



## SCHEDULE OF VARIATIONS TO THE RULES OF HOCKEY (HERO HIL REGULATIONS - APPENDIX 2)

(The variations as described in this Appendix are printed below in black. Specific interpretations or guidance notes are printed in blue.)

### 1. VARIATIONS

To add to the excitement of HIL matches, and particularly to the attraction of the game on TV, a number of variations to the Rules of Hockey will apply during Hero HIL matches in 2013. The variations are as identified below.

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

### 2. RULES OF HOCKEY

The mandatory experimental rules included in the 2013 Rules of Hockey will be played at HIL, unless otherwise varied below. Specifically, the Method of Scoring (Rule 8) which allows an own goal to be scored, and Raising the Ball from a Free Hit (Rule 13.2).

### 3. MATCH TIME

3.1 A match consists of 70 minutes played in four periods of 17½ minutes each, separated by an interval of 3½ minutes at quarter and three quarter time, and of 10 minutes at half time. Teams will change ends at half time only.

3.2 The team which has taken the first centre pass will also take the centre pass after the first quarter break. The other team will take the centre pass after half time and after the third quarter break.

- The match clock should run down from 17:30 to 00:00 in each quarter.
- The quarter should be indicated on the scoreboard (Q1, Q2 etc).
- The Technical Officer (or scoreboard) will sound the hooter at the end of each quarter as normal.
- The same rules apply to a penalty corner awarded before the hooter is sounded at quarter time breaks and half/full time.
- Teams will not leave the pitch at quarter time breaks and must be back in position and ready to play at 3½ minutes. The Technical Officer on duty will encourage teams to finish any activity shortly after 3 minutes have elapsed.
- Teams may also be required to remain at the pitch during half time.

3.3 Each team will be allowed one Time-out during a match. Time-outs may be used in accordance with **Paragraph 4** of this Appendix.

### 4. TIME-OUT

4.1 Each team may call for a Time-out once during a match, subject to the conditions below, although they are not obligated to do so. Time-outs will not apply during any period of extra time or during a shoot-out competition where these occur in a Play-off match.

4.2 A Time-out:

- (a) may be called by either team when play is stopped immediately before putting the ball back into play after it has been outside the pitch, or before a free hit, centre pass or a bully;
- (b) may **not** be called within the period from the award of a penalty corner or penalty stroke until after it has been completed;

- (c) will take a maximum of 2 minutes. The duration of the Time-out is controlled by the Technical Officer. After 2 minutes players of both sides must be ready to re-start the match exactly on time;

4.3 The procedure for a Time-out is as follows:

- (a) the Team Manager or Coach of either team verbally request to the Technical Officer on duty that they require a Time-out at the next appropriate break in play;
- (b) the Technical Officer indicates to the nearside Umpire using the 'T' board. At the next appropriate break in play (as decided by the Umpire), the Umpire will stop the match by blowing his whistle and indicate that a Time-out has been called by using a 'T' signal in front of his chest;
- (c) the Technical Officer will stop the match time and will commence a 2 minute countdown;
- (d) the Time-out may take place on the field of play, or at the team bench;
- (e) the nearside Umpire shall blow his whistle when 1 minute 45 seconds has elapsed and ask players to resume their positions on the field of play to restart the match;
- (f) the nearside Umpire shall re-start the match exactly on time (or less if both teams are ready to play), even if players from either team are yet to resume their positions. At the same time the Technical Officer shall re-start the match time clock;
- (g) the match is re-started by putting the ball back into play or with a free hit, centre pass or bully which was due to take place before the Time-out occurred.

4.4 During a Time-out:

- (a) players and team officials may not leave the field of play or team bench area unless authorised to do so by the Technical Officer on duty;
- (b) any temporarily suspended player(s) may re-join their team for the duration of a Time-out but must return to their suspension seat at the technical table to complete their suspension period when the match resumes;
- (c) teams may make substitutions during a Time-out, but any substitutions made must be notified by the Team Manager to the Technical Officer on duty immediately the match re-starts.

- A Time-out can only commence once there is a break in play.
- During the Time-out the match clock should run down from 02:00 to 00:00.
- Teams will not leave the pitch at Time-outs and must be back in position and ready to play at no later than the expiry of the 2 minutes on the clock
- Technical Officials and umpires will encourage teams to finish any activity shortly after 1 minute 45 seconds to allow players to get back into positions to restart the match.

## 5. PENALTY CORNER PENALTIES

- 5.1 At a penalty corner, until the ball has been played, no attacker other than the one taking the push or hit from the back-line is permitted to enter the circle and no defender is permitted to cross the centre-line or back-line.
- 5.2 For any offence of this rule by a defender on the back-line, other than the goalkeeper or player with goalkeeper privileges, the offending player is required to go beyond the centre-line and cannot be replaced by another defender.
- 5.3 For any offence of this rule by a defending goalkeeper or player with goalkeeping privileges, the defending team defends the penalty corner with one less player.
- 5.4 For an offence of this rule by an attacker who enters the circle before the ball is played, the offending player is required to go beyond the centre line.
- 5.5 If the player taking the push or hit from the back-line feints at playing the ball, the offending player is required to go beyond the centre line but is replaced by another attacker; if this feinting leads to

what would otherwise be a breach of this rule by a defender, only the attacker is required to go beyond the centre line.

- 5.6 Subject to the above, the penalty corner is re-taken.
- 5.7 If another breach of the rule as described above occurs during the re-taken penalty corner, further consequences apply as specified above (eg for a second offence of this rule by a defender on the back line, the team defends the penalty corner with not more than three (3) players).
- 5.8 A subsequent penalty corner (as opposed to a re-taken penalty corner) may be defended by not more than five (5) players.
- Time is **not** stopped (unless the umpire stops time for another reason).
  - Umpires may still issue a green card if necessary, but this means a player leaves the pitch.
  - Umpires will allow no more than 2 illegal line breaks before issuing a green card.
  - Defending players sent to the centre line cannot be replaced.
  - Umpires may use their discretion if they feel that a defender has broken the line due to the behaviour of the ball injector.
  - If an umpire decides that the injector has deliberately tried to cause an early break, he will be penalised by not being allowed to inject the corner and shall be replaced by another attacking player on the pitch at the time.
  - If an attacking player receives a green card, he can still be replaced by another player from the half way line.
  - Umpires will encourage the quick movement of any replacement players so as not to delay the game.
  - The disengaged umpire will check that any attacking player(s) sent to the centre line on a previous offence, do not then go back to the circle after a subsequent offence at the same corner.
  - The disengaged umpire will check that any player(s) sent to the centre line do not then go back to their original positions during any continuation or re-award of the same corner.
  - If the goalkeeper breaks the line he must immediately select one of the other defenders to be sent to the centre line. If the umpire temporarily suspends the goalkeeper the offending team may replace him with another goalkeeper (if available) in accordance with the Rules of Hockey. If this occurs, the offending team must select another field player to be removed from the goal-line during the time that the original goalkeeper is suspended.

## **6. TEMPORARY PLAYER SUSPENSIONS**

- 6.1 A player who receives a green card (warning) from an Umpire will be temporarily suspended for two (2) minutes of playing time.
- 6.2 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.
- 6.3 For the duration of each temporary suspension, the offending team plays with one less player.
- 6.4 If a field player receives a green or yellow card, the umpires stop the match to issue the card and shall immediately re-start the match after issuing the card.
- 6.5 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.
- 6.6 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.
- 6.7 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.

- 6.8 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 during the taking of a penalty corner in which case the player cannot return until the corner has been completed or another penalty corner is awarded.
- 6.9 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.
- 6.10 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.
- The umpire should stop time to award the card in the normal way and should restart the game as soon as possible, without waiting for the player to leave the pitch, unless there is another reason to stop time, such as an injury or video referral.
  - The timing of a player suspension takes place during game time only, not stopped time. If the umpire does not re-start time until after the player is seated, the timing of the suspension will only commence once the umpire re-starts time.
  - Players will be allowed back onto the field of play exactly on time (other than if a PC has been awarded or is in progress). Suspended players can be substituted at the expiry of their suspension as normal.
  - The minimum number of players on a pitch for a team is 8, so umpires and coaches need to keep this in mind.
  - If the Captain receives a 'team' green card, he is still suspended for 2 minutes.
  - At least 3 chairs for temporarily suspended players are required each side of the Technical Table.

## 7. PENALTY CORNER TIMING

- 7.1 When a penalty corner is awarded, Umpires shall (to allow TV replays and for defenders to put on their body/head protective gear) allow **not less** than 45 seconds to elapse before allowing the penalty corner to commence.
- 7.2 The 45 second clock shall be activated by the technical officials as soon as the penalty corner is awarded. The match time clock does not stop, unless otherwise directed by the Umpire.
- 7.3 Upon expiry of the 45 seconds the umpire may allow the taking of the penalty corner. If the attackers fail to inject the ball within a reasonable time after that then the umpire may disallow the corner.
- 7.4 The 45 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.
- The PC delay is **not** a stoppage in time - the match clock continues to run.
  - The 45 seconds delay will be indicated on the scoreboard by means of a separate countdown clock.
  - The full 45 seconds delay will still occur even if the PC is awarded within the last 45 seconds of a match period.
  - Umpires can still stop time for other reasons during the delay period. However, the delay continues in 'real' time and may therefore have expired by the time the umpire re-starts the game to allow the penalty corner to be taken.
  - Umpires may decide not to stop time for time wasting if there is still time left in the 'delay' period.