

Minor Premiership games for Under 16 Girls and Boys to be thirty (30) minutes each half with a five (5) minute half time Games to be timed by a central timekeeper when supplied. Time for games commences on the advertised starting time.

b Semi-finals, Finals and Grand Final Games

Seniors

Semi-finals, finals and grand finals will be thirty five (35) minutes each way with five (5) minute half time. Games to be timed by a central timekeeper where possible however, umpires may be asked to keep time for all semi-finals and finals and an independent time keeper to control time for grand finals. Refer to Item 6 (f) and (g) for drawn games in semi-finals, finals and grand finals.

Juniors

Semi-finals, finals and grand finals for Under 11 and Under 13 Girls and Boys will be twenty-five (25) minutes each way with five (5) minute half time and time out to be allowed for injuries. Under 16 Girls and Boys will be thirty (30) minutes each way with five (5) minutes half time and time out to be allowed for injuries. Games to be timed by a central timekeeper where possible however, umpires may be asked to keep time for all semi-finals and finals and an independent time keeper to control time for grand finals. Refer to (f) and (g) for drawn games in semi-finals, finals and grand finals.

5 Injury Stoppages

- a There will be **NO** injury time-outs during the normal competition rounds during the season (ie: Minor Premiership Games).
- b Time-out for injuries and penalty strokes will only be played in Semi Finals, Finals and Grand Finals for men's, women's and junior competitions.
- c If a player goes down with an injury, the umpire will signal to stop the game but time will continue. The umpire will inspect the player and if the player is seriously injured and requires medical attention (ambulance etc), time-out will be taken. All other injured players must be removed from the field for treatment.
- d Treatment of minor injuries on the field is limited to one (1) minute.

6 Competition Points

- a Competition points in all grades shall be awarded as follows:

Three (3) points	-	for a win or receipt of forfeit;
One (1) point	-	for a draw;
Zero (0) points	-	for a loss, bye or forfeit

b Minor Premiers

The team with the highest number of points at the end of the Premiership rounds in each grade shall be the Minor Premiers and called the Number one (1) team. If the points are equal then the team with the higher goal difference shall be the Minor Premiers. If the goal difference is equal then the team with the highest number of goals for shall be the Minor

Premiers. If the teams are still equal then a play-off match or matches will be played to determine the higher team. If teams are equal on points for the minor placings (2 to 4) then the same rules will apply.

c Semi-Finals

First semi-final - No. 1 team plays No. 2 team;
Second semi-final - No. 3 team plays No. 4 team;

Winner of the first Semi-final goes to the Grand Final.

d Finals

Loser of the first semi-final plays the winner of the second semi-final.

e Grand Finals

Winner of the first semi-final plays the winner of the final. The winners of the grand final are the Major Premiers.

f Draws in Semi Finals in Junior and Senior Grades – If the game is drawn at the end of regular time the team placed highest on the points table will progress. There will be no extra time or shoot-outs.

g Draws in Finals and Grand Finals in Junior and Senior grades – At the end of regular time if the game is drawn there will be a two minute drinks break and a one-on-one shoot out will occur.

h Shoot Out Conditions:

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 a series of shoot-outs required to determine a result.

The following sets out both the playing rules and the procedures to be followed.

1. Respective team managers/captains nominate five players to take and one player to defend the shoot-outs from those eligible to play in the match as listed on the team scoresheet. No substitutions/replacements are permitted during the shoot-out competition, other than as specified below.

2. A player who is still suspended by the umpire 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. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shoot-out competition even if the period of their suspension has not been completed at the end of the match.

3. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.

4. All players on the team scoresheet, other than any player who has been excluded permanently (red card) during the match which leads to the shoot-out competition are permitted to enter the field of play outside the 23m area used for the shoot-out but must be at least 10 metres from the spot where the ball is placed at the start of the shoot-out, but only the players nominated to take part in the Shoot-out Competition may take their sticks onto the field.

5. The goalkeeper/defending player of the team taking a shoot-out may be on the back-line outside the circle.

6. A player taking or defending a shoot-out may enter the 23m area for that purpose.

7. If a player taking a shoot-out is also defending the shoot-outs taken by opponents, (s)he is allowed reasonable time to take off his/her protective equipment to take his/her shoot-out and subsequently to put his/her protective equipment on again.

8. Five players from each team take a shoot-out alternately against the goalkeeper/defending player of the other team in the sequence nominated on Form 9, the Shoot-out Competition form, making a total of 10 shoot-outs.

9. 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 blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper/defending player may then move in any direction;
- (e) 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.

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

11. The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.

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

- 13.** If during a shoot-out competition (including during any penalty stroke which is awarded) a player (either an attacker or a goalkeeper/defending 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 (s)he is replacing was wearing;
 - (ii) For taking his/her own shoot-out, this player is allowed reasonable time to take off his/her protective equipment to take his/her shoot-out and subsequently to put it on again;
 - (c) any shoot-out (or penalty stroke) due to be taken by a suspended player counts as no goal; the shoot-outs taken by this player and scored before being suspended count as a goal.

14. 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 Team List for that particular match, 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 his protective equipment to take his shoot-out and subsequently to put it on again.

15. 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 Team List for that particular match, unless suspended by an umpire during the shoot-out competition.

16. If an equal number of goals are scored after each team has taken five shoot-outs;

- (a) A second series of five shoot-outs is taken with the same players, subject to the conditions specified in this section;
- (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 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.

17. If an equal number of goals are scored after a second series of five shoot-outs, additional series of shoot-outs are taken with the same players subject to the conditions specified

18. The sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;

19. The team which starts each shoot-out series alternates for each series.