

Refer to “Appendix A” & “Appendix B” attached which forms a part of the local rules.

5.1 Players Eligibility for Finals

A player must have played five (5) fixture matches for a team to be eligible to play finals in that team. In addition, a player must have played three (3) matches for any subsequent higher division team to be eligible to play finals in that team.

5.2 Minor Premierships

On completion of the premierships rounds the team leading the premiership ladder shall be declared the Minor Premiers.

5.3 Finals Playoff Procedures

For a division comprised of ten (10) teams or less the finals series shall be contested by the teams finishing 1st, 2nd, 3rd & 4th on the premierships ladder as detailed below, unless the Board determines otherwise for the benefit of a particular Competition.

Other play-off procedures may be considered by the GCHA Board from time to time.

Semi Finals

Major semi-final **1st vs 2nd** Minor semi-final **3rd vs 4th**

Winner of the 1 vs 2 game goes through to the Grand Final.

Preliminary Final

Loser of the Major semi-final game plays the winner of the Minor semi-final game.

Grand Final

Winner of the Major Semi Final plays the winner of the Preliminary Final.

For a division comprised of three (3) teams or less the finals series shall be contested by all teams with a major semi-final played the week before the grand final as follows:

Major Semi Final

2nd vs 3rd

Grand Final

1st position plays the Winner of the Major Semi Final

5.4 Determination of an Outright Winner

1. When the scores are equal at the conclusion of normal playing time, an outright winner shall be determined by extending the duration of the match in accordance with the rules as described in 5.5 below. This will apply in Semi Finals in all Divisions and all Junior Age Groups.
2. If Preliminary Finals in all divisions and all Junior Age Groups, are drawn at full time, then the rules as described in 5.5 below will apply.
 - i. If the match should remain drawn, for Under 11s and Under 13s, the team with the higher placing will go through to the Grand Final.

- ii. If the match should remain drawn for Under 15s, Under 17s and all Senior divisions, then a one on one Shoot Out Competition shall be played as described in 5.6 Shoot Out Competition.
3. If Grand Finals in Under 13, Under 15s, Under 17s and all Senior divisions are drawn at full time, then the rules as described in 5.5 below will apply. If the match should remain drawn, then a one on one Shoot Out Competition shall be played as described in 5.6 Shoot Out Competition.
4. In Junior Divisions Under 11s, for Grand Finals only if the game is drawn at full time, Extra Time will be played (see 5.5). If still drawn after Extra Time, the Premiership is shared. There will be **No** Shoot Out Competition rule in these divisions.
5. Any suspensions at full time of drawn game are to remain in force for the designated time period.

5.5 Extra Time – “Golden Goal”

1. At the conclusion of normal time there will be a two (2) minute rest.
2. Extra Time is two (2) x seven and a half (7½) minutes with a two (2) minute break i.e. after first 7 ½ minutes, teams will change ends after a two (2) minute break. If still drawn, the team with the higher placing will go through to the next final.
3. Golden Goal in extra time. If a team scores during extra time, they will be declared the winner and the match will conclude.

5.6 Shoot Out Competition

1. 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. The one-on-one shoot-out competition will be played as per the rules detailed in the Hockey Queensland Operations Manual.
2. Respective team managers nominate five (5) players to take and one (1) player to defend the shoot-outs from those eligible to play in the match, except as excluded below. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out. No substitutions/replacements are permitted during the shoot-out competition, other than as specified below.
3. A player has been excluded permanently (red card) during the match, 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.
4. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
5. Five (5) players from each team take a shoot-out alternately against the goalkeeper/defending player of the other team in the sequence nominated on the Shoot-out Competition form, making a total of ten (10) shoot-outs (five per each team).
6. Taking a shoot-out:
 - (i) The goalkeeper/defending player starts on or behind the goal-line between the goal posts;
 - (ii) The ball is placed on the nearest twenty-three (23) metre line opposite the centre of the goal;
 - (iii) An attacker stands outside the twenty-three (23) metre line area near the ball;
 - (iv) 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;
7. The shoot-out is completed when:
 - (i) Eight (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.
8. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the match sheet.
 9. The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.
 10. If an equal number of goals are scored after each team has taken five (5) shoot-outs;
 - (i) A second series of five (5) shoot-outs is taken with the same players, subject to the conditions specified in this section;
 - (ii) The sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - (iii) The team whose player took the first shoot-out in a series defends the first shoot-out of the next series;
 - (iv) when one (1) team has scored or been awarded one (1) more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five (5) shoot-outs, that team is the winner.
 11. If an equal number of goals are scored after a second series of five (5) shoot-outs, additional series of shoot-outs are taken with the same players subject to the conditions specified in the Hockey Queensland Operations Manual Shoot-out section.
 12. The sequence in which the attackers take the shoot-outs need not be the same.

6 Wet Weather Procedures

All draw changes for Junior competition due to wet weather will be placed on the GCHA Website no later than 1pm Friday and advised to the Junior competition representative as nominated by each Club. Decisions about Saturday morning hockey will be deferred until 7pm Friday night and advised to club designated Junior competition representatives.

7 Conduct of Members

Refer to the following Codes of Conduct found on the GCHA website www.goldcoasthockey.com/policies--forms.html

1. Spectator Code of Conduct
2. Parent/Guardian Code of Conduct
3. Coach Code of Conduct
4. Player Code of Conduct
5. Umpires Code of Conduct & Responsibilities

8 Player Uniforms

1. Shirt numbers are to be displayed on the back of playing club shirts.
2. Numbers must be a minimum of 10 cm in height, with preferred size for Seniors being 15 cm. No two (2) players in the same team shall wear the same number.