

# HKHAWES NOTES FOR CAPTAINS

## 2016-17 WINTER LEAGUE

### KIT

Please obtain a copy of the team kit colour list from your Convenor or download the list from [www.hockey.org.hk/Content.asp?Uid=171](http://www.hockey.org.hk/Content.asp?Uid=171). Please note that if there is a kit clash, it is the **second-named** team on the fixture or “**away**” team that is required to change to its alternative strip. The away team can either change entirely to the second strip or change the shirt/socks to avoid the clash. Please note that, although some colours are not the same, they could be too close and will warrant a change in strip for the away team. For example, navy blue and black or pink and red, etc. You should request your players to **ALWAYS** bring both sets of kits in case the opposition has not adhered to the above requirements. Should a team NOT have their second strip available to change into when a kit clash occurs, a fine may be imposed against each player listed on the Match Card.

Goalkeepers should be reminded that they are to wear, over any upper body protectors, a shirt or garment of a colour different from that of their own team and of their opponent. **NOT** wearing an overshirt is considered a kit breach and is a fineable offence.

All players are required under FIH rules to wear protective shin guards for games and **must not** take to the field without them. Team Captains should notify an Umpire where they see players not wearing shin guards. It is within the rights of the Umpires to request players to leave the field should they be found to not be wearing shin guards.

### MATCH CARDS

If you are the first-named (home) team you are responsible for providing the Match Card. This should be filled in with your player names and shirt numbers then given to your opposition so that they can complete their side of the card. The completed card should be given to one of the Umpires at least ten (10) minutes before the game is due to commence.

Once the game is over, the Match Card should be signed by both Umpires and both Team Captains. If you are the Home Team Captain, you are responsible for sending an electronic copy of the Match Card to the HKHAWES within 48 hours of your match. You should also send the original Match Card to the HKHAWES by post to the HKHAWES, so the league standings can be updated, to arrive at the HKHAWES office within fourteen (14) days of your match. You may also drop it in the HKHA office or mail box at King's Park.

If any comments are written on the match card, either by Team Captains or Umpires, they must be counter-initialled by **BOTH** Team Captains. Comments will be reviewed by the HKHAWS committee at the next meeting. Please note that Team Captains should also fill in the comments section if one or both of the appointed Umpires fails to show up for the game. If a comment is written that you DO NOT agree with, please make a note to this effect.

If any comments are made against the Umpires, they should be made before the Umpires have signed the Match Card.

For the avoidance of doubt where comments have been made on the Match Card, it is recommended that both Team Captains should take pictures of the completed Match Card. This is for future reference in case of any dispute regarding the information on the Match Card.

## **ELECTRONIC MATCH CARDS**

For the 2016-17 Winter League, the HKHAWS is introducing an electronic Match Card.

After field tests and debugging last season, we plan to roll out the eMatch Card in stages. At the start of the season, the eMatch Card will be introduced initially in Premier and First divisions while paper Match Cards will still be used for all other divisions until their implementation dates. This is to ensure the smooth transition to full eMatch Card implementation.

The remaining roll-out is tentatively scheduled as follows:

November 2016: Divisions 2 & 3

January 2017: remaining divisions

As this is a major effort, we will monitor the initial implementation and advise any changes in schedule, if necessary.

Affiliated Clubs shall be advised of dates for training in how to use the eMatch Card system.

## **UNREGISTERED PLAYERS**

Be sure that you only play registered players to avoid fines and penalties. For 2016-17, Team Captains are to be held liable for fielding any ineligible players and will incur a one match automatic suspension for any such instances and the other penalties in the Second Schedule (including forfeiture of match and deduction of points) will be strictly applied.

Note that the deadline for new player registration has changed and new players must be registered by noon **two (2) days prior** to their first match.

## **PLAYER IDENTIFICATION**

Umpires are within their rights to request to see player identification before, during or after a match. The responsibility of checking the Team's Player Lists and players' photographic identifications rests jointly with the officiating Umpires and the Team Captains.

Both Team Captains shall provide the Umpires with their respective most updated Team Players Lists, with pictures for all players listed on the Match Card at least 5 (five) minutes prior to the scheduled match start time. In the event a team is unable to produce the Team Players List with pictures, the Umpire may demand a photographic identification check on players to be carried out before or during the match. In the event that a team is unable to produce photographic identification for particular players, the Umpire should note which players were unable to produce photographic identification on the Match Card for action by the Committee. A player who has failed to provide a photographic identification document upon request will be deemed an unregistered player.

Photographic identification, for the purposes of these Notes, can take the form of the following:

- HKHA approved team list (with photo) which all Team Captains shall be issued with for their team
- HKID card
- Other photographic identification – i.e. student card, club membership card

## **PLAYER MOVEMENT**

All Team Captains should be aware of the player movement Bye-laws below.

7.2 Each player shall be registered for one specific team as her designated team. A player:

7.2(a) who has registered for a higher-ranked team cannot play for a lower-ranked team without first obtaining the approval of the Committee.

7.2(b) who has registered for a lower-ranked team may only play for a higher-ranked team for a maximum of three (3) matches during the same HKHA League. This includes league, cup and tournament matches. For the avoidance of doubt, one-day divisional tournaments shall be deemed to constitute one (1) match for the purposes of this Bye-law 7.2. Once she has played four (4) matches for higher-ranked teams, she will be automatically registered for the highest-ranked team that she has played for and cannot play for any team thereafter without the prior approval of the Committee.

- 7.3 All player movements must be recorded on the Match Card by the respective Team Captains prior to the start of a match.
- 7.4 No player movement is allowed between any team in the Premier Division and the lower-ranked teams in their respective Affiliated Club until both (or more) teams involved have completed their first two (2) matches of the HKHA League. For the avoidance of doubt, this provision does not apply among teams outside the Premier Division.

## **MATCH TIME**

Please note that late start of any match shall not affect subsequent fixtures. The relevant Bye-law is extracted below for your attention:

- 11.2 All matches shall commence at the scheduled time as stated in the fixtures list. In the event of a late start (i.e. after ten minutes of the scheduled time) where the fault lies with one or both teams (e.g. late completion of result card, goalkeeper not ready etc.) the Umpire shall record this on the Match Card. The match playing time may be cut short into **two equal halves** in order for the next game to start on time or for the pitch to be handed over in time to LCSD for the next booking. This must be communicated by the Umpires to the Team Captains at the start of the match.

Also note that a fine of \$500 shall be imposed against a team where the match starts more than ten (10) minutes after the scheduled match time and the fault lies with one or both teams.

## **WALKOVERS**

Should one of your teams have an insufficient number of players (i.e. less than eight (8)), please inform the HKHAWS as soon as possible by email (with an explanation) **and** by telephone – preferably by 1.00 pm on the day before the game. In most cases, the team duties assigned will stand and therefore teams conceding walkovers will need to provide umpires as assigned in the fixtures.

A team which gives two (2) walkovers during the HKHA League may be required to withdraw from the HKHA League by the Committee. In the event of such a withdrawal, all previous results of that particular team will be nullified. The Convenor of an Affiliated Club which has given a walkover in any HKHA match is required to explain in writing to the Committee, within seven (7) days of the date of the match, the reason(s) for the team having given the walkover. Penalties and fines for walkovers are listed in the second schedule and will be strictly applied.

## **UMPIRING DUTIES**

In the event of only one nominated Umpire being present at the start of a game, and when no one else is available, it is the responsibility of both Team Captains to reach agreement as to the provision of the second umpire.

In the event that neither of the nominated Umpires arrives at the start of a game, and no suitable volunteers as agreed by both teams are available; the Team Captains will act as umpires.

If the designated Umpire arrives late (after scheduled match start time), Team Captains should note this on the Match Card.

## **TEAM UMPIRE**

All registered umpires within the HKHAWs are required to umpire at least three (3) games for their Affiliated Club during the 2016-17 HKHAWs Winter League.

*NB: This rule applies to Women's Section ONLY and is not related to Umpires Section's 2-game requirement*

Each club should have at least the same number of active registered umpires as the number of teams entered in the league by 31 March 2017 OR at least one (1) player who has passed the Beginner Course 2016 written test. Division 5 teams are exempted on the condition that six (6) players per team must have attended a Rule talk. Club duties for teams in Premier and Division 1 must be fulfilled by a female umpire\*.

\* *Some exemptions to this have been granted and you should check with the HKHAWs on your Club's status.*

The HKHAWs will impose a fine system whereby:

- A. If an Affiliated Club's number of registered umpires is less than the number of teams they have entered in Division 4 or above, each of their teams will have three (3) points deducted
- B. In addition to (A) above, a \$1,000 fine shall be levied in instances where, from Division 5 teams or single-team clubs, less than six (6) players have attended a Rules talk

The Rules talk is scheduled to be held in October 2016. Details will be announced soon.

### *Umpires Refresher Course*

As advised by HKHAUS, ALL registered umpires are re-registered for the new season after attending a full REFRESHER COURSE before the season starts. Umpires are eligible for umpiring in HKHA League matches ONLY after attending a HKHAUS Refresher Course and having their attendance recorded.

## **ADDITIONAL UMPIRING NOTES**

Only one (1) player is allowed to question an Umpire. If more than one (1) player becomes involved, the second player will immediately be issued with a Green card. If the behaviour continues, the Team Captain will also be issued with a Green card.

Should the Umpire's identity not match that listed on the Match Card, Team Captains may request for the Umpire to show photographic identification or take a photograph of the Umpire to submit to the HKHA for clarification.

## **FINES & PENALTIES**

Fines and penalties for various contraventions are being updated. Please refer to the Second Schedule of the HKHAWA Competition Bye-laws which may be downloaded from [www.hockey.org.hk](http://www.hockey.org.hk).

Please note that fines and penalties will be strictly applied during the 2016-17 season.

## **ADDITIONAL NOTE FOR TEAMS WITH NO GOALKEEPER**

Please be advised that you may utilise the "Player with Goalkeeping Privileges" rule when you have no available goalkeeper.

This is summarised below:

- A goalkeeper who wears protective equipment comprising at least headgear, leg guards and kickers must not take part in the match outside the 23 metres area they are defending, except when taking a penalty stroke.

*Protective headgear must be worn by the goalkeeper at all times, except when taking a penalty stroke.*

- A player with goalkeeping privileges must not take part in the match outside the 23 metres area they are defending when wearing the protective headgear but may remove the headgear and take part in the match anywhere on the field.

- When the ball is inside the circle they are defending and they have their stick in their hand:
  - (a) goalkeepers wearing full protective equipment are permitted to use their stick, feet, kickers, legs or leg guards to propel the ball and to use their stick, feet, kickers, legs, leg guards or any other part of their body to stop the ball or deflect it in any direction including over the back-line.

*Goalkeepers are not permitted to conduct themselves in a manner which is dangerous to other players by taking advantage of the protective equipment they wear*

- (b) players with goalkeeping privileges are permitted to use their stick, feet and legs to propel the ball and to use their stick, feet, legs or any other part of their body to stop the ball or deflect it in any direction including over the back-line.

*Protective headgear must be worn by a player with goalkeeping privileges when defending a penalty stroke. For a penalty corner, the player is treated as a regular player if they do not wear a helmet.*

*When defending a Penalty Corner, ALL players may only use their stick.*

- (c) goalkeepers wearing full protective equipment and players with goalkeeping privileges are permitted to use arms, hands and any other part of their body to push the ball away.

*The action in (c) above is permitted only as part of a goal saving action or to move the ball away from the possibility of a goal scoring action by opponents. It does not permit a goalkeeper or player with goalkeeping privileges to propel the ball forcefully with arms, hands or body so that it travels a long distance.*

- Goalkeepers or players with goalkeeping privileges must not lie on the ball.
- When the ball is outside the circle they are defending, goalkeepers or players with goalkeeping privileges are only permitted to play the ball with their stick.

*A player with goalkeeping privileges is considered to be a field player when outside the circle they are defending.*

- A player with goalkeeping privileges must wear a shirt of a colour different from that of their own team and of their opponent.

## GAME POSTPONEMENT

### *Club-requested:*

Requests for non-HKHAWS initiated fixture changes must come from your Convenor, be received by the HKHAWS – in writing – and shall only be considered under exceptional circumstances, such as if three (3) or more players from the team in question are involved in international competitions either as a player or in another official capacity. Such requests will only be considered when accompanied by an administrative levy of HK\$1,000. In the event of a genuine request the HK\$1,000 may be refunded at the Committee's discretion.

### *HKHAWS:*

In the event that any of the following situations occur, your match will be postponed:

- The T8 signal is raised
- A Black Rainstorm Warning

In the event that any of the following situations occur, an Umpire and/or the groundstaff may consider postponing or shortening the match:

- No water – do not play on a dry pitch. The Umpires are required to make this decision.
- A Thunderstorm Warning (if local to the pitch) – the Umpires are required to make the decision if the ground is not closed.
- Other situations as warranted by the HKHAWS.