

APPENDIX 2 - SCHEDULE OF VARIATIONS TO THE RULES OF HOCKEY

1. BALL COLOUR

Rule 4.8: The ball is spherical, hard and white (or an agreed colour that contrasts with the playing surface.)

Regulation: The ball may be yellow or white as agreed with Hockey India.

2. MATCH TIME

- a. A match consists of 4 periods of 15 minutes.
- b. At the end of the first and third period there shall be an interval of 2 minutes. During this interval, teams are not permitted to leave the field of play.
- c. Play is resumed by a centre pass. For the second period this is taken by the team that started the first period. For the fourth period the centre pass is taken by the team that started the third period.
- d. At the end of the second period there shall be an interval of 10 minutes. During this interval teams may leave the field of play. Play is resumed by a centre pass which is taken by the team that did not take the centre pass for the first period.
- e. When a penalty corner is awarded, time is stopped for 40 seconds, except in the case of re-awards or penalty corners awarded after a Video Umpire referral.
- f. In the case of a re-awarded penalty corner time will be immediately stopped but the teams will not be allowed an additional 40 seconds. The umpire will re-start play at the earliest possible opportunity, ensuring that any delay is kept to a minimum
- g. The match is prolonged at the end of a period to allow the completion of a penalty corner or any subsequent penalty corner or penalty stroke.
- h. If a match is prolonged at the end of a period to allow for the completion of a penalty corner as specified in the Rules of Hockey, the Umpires will signal the end of that half.
- i. After a goal is scored, time is stopped for 40 seconds, except in the case of goals awarded after a Video Referral and a Penalty Stroke. The umpire will then re- start play, unless time has to be stopped for another reason.

3. TEMPORARY PLAYER SUSPENSIONS

- 3.1 A player who receives a green card (warning) from an Umpire will be temporarily suspended for two (2) minutes of playing time.
- 3.2 A player who receives a yellow card from an Umpire will be temporarily suspended for a minimum of five (5) minutes of playing time. For a more serious offence, this may be increased to ten (10) minutes at the discretion of the Umpire. The duration of a yellow card suspension must be indicated to the technical official on duty by the Umpire who issues the yellow card.
- 3.3 For the duration of each temporary suspension, the offending team plays with one less player.
- 3.4 If a field player receives a green or yellow card, the umpires stop the match, but not necessarily the time to issue the card; if time has been stopped, the Umpires restart immediately after issuing the card.
- 3.5 If a goalkeeper or player with goalkeeping privileges receives a green or yellow card, the umpires stop the match to issue the card and shall re-start the match after the player has left the field of play.

- 3.6 The offending player leaves the field of play immediately; if they interfere with play on their way to the designated suspension area the Umpire may further penalize the player in accordance with the Rules of Hockey.
- 3.7 The period of any temporary suspension starts only when the player is seated in the designated area and the match has been re-started. The timing of the suspension is controlled by the technical official on duty.
- 3.8 The offending player is permitted to resume play when the technical official on duty indicates that the period of suspension has been completed, unless this occurs within the period from the award of a penalty corner until after it has been completed in which case the player cannot return until the corner has been completed or another penalty corner is awarded.
- 3.9 If the offending player is a goalkeeper or player with goalkeeping privileges, the technical official on duty notifies the nearest Umpire when the period of suspension has been completed; the Umpire stops time at the next stoppage in play to enable the player to resume play.
- 3.10 A player can only receive one (1) yellow card in a match. If a second yellow card is given to the same player, this card will automatically be followed by a red card and may be subject to further disciplinary measures by the Tournament Director.

4. PENALTY CORNER COUNTDOWN CLOCK

- 4.1 When a penalty corner is awarded, the timing of the match shall be stopped for 40 seconds as specified in Article 2 above, (inter alia to permit to put on protective gear etc) before allowing the penalty corner to commence. The engaged Umpire shall advise both the defence and the attackers as the shot clock approaches zero. After 40 seconds the Umpire will re-start play by blowing the whistle and the ball shall be injected immediately or very shortly thereafter.
- 4.2 The 40 second clock shall be activated by the technical officials as soon as the penalty corner is awarded and the match clock stopped.
- 4.3 Upon expiry of the 40 seconds the Umpire may allow the taking of the penalty corner. If any team is not ready after 40 seconds, the captain of that team will receive a green card.
- 4.4 The 40 second rule will apply only to the initial award of a penalty corner and not to any retake, or to any second penalty corner awarded before the ball has moved 5m from the circle.
- 4.5 In the event that a team is not ready the umpire is to identify and issue a personal penalty (i.e. a green card) to the player who is responsible for the delay, with an increased personal penalty (i.e. a yellow card) for repeated offences. If this player is a defender, the defending team defends the particular Penalty Corner with one player fewer. For any offence of this rule by a defending goalkeeper or player with goalkeeping privileges, the defending team defends the penalty corner with one fewer player: ie the corner is defended by one fewer player than before this incident. The defending team nominates which defender will be subject to a personal penalty.

5. GOAL SCORING TIMING

- 5.1 When a goal is scored, the Umpires shall (to allow for TV replays and player celebrations) stop the match clock for 40 seconds.
- 5.2 The 40 second clock shall be activated by the technical officials as soon as the goal is scored. Play is not to restart until the 40 second clock has counted down to zero.
- 5.3 Unless otherwise instructed by the Umpires, the match clock shall resume immediately at the expiration of the 40 second period. This is subject to there being no video referral.

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6. PLAYERS CLOTHING AND EQUIPMENT – FIELD PLAYERS GLOVES

Field players are permitted to wear gloves hand protection which does not artificially increase the size of the hands significantly; any hand protection used, both for normal play and to defend penalty corners, must fit comfortably (without the need for compressing it) into a box open at one end of internal dimensions 290mm long x 180mm wide x 110mm high as illustrated below.

