4 Player's taking part in two games in a fixture week are indicated by an asterisk (*) in the player role column of the match report sheet in the higher grade; and
- 7.2.2.1.5 The player has played as an asterisk player on no more than eight (8) occasions during the qualifying season or the prior permission of Hockey WA is obtained. Permission will only be given in exceptional circumstances.

¹ Higher ranked teams within the same Masters Division are not deemed a higher ranked grade.

- 7.2.2.2 As a “Permit” player;
- 7.2.2.2.1 Goalkeeper permit (automatic) – A player may play two (2) Masters games in the same fixture week if that player assumes the role of goalkeeper in both of the games. Both games must be in the same or consecutively ranked Club teams according to Masters Rule 2.5.
 - 7.2.2.2.2 Goalkeeper/field player permit (automatic) – A player may take the field in one of the games as a goalkeeper and in the other game as a field player.
 - 7.2.2.2.3 If a player plays as a field player and a goalkeeper throughout the season, that player can qualify for two finals, BUT can only qualify in a final for the position in which the player has played in that grade throughout the year (for example if a player has played as a goalkeeper in Men’s Over 40 Division One and a field player in Men’s Over 40 Division Two, they cannot play as a goalkeeper in a Men’s Over 40 Division Two final).
 - 7.2.2.2.4 If a player wishes to play two games in the same Masters Division, they may only do so once permission from Hockey WA has been granted, upon advice from the Hockey WA Masters Committee. Permission will only be granted in exceptional circumstances.
 - 7.2.2.2.5 In exceptional circumstances, Hockey WA may grant permission for a player to play in two games in a fixture week. Hockey WA will not give permission unless the Club can clearly demonstrate that an unfair advantage will not be obtained. Permit requests must be received by close of business on the third last working day prior to the game.
 - 7.2.2.2.6 The Permit player must be clearly indicated on the second match report sheet by a “P” in the player role column.
- 7.2.2.3 Asterisk and Permit players must be identified to the umpires and the opposition captain before the start of play.
- 7.2.2.4 If in any way a Club contravenes this rule, then the Asterisk or Permit player(s) becomes an ineligible player in that player’s second or later fixtured match regardless of the grade and the appropriate penalty will be applied (refer to Masters League Rule 8).
- 7.2.3 When a player has played in more than one game in a week as an Asterisk player pursuant to Masters League Rule 7.2.2, then only the game played in the lower grade shall be used for assessing eligibility to play in a finals game.

7.3 FINALS QUALIFICATION

- 7.3.1 To play in a final, a player must have played at least three (3) fixtures prior to the finals for the Club in the Masters Competition, or have obtained the prior permission of Hockey WA. Hockey WA will not give permission unless the Club can clearly demonstrate that an unfair advantage will not be obtained. A player must have played at least half their games for the season for the same club in the Masters Competition in that grade or lower.
- 7.3.1.1 If 7.3.1 cannot be achieved, the player must have played in the Masters Competition in that grade or lower for the same club in each of the last four (4) weeks of the season. If a team has an Umpiring Bye within this 4 week period, the player must participate in this bye to qualify;
- 7.3.1.2 If 7.3.1.1 cannot be achieved, the player must obtain permission from Hockey WA. Hockey WA will not give permission unless the Club can clearly demonstrate that an unfair advantage will not be obtained.
- 7.3.2 For purposes of Semi Finals, Preliminary Finals and Grand Final criteria, the Midweek Men's Masters League is a stand-alone competition and has no bearing on player eligibility for the Saturday Men's Masters League finals.
- 7.3.3 When a player has played in more than one game in a week as a Permit player pursuant to Masters League Rule 7.2.2.1.5, then both games shall be used for calculating eligibility to play in a finals game.
- 7.3.3.1 Should a player qualify to play finals for two teams within the same division, then the player must nominate which team they will be playing in. Nomination need not be in writing. However, playing in a team's first game of the Final Series will constitute nomination to satisfy this rule.
- 7.3.3.2 Clubs may request permission for a player to change teams during the Final Series. However, Hockey WA will only grant permission in exceptional circumstances, upon advice from the WA Masters Hockey Committee. Clubs must also request permission for Goalkeepers playing under Rule 7.2.2.2 to play for a different team during Finals.
- 7.3.4 In the event of an ineligible player playing in a finals fixture, the penalty shall be forfeiture of the fixture in which the breach occurred – see Rule 9.8.

8. MATCH REPORTING

- 8.1 A match report system of result checking shall be used.
- 8.2 Each team is responsible for providing a match report book (duplicate booklet) for each match in which they play. Hockey WA will provide the match report booklets to teams prior to the commencement of the season.

- 8.3 Each team shall complete a match report which shall record:
- 8.3.1 The result of the match played;
 - 8.3.2 A list of players (both surname and first names) from the team completing the match report;
 - 8.3.3 Details of misconduct cards received by individual players;
 - 8.3.4 Details of goal scorers;
 - 8.3.5 Details of player roles (Goalkeepers = GK, Asterisk Players = *, and Permit Players = P. Multiple codes may be entered);
 - 8.3.6 Names and Club (if applicable) of umpires who officiated; and
 - 8.3.7 All injuries that have occurred during the match.
- 8.4 In the event of a forfeit, no scores should be entered for either team. Only the result should be entered.
- 8.4.1 Team lists should be entered for both teams that reflect the players available for the match.
- 8.5 If a player does not take the field they must be removed from the card or indicated as 'did not play' (DNP).
- 8.6 The duplicate copy of the match report is to be given to the opposition team immediately following the match.
- 8.7 The result of the match must be entered into HockeyNet by the first named team in the fixture by 1.00pm on the first business day after the fixture is played. Once the first named team have entered the result and their team details, they must "Save" and then "Submit" this information.
- 8.7.1 Failure to comply shall result in a fine as set in the Fines Schedule (refer to Affiliation Rules - Section 13).
- 8.8 Specified team match details must be entered into HockeyNet by the respective teams by 1.00pm on the first business day after the fixture is played.
- 8.8.1 Specified team match details shall mean:
 - 8.8.1.1 Player names (first name and surname);
 - 8.8.1.2 Player's shirt numbers (in grades that require them);
 - 8.8.1.3 Misconduct cards received by individual players;
 - 8.8.1.4 Goal scorers;
 - 8.8.1.5 Player roles (goalkeepers, asterisk, and permit players); and
 - 8.8.1.6 All injuries that have occurred during the match.
 - 8.8.2 Failure to comply shall result in a fine as set in the Fines Schedule (refer to Affiliation Rules - Section 13).
- 8.9 It is the responsibility of the opposing team to ensure that their opposition's team details have been entered correctly in HockeyNet. Once the first named team "Submit" the information, the opposing team will have the opportunity to "Confirm" or "Dispute" that information.
- 8.10 The original match report sheet must be retained by the club and the duplicate by the opposing club until the 30th November of the year in which the match was played.
- 8.10.1 In the event of an appeal against the information entered into HockeyNet, the original match report must be received by the Hockey WA Office within seven (7) days of the request.
 - 8.10.2 Failure to comply shall result in a fine as set in the Fines Schedule (refer to Affiliation Rules - Section 13).

- 8.11 If a team disputes the information entered by the opposing team an appeal must be made in writing and submitted to the Hockey WA office within fourteen (14) days of the match with the accompanying protest fee (refer to Affiliation Rules - Section 13).
- 8.11.1 Any appeal relating to the last two rounds of the Qualifying Season and Finals games must be lodged within two (2) business days of the match with the accompanying protest fee.
- 8.12 Where any breach of the Rules is evident according to the details on the match report sheet, Hockey WA shall apply the prescribed penalty.
- 8.13 The details of the imposition of any penalty will be forwarded in writing to the club(s) involved. If a club wishes to appeal against the imposition of any such penalty, then an appeal is to be made in writing and submitted to the Chief Executive Officer within fourteen (14) days.
- 8.14 Should an error on HockeyNet not be queried or otherwise corrected within two weeks of the date of publication, HockeyNet shall be deemed to be correct.
- 8.15 The Hockey WA office shall keep a tabular record of the results, which will be published regularly in an Association distributed publication or website.

9. PENALTIES

- 9.1 Any appeal relating to ineligible players must be made by the opposing team in writing and submitted to the Hockey WA office within fourteen (14) days of the match with the accompanying protest fee (refer to Affiliation Rules - Section 13).
- 9.1.1 Any protest relating to the last two rounds of the Qualifying Season and Finals games must be lodged within two (2) business days of the match with the accompanying protest fee.
- 9.2 If Hockey WA believes that there is good cause for doing so, then it may investigate any game at Hockey WA's discretion through random audits, regardless of receipt of a protest. Clubs must adhere to rule 8.1 when submitting protests.
- 9.3 Should a team be found to have played an ineligible player win or draw a match, the penalty shall be forfeiture of the match. The team that has not offended will be awarded the three (3) points in accordance with this, and the score of the match will reflect a five (5) goals to nil (0) in favour of the non-offending team, unless the original score-line reflects a greater goal difference in favour of the non-offending team, in which case this score will be kept.
- 9.4 Should the opposing side also have fielded an ineligible player, then neither team shall receive any points and a 5-0 loss and three (3) penalty premiership points shall be recorded against both teams.
- 9.5 Clubs found to have played an ineligible player will be issued with a \$250 fine by Hockey WA.
- 9.5.1 This fine will only be issued once per investigation.
- 9.5.2 Any subsequent occasions in which the same team are found to be in breach of Hockey WA Rules, playing ineligible players again after the issue of the first fine, then this financial penalty will compound as follows: \$500 for second offence, \$1000 for third offence, etc...
- 9.6 In the event of the false recording of a name on a match report the offending team shall forfeit the fixture.

- 9.7 A player who plays under a false name and the person whose name that player plays under shall be deemed not to have played in the game for the purposes of qualifying for Finals.
- 9.8 If a team plays an ineligible player or records a false name on the match report in a Final, it shall lose the game.
- 9.9 All penalties shall be subject to the Fines Schedule set in the Affiliation Rules.
- 9.10 If a team or a player contravenes a Rule for which no specific penalty is provided for then the club shall be liable to a fine as set in the Fines Schedule (refer to Affiliation Rule 13.1).

10. PREMIERSHIP TABLE

- 10.1 The Premiership table shall be established by awarding teams three (3) points for a win, one (1) point for a draw and no points for a loss.
- 10.2 The team finishing first at the completion of the Qualifying Season in each grade is the Season Premier (or name to be determined by Hockey WA) for that grade.
- 10.3 Where two or more teams have played in an equal number of fixtures and have an equal number of premiership points, their relative positions on the premiership table shall be decided:
- 10.3.1 Firstly, on goal difference. Goal difference is determined by subtracting the goals scored against a team from the goals scored by it (e.g. 40 goals scored by the team and 20 goals conceded by the team, gives a goal difference of +20);
- 10.3.2 Then, by the most number of goals;
- 10.3.3 Then if still equal, on the number of matches won;
- 10.3.4 Then if still equal, by the highest total of goals scored when the teams played each other during the season;
- 10.3.5 Then if still equal, by the tossing of a coin.
- 10.4 Where the teams have played an unequal number of games at the end of the Qualifying Season, the position of teams on the premiership table shall be decided on percentages and then by following the steps outlined from rule 10.3. A team percentage is arrived at by dividing the points scored by the possible points and multiplying the result by a hundred (e.g. games played = possible points 30, points scored = 15. Percentage $15/30 \times 100 = 50\%$).
- 10.4.1 This clause shall not apply to a team which has played three or more games less than the team having played the most number of games.
- 10.4.2 Where two or more teams have an equal percentage, their relative positions on the premiership table shall be decided by goal difference and the subsequent steps listed in Masters League Rule 10.3.
- 10.5 Clubs querying or wishing to correct the premiership table must do so in writing to Hockey WA. Changes will not be made without confirmation from involved clubs.
- 10.6 Should an error on the premiership table not be queried or otherwise corrected within two weeks of the date of publication of that premiership table, the premiership table shall be deemed to be correct.

11. FINALS

11.1 FORMAT FOR MASTERS LEAGUE FINALS

Unless otherwise specified, the top four teams at the completion of the Qualifying Season shall play in the final series.

The final series shall comprise:

- 11.1.1 The third and fourth placed teams shall play in the first Semi-final;
- 11.1.2 The first and second placed teams shall play in the second Semi-final;
- 11.1.3 The loser of the second Semi-final shall play the winner of the first Semi-final in the Preliminary Final;
- 11.1.4 The winner of the second Semi-final will play the winner of the Preliminary Final in the Grand Final.

12. TIE BREAKERS

- 12.1 If the score in a finals game is level at the end of normal time then, after a five (5) minute rest, umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. Two periods of up to 5 minutes of extra time, in between which teams must change ends, without a rest period, shall be played.
- 12.2 The first team to score a goal in extra time shall be the winner of the game.
- 12.3 In the event that the score is still level at the end of the two periods of extra time then a penalty stroke competition will take place as per the HA Australian Championships Operations Manual.
 - 12.3.1 In a penalty stroke competition five (5) players from each team shall take a penalty stroke alternatively.
 - 12.3.2 Permanently suspended (red card) players are ineligible to take part in a penalty stroke competition.
 - 12.3.3 The umpires, after consultation with the Team Captains and Technical Officer if present, 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 stroke.
 - 12.3.4 Each goal keeper shall defend for their team unless unable to do so, in which case another player may replace them. This player must wear approved goal keeping equipment.
 - 12.3.5 The competition will cease once an outright winner has been established.
 - 12.3.6 In the event of an equal number of goals having been awarded, another series of penalty strokes shall be started with the same players and shall feature “sudden death”, which shall mean that the winner shall be the first team to have scored one more goal than the opposing team after an equal number of penalty strokes has been taken by each team. The sequence of stroke takers does not need to be the same as in the previous series and the team captain has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke. The team which defended the first stroke of the first series shall not defend the first stroke of the second series.

13. PROMOTION & RELEGATION

13.1 SATURDAY MEN'S MASTERS LEAGUE

13.1.1 In all Men's Masters (Saturday) grades, Promotion and Relegation will be determined by Hockey WA and the WA Masters Hockey Committee.

13.1.2 In the event that this may result in a Club having more than one team in Over 40 Division One, Over 40 Division Two or Over 50 Division One, the application of this rule may be altered by Hockey WA.

13.2 MIDWEEK MEN'S MASTERS LEAGUE

In the event that the Midweek Men's Masters League has more than one division, rules 13.1.1 to 13.1.2 shall apply to this League also.

13.3 MIDWEEK WOMEN'S MASTERS LEAGUE

13.3.1 In all Women's Masters grades, Promotion and Relegation will be determined by Hockey WA and the WA Masters Hockey Committee.

13.3.2 In the event that this may result in a Club having more than one team in Division One, the application of this rule may be altered by Hockey WA.

14. SITUATIONS NOT COVERED BY THESE RULES

14.1 Any situation not provided for explicitly in these Masters League Rules shall be referred to Hockey WA for consideration and determined in conjunction with the rules provided by the governing body that are appropriate to the individual case.

14.2 Hockey WA reserves the right to review rules to ensure that the premise behind that rule is upheld in the best interest of the Competition.