



FairPlay Friendship Forever

TOURNAMENT REGULATIONS OUTDOOR COMPETITIONS

October 2012

INTERNATIONAL HOCKEY FEDERATION

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1 RULES OF THE COMPETITION

- 1.1 The competition shall be conducted in accordance with the Rules of Hockey in force on the first playing day of the competition except as varied by Appendix 1 of these Regulations and in accordance with these Regulations.
- 1.2 The various competition plans and ranking schemes are set out in Appendices 2 – 8
- 1.3 The Tournament Regulations will be published by the FIH on its website www.fih.ch from time to time. A copy of the Regulations must be sent to all participating countries by the host National Association at least 28 days prior to the start of the tournament. In addition, the host National Association is also required to make copies available for the participating teams and the technical officials at the pre-tournament briefing meetings.
- 1.4 If the competition is an Under 21 junior competition, a junior player shall be defined as a player who is under 21 years of age on the 31 December of the year preceding the tournament.
- 1.5 If the competition is an Under 18 junior competition, a junior player shall be defined as a player who is under 18 years of age on the 31 December of the year preceding the tournament.
- 1.6 The FIH Code of Conduct, Appendix 10, established to create awareness of and accountability for the promotion of the game of hockey amongst the participants of the competition will apply.
- 1.7 The FIH Image Rights Policy will apply at all FIH Global Events (ie World Cup, Indoor World Cup, World League, Champions Trophy, Champions Challenge 1, Champions Challenge 2, and Junior World Cup).

2 TOURNAMENT OFFICIALS

- 2.1 The President of the FIH (or, in his absence, one or more officials formally designated by the FIH President), shall be the FIH Representative(s) during the tournament.
- 2.2 Where an FIH Representative is not the President and any doubt arises at any time during a tournament as to the authority of the Representative or any other matter affecting their duties, contact must immediately be made with the President or Chief Executive Officer for guidance and instructions.
- 2.3 A Tournament Director is appointed by the FIH. The Tournament Director has the full power and authority of the FIH in relation to all matters concerning the conduct of the tournament in accordance with these Regulations.
- 2.4 The Tournament Director appoints the Umpires (including the Video Umpire if applicable), Technical Officers and Judges for each match from among the persons appointed by the FIH to officiate in the competition provided that:
 - a Match or Video Umpires must not be appointed to a match in which their country is playing (it being the case that whenever possible, the same principle will apply to any official on duty for a match);

- b an official of a participating team is not permitted to be a Technical Official of the tournament.
- 2.5 The Tournament Director ensures that all participants abide by the FIH Code of Conduct (Appendix 10) and has authority to take action in accordance with the Code.
- 2.6 With the consent of the FIH Representative, the Tournament Director may delegate the exercise of his/her powers and authorities to a Technical Officer, in whole or in part and for such duration as the Tournament Director deems necessary. In the absence of an FIH Representative, such power of delegation may only be exercised with the consent of the FIH Chief Executive Officer.

3 TEAM ENTRY

- 3.1 The official Team Entry Form must be forwarded by all participating countries to both the FIH and the Organising Committee not later than 14 days before the start of the tournament.
- 3.2 All players must be identified by their respective playing shirts numbered within the range 1-32 which must remain the same throughout the competition.
- 3.3 The Team Entry Form must include:
- a the names of up to 18 players wishing to take part in the tournament identified by their respective playing shirt numbers;
 - b the name of the Team Manager, not being the Team Coach, Assistant Team Coach or Team Medical Doctor;
 - c the Stand-in Team Manager who will take over the duties and responsibilities of the Team Manager if nominated to be the Team Manager for a particular match or if the Team Manager is incapacitated or suspended;
 - d the name(s) of the Team Coach, and any Assistant Team Coach, Team Physiotherapist and Team Medical Doctor, if present and wishing to be authorised to sit on the team bench;
 - e details of the primary and alternative colours of field players clothing; each piece in one set must consist of at least 80% single colour and the other set must consist of a colour(s) completely different from the dominant one(s) in the first mentioned set for shirt, shorts/skirt/skorts and socks; and
 - f details as to primary and alternate colours of goalkeeper's shirts which must consist of colours completely different from the primary and alternate colours of the field players' shirts..
- 3.4 In the event that a tournament is played at the same time as another tournament at the same venue, the Team Manager and stand-in Team Manager named in the Team Entry Form must be a different Team Manager and stand-in Team Manager to those named in the Team Entry Form for that other tournament.
- 3.5 The Organising Committee must hand a copy of all entry forms to the Tournament Director upon his/her arrival at the venue.

- 3.6 Notification in writing of any amendment to an entry form must be delivered by the Team Manager to the Tournament Director not later than 24 hours prior to the first match of the tournament or at the pre-tournament briefing meeting, whichever is the later. No further amendments will be accepted after the deadline concerned.
- 3.7 In the event of withdrawal of one or more teams, the participation of reserve teams is:
- to be approved by the FIH in the case of an invitation tournament;
 - the prerogative of the FIH in any other case.

The host country, the participating countries and the media will be notified accordingly prior to the tournament commencing.

4 PRE-TOURNAMENT BRIEFING MEETINGS

- 4.1 Team Managers and stand-in Team Managers must attend the meeting with the Tournament Director at a time and place to be specified.
- 4.2 Team Managers must bring to this meeting or such other meeting specified by the Tournament Director:
- a samples of the clothing of their field players and goalkeepers (primary and alternate colours) and all playing equipment for approval prior to the commencement of the competition; equipment includes goalkeepers' headgear, hand protectors, leg guards and kickers together with any protective equipment such as face masks and hand protectors worn by field players; sticks for all players will also be checked but the Tournament Director may authorise this to be done at another time;
 - b the passports of players for proof of identity, nationality and, if a junior tournament, age; the Tournament Director may require a player to attend with their passport to verify identity; no other form of documentation (eg national identity card) is acceptable;
 - c Acknowledgement and Agreement Forms required by the FIH Code of Conduct, FIH Anti-Doping Regulations and FIH Image Rights Policy must be signed by each individual participant (ie all team members and team officials, including players, managers, coaches, technical, medical and para-medical staff).
- 4.3 If directed by the Tournament Director, the Team Medical Doctor (if any) must attend the meeting with the FIH appointed Medical Officer at a time and place to be specified. If a team has not nominated a Team Medical Doctor, the Team Physiotherapist or other team medical person must attend the meeting.
- 4.4 If directed by the Tournament Director, the Team Coach must attend the meeting with the FIH appointed Umpires Manager(s) at a time and place to be specified.

5 COMPOSITION OF A TEAM

- 5.1 A maximum of 18 players may be used by a team in a match, of whom 2 must be goalkeepers wearing full protective equipment. If one of the goalkeepers becomes injured or is suspended during a tournament, that team can continue to use 17 players including only 1 goalkeeper. If a team chooses not to include a second goalkeeper in the 18 players, they are limited to using 16 players in a match. If a player(s) has been suspended by the Tournament Director for one or more matches then, for those matches, the number of players the team concerned may use will be reduced by the number of players suspended.
- 5.2 At a time and place to be agreed upon with the Tournament Director during the Pre-Tournament Briefing Meeting, each Team Manager must deliver the appropriate form nominating:
- a the eleven players who will be on the field of play at the commencement of the match;
 - b subject to regulation 5.1 in relation to goalkeepers, up to seven players who will start on the team bench (unless one or more players has or have been suspended for that match in which case the relevant player(s) should be included on the form but marked with an S);
 - c the captain and goalkeeper(s) for the match;
 - d the Team Manager for the match;
 - e the Coach on the team bench for the match;
 - f Physiotherapist (if any);
 - g Medical Doctor (if any).
- 5.3 Nominations can only be made from the players and team officials whose names appear on the Team Entry Form, excluding any person who has been suspended from participating in the match by the Tournament Director.
- 5.4 A nominated player who becomes incapacitated during warm-up or practice may be replaced by a player whose name appears on the Team Entry Form up to 10 minutes prior to the scheduled starting time of the match. The Team Manager must notify the Technical Officer on duty accordingly, who will inform the Team Manager of the opposing team and the media.

6 TEAM CLOTHING, EQUIPMENT AND COLOURS

- 6.1 The Tournament Director, at his/her absolute discretion, shall specify to the Team Managers the clothing to be worn by their field players and goalkeepers for each match.
- 6.2 Any additional items of clothing worn by a player during a match must be the same colour as the adjoining piece of clothing.
- 6.3 When warming up during a match, substitutes must wear bibs or some other form of clothing in a colour different to both teams.

- 6.4 Each field player's number must:
- a appear in distinctive filled (not outlined) figure(s);
 - b be not less than 16 cm and not more than 20 cm in height on the back of the player's shirt;
 - c be not less than 7 cm and not more than 9 cm in height on the front of the player's shorts/skirt/skorts at thigh level.

- 6.5 Each goalkeeper's number must:
- a appear in distinctive filled (not outlined) figure(s);
 - b be not less than 16 cm and not more than 20 cm in height on the back of the goalkeeper's shirt;
 - c be not less than 7 cm and not more than 20 cm in height on the front of the goalkeeper's shirt.

Each of the above sizes shall be measured stretched, that is as worn by the player.

- 6.6 The display of the name of the player is compulsory in an FIH Global Event, ie World Cup, Indoor World Cup, World League (Rounds 3 and 4 only), Champions Trophy, Champions Challenge 1, Champions Challenge 2, and Junior World Cup. Each player's name must:
- a appear on the back of their shirt (except if they are taking part at that time as a field player with goalkeeping privileges);
 - b be in distinctive filled (not outlined) letters not less than 6 cm and not more than 10 cm in height;
 - c be positioned above the player's number so that the number remains clearly visible.
- 6.7 Each team involved in a match must have available with it two spare sets of players clothing without number plus suitable material for numbering in an emergency such as replacement of blood-stained clothing.
- 6.8 All players must be uniformly and neatly dressed at all times during a match.
- 6.9 Field players must:
- a wear shin guards inside the socks and below the knee at all times during a match;
 - b wear any body protection (including leg protection) underneath normal playing clothing;
 - c not wear any additional protective equipment related to 'medical reasons' or similar as specified in the Rules of Hockey unless approved by the Tournament Director.
- 6.10 No advertisement may appear on any item of clothing or equipment used by any player or team official except as permitted in Appendix 13.
- 6.11 Manufacturer identification(s) on a particular item of clothing worn by players or team officials or equipment used by players whilst playing is permitted in accordance with Appendix 13.
- 6.12 A player on the field of play must not use or be equipped with any device to receive communication.

7 DURATION OF MATCHES

- 7.1 A match consists of two periods of 35 minutes each and a half-time interval of 10 minutes.
- 7.2 Extra-time may be played in a classification match as specified in the relevant Appendix relating to the Competition Plan and Ranking.
- 7.3 The Umpires start and re-start the match; they also signal to the Technical Officials on duty every time stoppage they order and the subsequent re-start.
- 7.4 Time-keeping is controlled by the Technical Officials on duty; they are responsible for signalling the end of each half and, if necessary, extra time. If a match, however, is prolonged at half-time or full-time 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.

8 SUBSTITUTION OF PLAYERS

- 8.1 Substitution takes place as specified in the Rules of Hockey from the players named in the Team Entry Form.
- 8.2 Substitution takes place under the supervision of a Technical Official on duty.
- 8.3 After leaving the field of play having been substituted, a player must immediately go to the team bench.
- 8.4 Team Managers are responsible for the proper application of the procedures.

9 ADMISSION TO THE FIELD OF PLAY

- 9.1 The Coach on the team bench may not enter the field of play during playing time under any circumstances but may do so during a shoot-out competition.
- 9.2 The Team Manager, the Physiotherapist and substitute players nominated for that match, up to a maximum of ten persons, plus the Team Medical Doctor, if registered, must remain seated on the team bench during playing time, including time stoppages, unless the Technical Officer on duty or Umpire(s) direct otherwise or when implementing the substitution procedures. The Coach nominated for the team bench must remain in an area designated by the Technical Officer on duty but need not be seated. Substitutes may leave their seats to warm up in an area designated by the Technical Officer on duty. The Team Medical Doctor and Physiotherapist may leave their seats to treat players at the end of the team bench.
- 9.3 The nominated Team Manager is responsible for the conduct of all persons occupying the bench, must be present on the bench during the match and must occupy the seat nearest to the technical officials' table.
- 9.4 Vocal communication by team officials and/or players on the team bench must not be directed at the technical officials seated at the table, the Umpires and / or the players of the opposing team.

- 9.5 If misconduct occurs after a Team Manager has been warned about acts of misconduct on their team bench, the Technical Officer on duty is empowered to order the person or persons involved to leave the team bench and remain in the team changing room for the rest of the match. After the match, the Technical Officer will report the circumstances to the Tournament Director who may take further disciplinary action.
- 9.6 No incapacity treatment is permitted on the field of play except for goalkeepers as provided below.
- a If a player becomes incapacitated on the field of play, one of the Umpires may stop the match and assess whether or not the player requires attention.
 - b When a field player is incapacitated:
 - i the Umpire may authorise the registered Team Medical Doctor and/or Physiotherapist to enter the field of play;
 - ii if a team does not have such registered officials, the Umpire will authorise the on-duty Medical Officer and / or Team Manager, to enter the field of play;
 - iii if necessary, the Umpire may also authorise stretcher bearers to enter the field of play;
 - iv persons authorised to enter the field of play are required to assist and remove the player concerned from the field of play as soon as it is safe to do so.
 - c When a goalkeeper is incapacitated:
 - i the Umpire may authorise the registered Team Medical Doctor and/or Physiotherapist to enter the field of play;
 - ii if a team does not have such registered officials, the Umpire will authorise the on-duty Medical Officer and/or Team Manager, to enter the field of play;
 - iii if necessary, the Umpire may also authorise stretcher bearers to enter the field of play;
 - iv persons authorised to enter the field may bring material for treatment; they assess if required and as appropriate provide brief treatment or remove the goalkeeper concerned from the field of play as soon as it is safe to do so.
 - d If any person from the team bench and/or the on-duty Medical Officer enters the field of play to attend to a player other than a goalkeeper:
 - i that player must leave the field of play and return to the team bench area for a minimum of two minutes;
 - ii the two minutes period will be managed by the Technical Officials on duty;
 - iii the player required to leave the field of play may be substituted.
- 9.7 If blood staining to the field of play occurs cleaning must immediately take place using a Non-Acid Disinfectant Surface Cleaner which is effective against antibiotic-resistant bacteria or, if such a material is not available, an 80% alcohol solution. During this operation there must be a time stoppage of play.

- 9.8 No liquid or other refreshment may be consumed on the field of play. Any player wishing to take refreshment during a match, including during time stoppages must leave the field of play. A goalkeeper may leave and re-enter the field of play adjacent to the goal.
- 9.9 Team officials and players may leave the technical facility area surrounding the field of play during half time only with prior permission of the Technical Officer on duty. In doing so, players must leave their sticks and goalkeepers their sticks, hand protectors and headgear, at or near the team bench.
- 9.10 Audible vocal communication from the videographer facility overlooking the field of play is not permitted by the personnel admitted to this facility.

10 INTERRUPTIONS OF A MATCH

- 10.1 If a match is interrupted by the umpires (eg because of weather or field of play conditions) or by the Technical Officials (eg because of thunderstorm with lightning), this match must be resumed as soon as possible (not necessarily on the same field of play or on the same day), under the following conditions:
- a the match must be completed up to the regulation full time (see Regulation 7.1) or the completion of extra time as the case may be (see Regulation 7.2), the score on the resumption being that at the time the interruption took place;
 - b on resumption, Regulation 8 relating to the substitution of players shall apply as though there had been no interruption to the match.

11 MATCH REPORT FORMS

- 11.1 At the end of a match, a Match Report is produced at the technical table. This is a summary of the match showing the names of all players, team officials and technical officials nominated for the match and the key match statistics, including the result.
- 11.2 Within ten minutes of the end of the match, the Team Manager of each participating team must sign the Match Report.
- 11.3 The match officials must also sign the Match Report once both Team Managers have done so.

12 DISQUALIFICATION OR FAILURE TO PLAY

- 12.1 During the pool matches:
- a A team either disqualified or refusing to play or failing to complete a match is deemed to have withdrawn from the competition.
 - b If a team so withdraws from the competition:
 - i any matches it has played until then, as well as all the matches it has still to play, will be recorded as a 5-0 loss;
 - ii that team will be disqualified and will not be ranked in the competition;

- iii the pool points table and ranking table will be adjusted accordingly for all teams;
- iv the team will not be entitled to any FIH World Ranking points for the competition;
- v statistics for the team and individual player scoring statistics will be removed for all matches in which a team has been disqualified or has failed to play.

12.2 During a classification match:

- a A team either disqualified or refusing to play or to complete a match is deemed to have withdrawn from the competition at that stage.
- b If a team so withdraws from the competition at the classification stage:
 - i the team is deemed to have lost the match in question;
 - ii the team will be disqualified and will not be ranked in the competition;
 - iii the team will not be entitled to any FIH World Ranking points for the competition;
 - iv all teams ranked below the team at the time of the withdrawal will be advanced by one place in the final ranking.
 - v no goals will be attributed to a player for any matches played in the classification stage by the team that has been disqualified;
 - vi team statistics are retained for any matches played in the pool stage by the team that has been disqualified but individual player scoring statistics are removed.
- c Depending on the time of withdrawal of a team during the classification stage, the FIH reserves the right to determine how a final ranking will be determined.

12.3 A team which is deemed to have withdrawn may be subject to further disciplinary action as determined by the FIH Executive Board.

13 VIDEO UMPIRE

13.1 Appendix 14 specifies the Video Umpire procedures.

14 CODE OF CONDUCT AND SANCTIONS

14.1 The FIH Code of Conduct applies to all participants in FIH sanctioned events.

14.2 Appendices 10, 11 and 12 to these Regulations provide details of the FIH Code of Conduct and associated Guidelines for a Tournament Director.

14.3 The Tournament Director has authority to reprimand or to suspend for one or more matches players, team officials and other officials who, in their opinion, commit a breach of the Code of Conduct before, during or after a match wherever that misconduct occurred.

14.4 In deciding on the duration of any suspension, the Tournament Director is not limited to the remaining matches in the competition but may impose a suspension that affects matches beyond the conclusion of the competition.

- 14.5 Suspended persons may not enter the field of play or the technical facility areas (including the team benches, Coaches' boxes and video tower) until completion of the match or matches comprising the suspension.
- 14.6 An individual or a team may appeal against any suspension. At FIH events where an FIH Representative has been appointed, the appeal will be referred to an Appeal Jury except that a suspension imposed after the completion of the competition may only be appealed to the FIH Judicial Commission as specified in FIH Statutes. At an event where there is not an FIH representative, the appeal will be referred to the FIH Chief Executive Officer.
- 14.7 If an individual or a team wishes to appeal, the Team Manager(s) must give written notice to the Tournament Director within sixty (60) minutes after the Tournament Director's decision is published. If no appeal is lodged, the decision of the Tournament Director is final.
- 14.8 If an appeal is lodged, the Tournament Director must immediately inform the FIH Representative, if one has been appointed. If there is not an FIH Representative, the Tournament Director must advise the FIH Chief Executive Officer.

15 PROTESTS

- 15.1 If a team wishes to lodge a protest at the end of a match or at the end of a stand-alone shoot-out competition the Team Manager must:
- a declare the intention to do so immediately in writing directly below their signature when signing the Match Report or Shoot-out Competition form;
 - b produce in addition in writing the grounds of the protest and must hand that document to the Technical Officer on duty within 30 (thirty) minutes of the completion of the match or stand-alone shoot-out competition ;
 - c deposit in addition five hundred Euros (€500) (or equivalent in freely convertible currency) with the written protest.
- 15.2 If a protest is made, the Technical Officer on duty must immediately notify the Tournament Director.
- 15.3 Notwithstanding the provisions of this Regulation, a protest from a decision of an Umpire or Video Umpire during a match may not be made to or considered by the Tournament Director.
- 15.4 A team may protest to the Tournament Director about any other decision of the Tournament Director or application of these Regulations. In this case the Team Manager must:
- a produce in writing the grounds of the protest and must hand that document to the Tournament Director within thirty (30) minutes of the publication or other communication on which the protest is based;
 - b deposit five hundred Euros (€500) (or equivalent in freely convertible currency) with the written protest.

- 15.5 The Tournament Director must make a decision and publish it within two hours from the submission of a protest; if possible, the Tournament Director should also orally notify the decision to the Team Manager concerned immediately after making the decision.
- 15.6 The Team Manager must make arrangements with the Tournament Director to be available so that the Tournament Director can give their decision from the protest to the Team Manager.
- 15.7 Failure to comply with any part of this Regulation will result in dismissal of the protest
- 15.8 The deposit will be returned if the protest is either dismissed or allowed. The deposit will be forfeited to the FIH if the protest is not allowed but the FIH Executive Board may subsequently decide to return all or part of the deposit.
- 15.9 If a team involved in a protest wishes to appeal the decision of the Tournament Director resulting from any protest under these Regulations, the Team Manager(s) must give written notice to the Tournament Director within sixty (60) minutes after the Tournament Director's decision is published. If no such appeal is lodged, the decision of the Tournament Director is final.
- 15.10 If an appeal is lodged, the Tournament Director must immediately inform the FIH Representative. If there is not an FIH Representative, the Tournament Director must immediately inform the FIH Chief Executive Officer. Any appeal will be conducted in accordance with the provisions of these Regulations.

16 APPEAL JURY

- 16.1 At FIH events where there is an FIH Representative appointed, the FIH Representative will appoint an Appeal Jury.
- 16.2 If not chairing the hearing, the FIH Representative will appoint a chair.
- 16.3 An Appeal Jury shall consist of a minimum of three persons and a maximum of five persons.
- 16.4 Any person who has taken part in any previous proceedings relating to the matter under appeal must not be appointed to a particular Appeal Jury.
- 16.5 Reasonable steps should be taken to ensure that at least one member of an Appeal Jury for a particular hearing has played international hockey within the previous 10 years.

17 APPEALS

- 17.1 An individual or a team may lodge an appeal against:
- a a decision by a Tournament Director to suspend a player, team official or other official;
 - b a protest which has not been allowed by a Tournament Director.
- 17.2 A deposit of five hundred Euros (€500) (or equivalent in freely convertible currency) must be paid if the appeal is against a decision by a Tournament Director to suspend a player or team official; the deposit must accompany the written notice of appeal.

- 17.3 The written notice of appeal must contain a statement outlining the grounds of appeal and indicating whether the appeal is against:
- a a finding;
 - b a penalty imposed;
 - c both a finding and a penalty;
 - d procedural irregularities of a Tournament Director hearing.
- 17.4 The appeal is not by way of a re-hearing of the evidence. It is limited to a review of the decision of the Tournament Director to ensure compliance with the Regulations, Code of Conduct Guidelines and principles of natural justice.
- 17.5 No fresh evidence shall be presented to the Appeal Jury without its approval. If approval is sought to present fresh evidence, particulars of such evidence and the reasons why it was not presented to the earlier decision-maker must also be included in the written notice of appeal.
- 17.6 The parties are entitled to make oral representations to the Appeal Jury at the hearing.
- 17.7 The Appeal Jury may conduct the hearing in such a manner and at such time and in such a way as it considers desirable and/or suitable. If any party fails to attend the hearing, the Appeal Jury may proceed in the absence of that or any other party.
- 17.8 The Appeal Jury must publish a decision in writing. A copy must be provided to the FIH Representative and the Tournament Director and it must be published as soon as possible but not later than two hours before the start of the first match on the next day that matches in that competition are played. If possible, the Chair of the Appeal Jury which heard the case should orally notify the decision to the Team Manager or official concerned immediately after making the decision.
- 17.9 The decision of the Appeal Jury is final and binding on all parties concerned subject to Article 14.2 of the FIH Statutes.
- 17.10 The decision of the Appeal Jury shall be based on the balance of probabilities (more likely than not).
- 17.11 An Appeal Jury has the power:
- a to allow or dismiss the appeal;
 - b to vary the decision of the Tournament Director;
 - c to increase, decrease, remit or otherwise vary any penalty included in the decision of the Tournament Director;
 - d to impose such other penalty or sanction as it deems fit;
 - e to order that the deposit be refunded or forfeited;
 - f to make an order for payment of costs.

17.12 At events where an FIH representative has not been appointed, any appeal against a decision of a Tournament Director must be made to the FIH Chief Executive Officer. The procedures in articles 17.2 and 17.3 must be followed. As it may not be possible for the FIH Chief Executive Officer to reach a decision on any appeal within the timeframe in article 17.8, any decision of the Tournament Director will stand until the FIH Chief Executive Officer has considered the appeal.

18 ANTI - DOPING

18.1 All anti-doping tests will be carried out in accordance with the World Anti-Doping Code in force on the first playing day of the tournament and the FIH Anti Doping Regulations in force on the first playing day of the tournament.

18.2 All matches are subject to anti-doping tests as the FIH may direct.

18.3 Team Managers will be advised about anti-doping test procedures at the Tournament Director's pre-competition briefing meeting.

18.4 Any player may be the subject of an anti-doping test after a match even if that player has remained on the team bench throughout the match. A player may be the subject of more than one anti-doping test during the competition.

18.5 A player selected for an anti-doping test may not take a shower, bath, ice-bath or similar before providing a urine/blood sample which meets the requirements in the International Standard for Testing.

19 UNFORESEEN EVENTS

19.1 If circumstances arise which are not provided for in these Regulations, the Tournament Director will determine any actions necessary.

19.2 If any team affected by a decision of the Tournament Director under article 19.1 wishes to protest, it may do so following the procedures set out in Regulation 15.

APPENDIX 1

SCHEDULE OF VARIATIONS TO THE RULES OF HOCKEY APPLICABLE TO INTER-NATIONS EVENTS

Below is a list of Regulations which supersede the Rules of Hockey.

1 BREAKING AT A PENALTY CORNER

Rule 13.3.h: 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.

Regulation: 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.

- a For any offence of this rule by a defender on the back-line, other than the goalkeeper, the offending player is required to go beyond the centre-line and cannot be replaced by another defender.
- b 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: ie the corner is defended by one less player than before this incident.
- c 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.
- d 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
- e Subject to the above, the penalty corner is re-taken.
- f If another breach of Rule 13.3.h as described in this regulation 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 players).
- g A subsequent penalty corner (as opposed to a re-taken penalty corner) may be defended by not more than five players.

2 GREEN CARD – TWO MINUTE SUSPENSION

Rule 14.1.b: For any offence, the offending player may be warned (indicated by a green card).

Regulation: For any offence, the offending player may be warned (indicated by a green card).

- a The offending player is temporarily suspended for two (2) minutes of playing time.
- b For the duration of each temporary suspension, the offending team plays with one less player.

- c If a field player receives a green card, the Umpires stop the match (but not necessarily the time) to issue the card; if time has been stopped, the Umpires restart it immediately after issuing the card.
- d If a goalkeeper or player with goalkeeping privileges receives a green card, the Umpires stop the time and re-start it immediately after that player has left the field of play.
- e The offending player leaves the field immediately; if they interfere with play on their way to the designated suspension area the Umpire may further penalise the player in accordance with the Rules of Hockey.
- f The two minute temporary suspension starts when the player is seated in the designated area.
- g Timing of the suspension is controlled by a Technical Official on duty.
- h 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.
- i If the offending player is a goalkeeper or player with goalkeeping privileges, the Technical Official on duty notifies the Umpires when the period of suspension has been completed; the Umpires stop the time at the next stoppage of play to enable that player to resume play.

3 YELLOW CARD – TEMPORARY SUSPENSION

Rule 14.1.c: For any offence, the offending player may be temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card).

Regulation: For any offence, the offending player may be temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card).

- a The duration of temporary suspension is indicated to the Technical Official on duty by the Umpire who issues the yellow card.
- b For the duration of each temporary suspension, the offending team plays with one less player.
- c If a field player receives a yellow card, the Umpires stop the match (but not necessarily the time) to issue the card; if time has been stopped, the Umpires restart it immediately after issuing the card.
- d If a goalkeeper or player with goalkeeping privileges receives a yellow card, the Umpires stop the time and re-start it immediately after that player has left the field of play.
- e The offending player leaves the field immediately; if they interfere with play on their way to the designated suspension area the Umpire may further penalise the player in accordance with the Rules of Hockey.
- f The temporary suspension commences when the player is seated in the designated area.

- g Timing of the suspension is controlled by a Technical Official on duty.
- h 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.
- i If the offending player is a goalkeeper or player with goalkeeping privileges, the Technical Official on duty notifies the Umpires when the period of suspension has been completed; the Umpires stop the time at the next stoppage of play to enable that player to resume play.

4 METHOD OF SCORING: MANDATORY EXPERIMENTAL RULE

A goal is scored when:

- a the ball is played by an attacker or touches the stick or body of a defender, within the circle
- b after either of these actions, the ball does not travel outside the circle before passing completely over the goal-line and under the cross-bar.

5 HOCKEY STICK SPECIFICATION

NOTE: This Regulation only applies to FIH World Level Events in 2011 and 2012, that is Champions Trophy, Champions Challenge 1 and Champions Challenge 2 in 2011 and Olympic Games, the Olympic Games Qualification Tournaments, Champions Trophy, Champions Challenge 1 and Champions Challenge 2 in 2012.

- 5.1 This section specifies the properties of the stick. Properties outside the specifications are not permitted. Although the properties are described as explicitly as possible, the FIH reserves the right to prohibit any stick which, in the opinion of the FIH Rules Committee, is unsafe or likely to have a detrimental impact on playing the game.

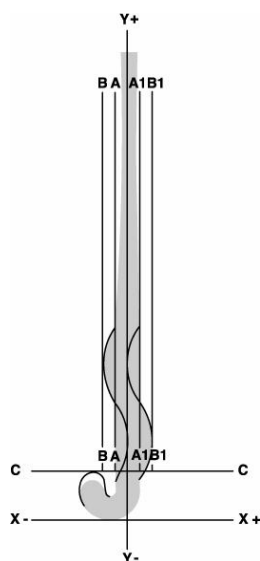


Figure 1: The stick

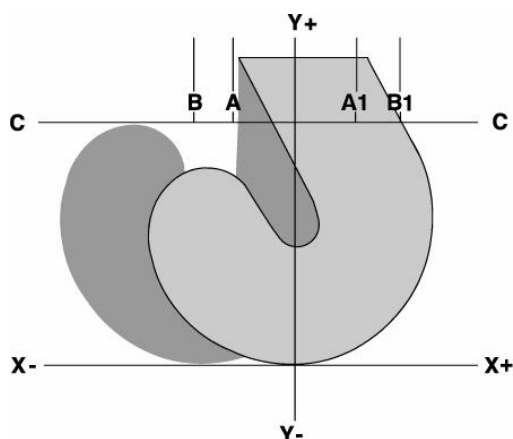


Figure 2: The head of the stick

5.2 The shape and dimensions of the stick are tested by placing the stick playing side downwards on a flat surface marked with the lines shown in figures 1 and 2. Lines A, A1, B, B1 and Y are parallel and are perpendicular to lines C and X. The dimensions in figures 1 and 2 are:

line A to line A1	51mm
line A to line B	20mm
line A1 to line B1	20mm
line A to line Y	25.5mm
line C to line X	100mm

5.3 The stick has a traditional shape, consisting of the handle and the head:

- i the stick is positioned in figures 1 and 2 so that the line Y passes through the centre of the top of the handle; the handle of the stick starts at line C and continues in the direction Y+.
- ii the base of the head of the stick is positioned touching line X; the head of the stick starts at line X and terminates at line C.

5.4 The stick is assessed with any covering, coating or fixing belonging to the stick.

5.5 In any of the specifications below, the following definitions apply:

- i “smooth” means without any rough or sharp parts. The surface must be even and regular, free from perceptible projections or indentations and not rough, wrinkled, pitted, grooved or scored. No edge shall have an angle with radius smaller than 3 mm.
- ii “flat” means without any curved, high or hollow parts having a radius smaller than 2 m, transforming smoothly to an edge with a radius not smaller than 3 mm.
- iii “continuous” means all along the defined subject without interruption.

5.6 The playing side of the stick is the entire side shown in figures 1 and 2 and the edges of that side.

5.7 The transition from handle to head must be smooth and continuous without any unevenness or other discontinuity.

5.8 The head must be a ‘J’ or ‘U’ shape the upturned or open end of which is limited by the line C.

5.9 The head is not limited between lines C and X in the direction X- or X+.

5.10 The head must be flat on the left hand side only (the side which is to the player’s left when the stick is held with the open end of the head pointing directly away from the player’s front, ie the side shown in the diagrams).

- 5.11 A single convex or concave deviation with a smooth continuous profile and of maximum 4 mm at any point is permitted across the otherwise flat playing side of the head of the stick and any continuation of it along the handle.

Deviation is tested by placing a straight edge of length 53mm across the stick at any point along the playing side and using a standard pointed depth gauge; the device used to measure bow or rake and shown in figure 3 can also be used for this purpose. The depth of concave curvature below the straight edge must not exceed 4 mm.

Other indentations or grooves are not permitted on the playing side of the stick.

- 5.12 The flat playing side of the head of the stick and any continuation of it along the handle must be smooth.
- 5.13 A twist or twists along the flat playing side of the stick from the head and any continuation of it along the handle are not permitted; ie the intersection of the plane comprising the flat playing side of the stick with any plane comprising all or part of the flat side of the handle must remain parallel to line C-C.
- 5.14 It is permitted for the handle to be bent or curved to protrude beyond the line A once only to the limiting line B at maximum or but not also to be bent or curved to protrude beyond the line A1 once only to the limiting line B1 at maximum.
- 5.15 Any curvature along the length of the stick (the bow or rake) must have a continuous smooth profile along the whole length, must occur along the playing side or the back of the stick but not both and is limited to a depth of 25 mm. The point of maximum bow must not be closer to the base of the head (line X in figure 1) than 200mm. Multiple curves are not permitted.

The stick is laid playing side downwards on a flat surface in its natural resting position. The device shown in figure 3 is used to measure the bow or rake and is placed with its base on the testing surface. The 25mm high end of the device must not pass freely more than 8mm under the stick at any point; ie this end of the device must not pass freely under the stick to the extent that the edge of the stick touches the remaining part of the device.

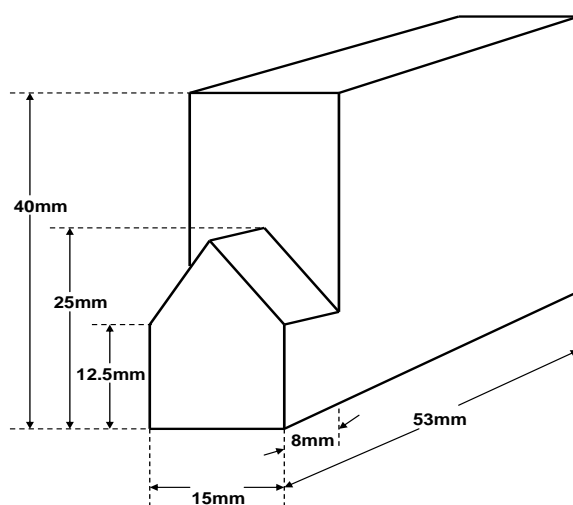


Figure 3: Device for measuring stick bow or rake



Figure 4: Maximum bow measurement

- 5.16 The edges and the non-playing side (back) of the stick must be rounded and must have a continuous smooth profile. Flat sections along the edges or back of the stick are not permitted.

Smooth and shallow undulations or indentations on the back of the handle are permitted to a maximum depth of 4 mm. No undulations or indentations are permitted on the back of the head of the stick.

- 5.17 Inclusive of any additional coverings used, the stick must pass through a ring with an interior diameter of 51 mm.

- 5.18 The total weight of the stick must not exceed 737 grams.

- 5.19 Ball speed must not be greater than 98 % of stick head speed under test conditions.

Ball speed is determined over a series of 5 tests at a stick speed of 80 km/hour in the simulator of an FIH approved laboratory. Ball speed is calculated from the time the ball passes two measuring points and is expressed as a ratio to the specified stick speed. FIH approved hockey balls are used. The test is carried out at prevailing laboratory conditions with a temperature of approximately 20°C and relative humidity of approximately 50 %.

- 5.20 The entire stick must be smooth.

Any stick which poses a potential risk for play is prohibited.

- 5.21 The stick and possible additions may be made of or contain any material other than metal or metallic components provided it is fit for the purpose of playing hockey and is not hazardous.

- 5.22 The application of tapes and resins is permitted provided that they are not hazardous and that the stick conforms to the specifications.

APPENDIX 2

ONE POOL COMPETITION PLAN AND RANKING

1 PLAN OF THE COMPETITION

1.1 There will be one pool comprising of all participating teams.

2 RANKING IN THE POOLS

2.1 In FIH World League Round 1 and 2 tournaments, if the score is equal at the end of regulation time, a shoot-out competition as specified in Appendix 9 will be played to establish the winner of the match. The following points will be awarded for each match:

- three points to the winner of a match at the end of regulation time;
- two points to the winner of a shoot-out competition, where the score is tied at the end of regulation time;
- one point to the loser of a shoot-out competition, where the score is tied at the end of regulation time;
- no points to the loser of a match at the end of regulation time.

2.2 In any other one pool competition, points will be awarded according to clause 2.1 in Appendix 3.

2.3 Ranking in a pool is determined according to clause 2.2 in Appendix 3.

3 CLASSIFICATION MATCHES

3.1 This regulation applies only to the final classification play-off competition if it is to be played after the one pool competition.

3.2 The teams for the classification matches will be as follows although the matches will not necessarily be played in this order:

7th Ranked Team v 8th Ranked Team (to determine 7th and 8th places)

5th Ranked Team v 6th Ranked Team (to determine 5th and 6th places)

3rd Ranked Team v 4th Ranked Team (to determine 3rd and 4th places)

1st Ranked Team v 2nd Ranked Team (to determine 1st and 2nd places)

3.3 The score at the end of the regulation time of any match will be registered by the FIH as the result of the match.

3.4 If at the end of the regulation time the result is a draw, in order to establish an outright winner of a classification match for the purpose of the competition, the duration of that match shall be extended (extra time). The Umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. Extra time will start five (5)

minutes after the end of regulation time. Extra time will consist of two periods of seven and a half (7½) minutes each; in between teams will change ends without an interval.

- 3.5 The extra-time shall cease, once a team has scored or been awarded a goal. That team shall be the winner of the match.
- 3.6 If the score is still a draw at the end of the extra-time, a shoot-out competition as specified in Appendix 9 will be played to establish the winner of the match.

APPENDIX 3

RANKING IN A POOL

- 2.1 In each pool, all the teams will play against each other, and the following points will be awarded for each match :
- three points to the winner;
 - one point to each team, in the event of a draw;
 - no points to the loser.
- 2.2 In each pool, teams will be ranked according to the number of points each has accumulated in the competition.
- a If at the end of the pool matches two or more teams have the same number of points for any place in a pool, these teams will be ranked according to their respective number of matches won.
 - b If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference (which means “goals for” less “goals against”). A positive goal difference always takes precedence over a negative one.
 - c If there still remains equality among two or more teams, then these teams will be ranked according to their respective number of “goals for”.
 - d Should there still remain equality among two teams, then the result of the match played between those teams will determine the ranking of the tied teams.
 - e If more than two teams are involved, then a ranking based upon the results of the matches among (only) them shall determine their respective position, based upon the points awarded in accordance with paragraph 2.1 or 2.2, as appropriate, of this appendix. If there remains equality, then the teams involved shall be ranked according to paragraphs 2.3.a, b, c, and d of this Appendix.
 - f Should there still remain equality among two teams, then the ranking will be determined by a shoot-out competition between those teams (for details see Appendix 8 of these Regulations).
 - g If more than two teams are involved, then each team will play a shoot-out competition against the other teams in the same sequence of play as the order of play in the competition, in accordance with Appendix 8 of these Regulations but with one round of 5 shoot-outs only to be taken compulsorily by each team.
 - h A ranking will then be established based upon the results of the round of the shoot-out competition only, with the award for each play of 3 points to the team having scored the highest number of goals, 1 point to each team having scored an equal number of goals and 0 points to the team having scored the lowest number of goals.
 - i If equality remains then teams having an equal number of points shall be ranked according to paragraphs 2.3.a, b, c and d as applied to goals recorded during the shoot-out competition.
 - j If an equal position of three (or more) teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. The Tournament Director shall make a draw to take place to establish each sequence of play if such further rounds of shoot-outs are required.

APPENDIX 4

TWO POOL COMPETITION PLAN AND RANKING

1. PLAN OF THE COMPETITION

- 1.1 There will be two pools, each comprising half of the number of the participating teams. If the numbers are uneven, one of the pools will comprise one more team than the other.
- 1.2 The two pools will be composed as follows based on their FIH World Ranking as at the date when the match schedule is agreed:

POOL A	POOL B
1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

- 1.3 If one or more team(s) does not participate, a reserve team(s), if called upon, will, in principle, take the place of the defaulting team(s). The FIH reserves the right to exercise an unfettered discretion to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE POOLS

- 2.1 In FIH World League Round 1 and 2 tournaments, in each pool, all the teams will play against each other. If the score is equal at the end of regulation time, a shoot-out competition as specified in Appendix 9 will be played to establish the winner of the match. The following points will be awarded for each match:
- three points to the winner of a match at the end of regulation time;
 - two points to the winner of a shoot-out competition, where the score is tied at the end of regulation time;
 - one point to the loser of a shoot-out competition, where the score is tied at the end of regulation time;
 - no points to the loser of a match at the end of regulation time
- 2.2 Ranking in a pool is determined according to Appendix 3.

3. CLASSIFICATION MATCHES

- 3.1 The semi-finals will be as follows although the matches will not necessarily be played in this order:

1st Pool A	v	2nd Pool B
1st Pool B	v	2nd Pool A

The winners of these matches will play for 1st and 2nd places (the final) and the losers will play for 3rd and 4th places.

- 3.2 Classification matches for 5th to 8th places will be as follows although the matches will not necessarily be played in this order:

3rd Pool A	v	4th Pool B
3rd Pool B	v	4th Pool A

The winners of these matches will play for 5th and 6th places and the losers will play for 7th and 8th places.

- 3.3 Classification matches for 9th to 12th places will be as follows although the matches will not necessarily be played in this order:

5th Pool A	v	6th Pool B
5th Pool B	v	6th Pool A

The winners of these matches will play for 9th and 10th places and the losers will play for 11th and 12th places.

- 3.4 Classification matches for 13th to 16th places will be as follows although the matches will not necessarily be played in this order:

7th Pool A	v	8th Pool B
7th Pool B	v	8th Pool A

The winners of these matches will play for 13th and 14th places and the losers will play for 15th and 16th places.

- 3.5 If there are an odd but equal number of teams in each pool, the two teams finishing at the bottom of each pool will play against each other for the two last places in the tournament.

- 3.6 If there is an odd number of teams in one pool and an even number of teams in the other pool, classification matches for the last three places in the tournament will be as follows:

Bottom Pool A	v	Bottom Pool B
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The losing team of this match will be ranked in the last place in the tournament and, to determine the next two higher places, the winner will then play the team that finished in the penultimate place in the pool which had the even number of teams. However, where there are either 9, or 13 teams in the tournament, the team finishing bottom of the pool which had the odd number of teams will not play classification matches, and will automatically be ranked in the last place in the tournament.

- 3.7 The score at the end of the regulation time of any match will be registered by the FIH as the result of the match.

- 3.8 If at the end of the regulation time the result is a draw, in order to establish an outright winner of a classification match for the purpose of the competition, the duration of that match shall be

extended (extra time). The Umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. Extra time will start five (5) minutes after the end of regulation time. Extra time will consist of two periods of seven and a half (7½) minutes each; in between teams will change ends without an interval.

- 3.9 The extra-time shall cease, once a team has scored or been awarded a goal. That team shall be the winner of the match.
- 3.10 If the score is still a draw at the end of the extra-time, a shoot-out competition as specified in Appendix 9 will be played to establish the winner of the match.

APPENDIX 5

TWO POOL 8-TEAM COMPETITION (KNOCK OUT CLASSIFICATION MATCHES) PLAN AND RANKING

1. PLAN OF THE COMPETITION

- 1.1 There will be two pools, each comprising four teams.
- 1.2 The two pools will be composed as follows based on their FIH World Ranking as at the date when the match schedule is agreed:

POOL A	POOL B
1	2
4	3
5	6
8	7

- 1.3 If one or more team(s) does not participate, a reserve team(s), if called upon, will, in principle, take the place of the defaulting team(s). The FIH reserves the right to exercise an unfettered discretion to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE POOLS

- 2.1 Ranking in a pool is determined according to Appendix 3.

3. CLASSIFICATION MATCHES

- 3.1 The quarter-finals will be as follows although the matches will not necessarily be played in this order:

1st Pool A	v	4th Pool B	Match 1
2nd Pool B	v	3rd Pool A	Match 2
2nd Pool A	v	3rd Pool B	Match 3
1st Pool B	v	4th Pool A	Match 4

The winners of these matches will play for 1st to 4th places and the losing teams will play for 5th to 8th places.

- 3.2 The semi-finals will be as follows although the matches will not necessarily be played in this order:

Winner Match 1	v	Winner Match 2
Winner Match 3	v	Winner Match 4

The winners of these matches will play for 1st and 2nd places (the final) and the losers will play for 3rd and 4th places.

- 3.3 The classification matches for 5th to 8th places will be as follows although the matches will not necessarily be played in this order:

Loser Match 1 v Loser Match 2
Loser Match 3 v Loser Match 4

The winners of these matches will play for 5th and 6th places and the losers will play for 7th and 8th places.

- 3.4 The score at the end of the regulation time of these matches will be registered by the FIH as the result of the match.
- 3.5 If at the end of the regulation time the result is a draw, in order to establish an outright winner of a classification match for the purpose of the competition, the duration of that match shall be extended (extra time). The Umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. Extra time will start five (5) minutes after the end of regulation time. Extra time will consist of two periods of seven and a half (7½) minutes each; in between teams will change ends without an interval.
- 3.6 The extra-time shall cease, once a team has scored or been awarded a goal. That team shall be the winner of the match.
- 3.7 If the score is still a draw at the end of the extra-time, a shoot-out competition as specified in Appendix 9 will be played to establish the winner of the match.

APPENDIX 6

THREE POOL 8-TEAM COMPETITION PLAN (POOL C CLASSIFICATION MATCHES) AND RANKING

1. PLAN OF THE COMPETITION

- 1.1 There will be two initial pools, each comprising four teams.
- 1.2 The two pools will be composed as follows based on their FIH World Ranking as at the date when the match schedule is agreed:

POOL A	POOL B
1	2
4	3
5	6
8	7

- 1.3 If one or more team(s) does not participate, a reserve team(s), if called upon, will, in principle, take the place of the defaulting team(s). The FIH reserves the right to exercise an unfettered discretion to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE POOLS

- 2.1 Ranking in a pool is determined according to Appendix 3.

3. CLASSIFICATION MATCHES

- 3.1 The semi-finals will be as follows although the matches will not necessarily be played in this order:

1st Pool A	v	2nd Pool B
1st Pool B	v	2nd Pool A

The winners of these matches will play for 1st and 2nd places (the final) and the losers will play for 3rd and 4th places.

- 3.2 The score at the end of the regulation time of these matches will be registered by the FIH as the result of the match.
- 3.3 If at the end of the regulation time the result is a draw, in order to establish an outright winner of a classification match for the purpose of the competition, the duration of that match shall be extended (extra time). The Umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. Extra time will start five (5) minutes after the end of regulation time. Extra time will consist of two periods of seven and a half (7½) minutes each; in between teams will change ends without an interval.

3.4 The extra-time shall cease, once a team has scored or been awarded a goal. That team shall be the winner of the match.

3.5 If the score is still a draw at the end of the extra-time, a shoot-out competition as specified in Appendix 9 will be played to establish the winner of the match.

3.6 The classification matches for 5th to 8th places will be as follows:

a After completion of the pool matches (Pool A and Pool B) the 3rd and 4th placed teams from each pool will be placed into Pool C comprising four (4) teams.

b The number of points, goals for and goals against that each of these two teams have accumulated in either Pool A or Pool B, based only upon the results of the matches played between them, will be carried forward into Pool C.

c The four teams in Pool C will then play against each of the two teams that they have not played in the Preliminary Pool Round.

d The matches in Pool C will be as follows although the matches will not necessarily be played in this order:

4th Pool A v 4th Pool B

3rd Pool A v 3rd Pool B

3rd Pool A v 4th Pool B

3rd Pool B v 4th Pool A

e The following points will be awarded for the matches played by each team in Pool C:

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

f Teams will be ranked according to the number of points each has accumulated in Pool C, that is the sum of the points carried forward from the matches referred to in 3.6b above and the points awarded from the matches in 3.6c above. If there is equality between two or more teams, then the teams involved will be ranked according to Clause 2.2 of Appendix 3.

APPENDIX 7

FOUR POOL 8-TEAM COMPETITION PLAN (POOLS C & D PLUS CLASSIFICATION MATCHES) AND RANKING

1. PLAN OF THE COMPETITION

- 1.1 There will be two initial pools, each comprising four teams.
- 1.2 The two pools will be composed as follows based on their FIH World Ranking as at the date when the match schedule is agreed:

POOL A	POOL B
1	2
4	3
5	6
8	7

- 1.3 If one or more team(s) does not participate, a reserve team(s), if called upon, will, in principle, take the place of the defaulting team(s). The FIH reserves the right to exercise an unfettered discretion to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE A AND B POOLS

- 2.1 Ranking in a pool is determined according to Appendix 3.

3. CLASSIFICATION MATCHES

- 3.1 After the completion of the initial pools (A and B), the bottom two (2) teams from each of these pools will be placed in pool C and the top two (2) teams will be placed in pool D.
- 3.2 The number of points, goals for and goals against that each of these two teams have accumulated in either Pool A or Pool B, based only upon the results of the matches played between them, will be carried forward into Pool C or Pool D.
- 3.3 The four teams in Pool C and Pool D will then play against each of the two teams that they have not played in the Preliminary Pool Round
- 3.4 The matches in Pools C and D will be as follows although the matches will not necessarily be played in this order:

Pool C			Pool D		
4th Pool A	v	4th Pool B	2nd Pool A	v	2nd Pool B
3rd Pool A	v	3rd Pool B	1st Pool A	v	1st Pool B
3rd Pool A	v	4th Pool B	1st Pool A	v	2nd Pool B
3rd Pool B	v	4th Pool A	1st Pool B	v	2nd Pool A

- 3.5 The following points will be awarded for the matches played by each team in Pools C and D:
- three points to the winner
 - one point to each team, in the event of a draw
 - no points to the loser
- 3.6 Teams will be ranked according to the number of points each has accumulated in Pools C or D that is the sum of the points carried forward from the matches referred to in 3.2 above and the points awarded from the matches in 3.3 above. If there is equality between two or more teams, then the teams involved will be ranked according to Clause 2.2 of Appendix 3 in respect of results in Pools C and D.
- 3.7 The classification match for 7th and 8th place will be as follows:
- 3rd Pool C v 4th Pool C
- 3.8 The classification match for 5th and 6th place will be as follows:
- 1st Pool C v 2nd Pool C
- 3.9 The classification match for 3rd and 4th place will be as follows:
- 3rd Pool D v 4th Pool D
- 3.10 The final will be as follows:
- 1st Pool D v 2nd Pool D
- 3.11 The score at the end of the regulation time of the classification matches will be registered by the FIH as the result of the match.
- 3.12 If at the end of the regulation time the result is a draw, in order to establish an outright winner of a classification match for the purpose of the competition, the duration of that match shall be extended (extra time). The Umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. Extra time will start five (5) minutes after the end of regulation time. Extra time will consist of two periods of seven and a half (7½) minutes each; in between teams will change ends without an interval.
- 3.13 The extra-time shall cease, once a team has scored or been awarded a goal. That team shall be the winner of the match.
- 3.14 If the score is still a draw at the end of the extra-time, a shoot-out competition as specified in Appendix 9 will be played to establish the winner of the match.

APPENDIX 8

TWO TEAM PLAY-OFF COMPETITION

1. RANKING IN THE COMPETITION

- 1.1 The two teams shall play three times against each other. There shall be at least one day rest during the competition and there shall be at least 22 hours time difference between the start times of matches on consecutive days. However, with the permission of the FIH, the requirement to have the rest day may be waived providing that the request for waiving that day is made to the FIH prior to the competition commencing with the agreement of the both participating countries.
- 1.2 The following points shall be awarded for each match:
- three points to the winner
 - one point to each team, in the event of a draw
 - no points to the loser

Teams shall be ranked according to the number of points each has accumulated in the competition.

- 1.3 If at the end of the competition, the two teams have the same number of points, they shall be ranked according to their respective goal difference (which means "goals for" less "goals against"). A positive goal difference always takes the precedence over a negative one.
- 1.4 If there remains equality among the two teams (same number of points and same goal difference), then they shall be ranked according to their respective number of "goals for".
- 1.5 If at the end of the regulation time of the third match the number of points, goals for and goals against awarded to both teams are equal, then the duration of that match shall be extended (extra time). The Umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. Extra time will start five (5) minutes after the end of regulation time. Extra time will consist of two periods of seven and a half (7½) minutes each; in between teams will change ends without an interval.
- 3.4 The extra-time shall cease, once a team has scored or been awarded a goal. That team shall be the winner of the match.
- 3.5 If the score is still a draw at the end of the extra-time, a shoot-out competition as specified in Appendix 9 will be played to establish the winner of the match.
- 3.6 If the same team wins the first two matches, it will not be compulsory to play the third match.

APPENDIX 9

SHOOT-OUT COMPETITION

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 all 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 nominate five players to take and one player to defend the shoot-outs from those on the Match Report 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.
- 2 Team Managers sign the Shoot-out Competition form to confirm the nominations of the five players and the sequence of players to take the shoot-outs and submit the form to the Technical Officer on duty.
- 3 If the Shoot-out Competition takes place after the end of a match/extra time, the above procedures must be carried out promptly so that the first shoot-out can take place within five (5) minutes of the end of the match/extra time.
- 4 A player who is still serving a disciplinary suspension by the Tournament Director 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.
- 5 The Tournament Director will specify in advance the goal to be used.
- 6 The Tournament Director will specify at the pre-competition briefing meeting the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
- 7 A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
- 8 All persons listed on the Match Report 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.
- 9 The goalkeeper / defending player of the team taking a shoot-out may be on the back-line outside the circle.
- 10 A player taking or defending a shoot-out may enter the 23m area for that purpose.
- 11 Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment.

- 12 Five players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 10 shoot-outs.
- 13 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 signals to the technical table that the time may start;
 - e an official at the technical table starts the clock which automatically issues an audible signal;
 - f the attacker and the goalkeeper / defending player may then move in any direction;
 - g 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.
- 14 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.
- 15 A video referral can only be requested by an Umpire to determine, if necessary, whether or not a goal was legitimately scored; team referrals are not available at a shoot-out.
- 16 The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
- 17 A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
- 18 If during a shoot-out competition (including during any penalty stroke which is awarded) a 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 they are replacing was wearing;

- ii for taking their own shoot-out (or penalty stroke), this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
 - c any shoot-out or penalty stroke due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as a goal.
- 19 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 Match Report for that particular match, except as excluded in this Appendix or 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 their protective equipment to take their shoot-out and subsequently to put it on again.
- 20 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 Match Report for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.
- 21 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 Appendix;
 - 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 penalty 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.
- 22 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 in this Appendix:
 - a the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - b all eligible players from each team must take a shoot-out before any one of them can take another; any shoot-out due to be taken by a suspended player is forfeited;
 - c the team which starts each shoot-out series alternates for each series.
- 23 Unless varied by this Appendix or Appendix 1, the Rules of Hockey apply during a shoot-out.

APPENDIX 10

FIH CODE OF CONDUCT

- 1 Under FIH Statutes and Bye-Laws the FIH has full jurisdiction and authority over everything concerning hockey and playing of hockey effectively, therefore, any person or National Association involved in any hockey competition agree to comply with all Statutes and Bye-Laws, Rules of Hockey and Competition Regulations, FIH Anti-Doping Regulations, FIH Image Rights Policy, Betting and Anti-corruption Regulations and rules and directives of the present Code of Conduct.
- 2 The Code of Conduct is applicable for participants at any approved FIH competition or any competition approved by a Continental Federation or controlled by the IOC.
- 3 The following shall be considered as participants:
 - a all National Association team members and officials including players, team management, coach and coaching staff, including technical staff, medical staff and the duly appointed representatives of the National Associations of the participating teams;
 - b all FIH competition officials including the FIH Representatives, members of the Jury of Appeal, Tournament Directors, Technical Officers, Umpires' Managers, Medical Officer, Media Officer, Judges and Umpires, and any other ad hoc officials appointed by the FIH or the organising committee;
 - c the host National Association representatives and the members of the organising committee.
- 4 The Code is established to create awareness of and accountability for the promotion of the game of hockey amongst the participants of the above-mentioned events.
- 5 All participants are responsible for their own behaviour and conduct, and as such, accountable. They must abide by the FIH Statutes, Bye-Laws, Rules of Hockey, these Regulations, FIH Anti-Doping Rules, FIH Image Rights Policy and the Rules and Directives of the Code of Conduct as set out hereafter.
- 6 It is therefore the responsibility of the National Associations of the participating teams to instruct their players and team officials in the requirement. The National Associations shall share liability with their players and team officials should breaches occur of the terms of the FIH Statutes and Bye-Laws, all FIH Rules and Regulations and the FIH Rules and Directives of the Code of Conduct as mentioned above.
- 7 Complaints in relation to either misconduct or breaches of the terms of the Statutes and Bye-Laws and Rules and Regulations, etc as mentioned, shall in the first instance be dealt with by the Tournament Director during the competition, or after the competition, by the FIH Chief Executive Officer, who in turn may refer to and involve the FIH Judicial Commission.
- 8 All participants are therefore subject to the jurisdiction of the FIH (see FIH Statutes Article 13.2). The FIH is committed in maintaining the highest standards of behaviour and conduct of those subject to this jurisdiction. In pursuance of these standards, all participants shall observe also the following Rules and Directives.
- 9 Participants shall at all times conduct themselves fairly and properly on the field of play and any part of the hockey venue/accommodation. No person may conduct themselves in a manner or commit any act or omission which may prejudice the interest of hockey or which may bring the game of hockey into disrepute.

- 10 Without prejudice to the generality of the foregoing, the following shall be regarded as conduct which is improper, unfair, and unacceptable:
 - a verbal/physical abuse or hostility towards any other participant, person or any other member of the public;
 - b disputing, protesting and/or reacting in a provocative or disapproving manner in an inappropriate way toward any decision made by an Umpire or official;
 - c charging or advancing towards an Umpire or technical official in an aggressive manner when appealing;
 - d using rude or abusive language or hand signals;
 - e abuse of hockey equipment or clothing, venue equipment or fixtures and fittings;
 - f any verbal or physical abuse or hostility towards an accredited Anti-Doping Control Officer.
- 11 It shall be compulsory for a Team Coach and team captain (or other nominated player as required by the Media Officer) to attend a media conference if requested.
- 12 Public statements must be fair, constructive and reasonable and must not involve a personal attack on another player, umpire, appointed official or administrator. The FIH recognises that fair and reasonable comments on the game in general are essentially in the interests of everyone. However, it further recognises that in the interest of maintaining the generally excellent relations that currently exist between players, umpires and officials, it is necessary to ensure that any such comment and criticism is constructive. Any public statement therefore by a participant shall not comprise "a personal attack" upon any other participant also subject to the jurisdiction of the FIH.
- 13 The FIH defines a "public statement" as follows:

Any statement in which the whole, part or essence, is made public. Such a statement may be made in a newspaper, magazine, periodical or by any electronic (internet, email, etc) or other means through the medium of television, radio or in any other manner whatsoever, regardless of the circumstances in which the statement was made.
- 14 Each player and team staff member shall comply with the FIH Anti-Doping Policy and they shall not direct any verbal or physical abuse or hostility towards Doping Control Officials. Any possession of dope-related drugs or drugs on the list of prohibited substances as mentioned in the FIH Anti-Doping Regulations and / or the WADA List of Prohibited Methods and Prohibited Substances, or the commission of any criminal offence relating to drugs, shall be handled in accordance with the FIH Anti-Doping Regulations.
- 15 No player, coaching staff, management team or any support staff who is currently serving any active sanction / punishment for a Doping Rule Violation shall be permitted to be involved in this competition.
- 16 Participants shall not participate in, support or promote any form of betting or gaming activities, including online betting or gaming activities or betting with another person, related to the event in which they are participants.
- 17 Participants shall not conduct themselves in any way that violates the FIH Regulations on Betting and Anti-Corruption, eg manipulating results, accepting or inducing a bribe or corrupt payment, using or giving inside information for betting etc.,

APPENDIX 11

FIH CODE OF CONDUCT – GUIDELINES OF OFFENCES AND PENALTIES

LEVEL 1

The penalty for a Level 1 offence shall be an official reprimand and/or a suspension of the individual for a minimum of one match.

Examples of behaviour which may result in a Level 1 penalty:

- verbal abuse or hostility towards any other participant, person or any other member of the public;
- disputing / protesting, reacting in a provocative or disapproving manner in an inappropriate way toward any decision made by an umpire or official;
- charging or advancing towards an umpire or technical official in an aggressive manner when appealing;
- excessive appealing of an umpire's decision;
- throwing a stick or ball at or near a player, umpire or official in an inappropriate and / or dangerous manner;
- inappropriate and deliberate physical contact between players in the course of play;
- using rude or abusive language, gestures or hand signals gestures which are considered to be obscene, offensive, or insulting;
- abuse of hockey equipment or clothing, venue equipment or fixtures and fittings;
- making public statements which are not fair, constructive or reasonable and involve a personal attack on another player, umpire, appointed official or administrator;
- failure to attend media conferences as requested.

LEVEL 2

The penalty for a Level 2 offence shall be a suspension of the individual for a minimum of two or more matches.

Examples of behaviour which may result in a Level 2 penalty:

- threat of assault on an umpire;
- physical assault, without injury, of another player, umpire, official or spectator;
- any act of violence on the field of play;
- using language or gestures which seriously offends, insults, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, gender, colour, descent or national or ethnic origin;
- recurrent breaches of Level 1 behaviour.

LEVEL 3

The penalty for a Level 3 offence shall be a suspension of the individual for a minimum of five or more matches.

Examples of behaviour which may result in a Level 3 penalty:

- physical assault causing bodily injury to another player, umpire, official or spectator;
- recurrent breaches of Level 2 behaviour.

APPENDIX 12

FIH CODE OF CONDUCT – GUIDELINES TO TOURNAMENT DIRECTORS ON PROCESS FOR HEARING AND DETERMINING ANY REPORTED OFFENCE

1 THE REPORT

All reports of any offence against the FIH Code of Conduct shall be made to the Tournament Director.

The Tournament Director is to determine the level of the offence.

A report can be received by the Tournament Director from any person but if received later than 24 hours after the occurrence of the conduct said to constitute the offence the Tournament Director must exercise a discretion to accept such a report. That discretion is to be exercised taking into account the seriousness of the reported behaviour and the reason for the delay in making the report.

2 PRINCIPLES OF NATURAL JUSTICE

The principles of natural justice apply in the following way.

The Tournament Director will advise the Team Manager of

- the fact of the report of an offence;
- the identity of the team member(s) reported;
- the level of the offence;
- the time and place of the hearing;
- details of the conduct and the mode of proof of it;
- if the report was received later than 24 hours after the occurrence of the conduct said to constitute the offence the Tournament Director must state the reasons for the exercise of the discretion to accept the report. No appeal from the exercise of that discretion is available.

3 THE HEARING

The Tournament Director must chair the meeting (subject to delegation for reason of conflict of interest).

The hearing must be attended by the person the subject of the report and one representative if they desire (in addition the person the subject of the charge may be assisted by an interpreter).

The Tournament Director must outline the evidence relied on to support the report including showing any video footage.

The team member is to be asked for their response to the report, ie do they accept the offence charged or not. The team member must be permitted to present material as to either or both of the fact of the offence or penalty.

Should the person who is the subject of the report fail to attend the hearing, the hearing shall take place in the absence of that person and the fact of the failure to attend shall be taken into account in the determination of the appropriate penalty in the event that an offence is found to have been committed.

4 THE DECISION

The decision should be in writing and read to the person the subject of the report by the Tournament Director (through an interpreter if necessary). It should deal (at least) with the following matters:

- i whether or not the team member accepts the breach of the Code of Conduct;
- ii if the team member does not accept the breach, a finding as to whether a breach has occurred and why.

Should it be found (or agreed) that an offence has been committed either the minimum penalty will be imposed or, at the entire discretion of the Tournament Director, a greater penalty. If a greater penalty is being considered then :

- i the disciplinary history of the team member;
- ii the attitude of the team member at the hearing;
- iii any penalty already incurred, eg if a card was given during the match the length of time of any suspension served under that card;
- iv the seriousness of the offence by comparison with other offences at this level

will be taken into account by the Tournament Director in imposing a greater penalty and details of which will be set out in the written decision.

5 DEFINITION OF THE PENALTY

A clear definition of the penalty will include:

- i the number of matches for which the team member is suspended;
- ii the date of commencement of the suspension;
- iii the match or matches to which the suspension shall apply (eg FIH events, any match played by the team member's National Association etc);
- iv any terms of the penalty in addition to suspension (for example referral to the FIH Chief Executive Officer for further consideration by the Judicial Commission of the behaviour constituting the offence).

APPENDIX 13

UNIFORM ADVERTISING

1. MANUFACTURER IDENTIFICATION

An article of clothing or equipment may display the manufacturer's identification in the form of the name, trademark, logo, or any other distinctive sign of the manufacturer of the item, when worn or used by a player, official or umpire whilst playing or officiating in any event subject to the following limitations.

1.1 At Olympic Games

The IOC publishes specific regulations related to Rule 50 in the Olympic Charter for each Games. Full details will be published in the Competition Regulations for each Olympic Games.

1.2 At Other Inter-Nations Events (applies also to Olympic Qualifying Events)

The display may appear once only on any article of clothing, except on shirts where it may be repeated in the one or two figure(s) of the number(s) on the back of the shirts. Any such display may not exceed the overall size of 20 cm² per article.

Authorised Identifications may not appear close or adjacent to each other, in order to avoid a composite logo effect or a repetitive effect. This applies also in case of several layers of Items worn by the same person or for one-piece body suits

Where one-piece body suits are used in competition, one identification of the manufacturer shall be permitted above the waist and one below the waist, each to be no larger than the maximum size noted above; however these identifications shall not be placed immediately adjacent to each other

In respect of outfield players' gloves and armbands, one identification of the manufacturer per glove or armband will be permitted to a maximum size of 6 cm².

There is no restriction on equipment, headgear or shoes.

2. SPONSORS' ADVERTISEMENTS

2.1 At Olympic Games

Other than as specified for the Indication of a Manufacturer, advertising is not permitted on clothing or equipment. Full details will be published in the Competition Regulations for each Olympic Games.

2.2 At Other Inter-Nations Events (applies also to Olympic Qualifying Events)

a Interpretation

- i The definition of “sponsor advertising” is to include all funding bodies such as national lotteries, National Olympic Committees and public or private companies. Uniforms may carry up to seven advertisements as specified in clause 2.2(c) below.
- ii All measurements are taken as the area within a rectangle drawn around the advertisement. Refer to <http://www.fih.ch/files/Sport/Event%20Management/Uniform%20Advertising.pdf> for further information on the positions of the advertising sites.
- iii Advertising must conform to all domestic legislation and regulations in force at the venue at which the team is competing. It is the responsibility of the National Association of each participating team to ensure compliance.
- iv No advertising will be permitted that is deemed by the FIH to be detrimental to the positive image of the game.
- v Temporary skin tattoos are not permitted as advertising media.

b Procedure for Approval

- i The FIH must be advised by the National Association not less than three weeks prior to the date of the first event during which the National Association wishes to advertise on the players’ or umpires’ / officials’ uniforms, as to the following:
 - 1. the specific team(s) for which the advertising is to be applied;
 - 2. the company(ies)/organisation(s) product(s)/business type and country(ies) of origin;
 - 3. the size of advertisement(s) (sample in full scale to be submitted);
 - 4. the text of the advertisement(s);
 - 5. the position(s) of the advertisement(s) on the uniform.
- ii Only written approval by the FIH is valid. Approval will be given (or denied) within one week after submission to the FIH. The approval, when given, is valid for any subsequent event.
- iii Changes to approved advertisements must be approved by FIH in the same manner.
- iv FIH will publish the list of approved advertisements for the benefit of host organisers of FIH events on its official website (www.fih.ch). Host organisers who wish to register a conflict of interest between a tournament sponsor and a participating team’s sponsor must advise FIH in writing not less than one week prior to the start of the event. A decision will be made at the discretion of the FIH.

c Athletes' Uniforms

Advertising in the form of a company's name, logo or trademark or any other distinctive sign is permitted when expressly authorised by the FIH, as described below:

- i on the front of the player's shirt - size not exceeding 350 cm²;
- ii on the upper arm of both shirt sleeves - size not exceeding 80 cm² each;
- iii on the reverse of the player's shirt below the player's number - size not exceeding 200 cm²;
- iv on the front of the shirt collar (both sides) - size not exceeding 40 cm² each;
- v on the side panels of the shirt (both sides) – size not exceeding 100 cm² each;
- vi where a team wears a singlet style shirt (i.e. no collar) replacement advertisements of size not exceeding 40 cm² each may be placed near the neckline of the shirt;
- vii on the back of the player's shorts / skirt / skorts below the waistline - size not exceeding 100 cm²;
- viii on one front leg (opposite the player's number) of the player's shorts / skirt / skorts - size not exceeding 80 cm².
- viii A further site, positioned below the collar on the reverse of the shirt is to be reserved for FIH/tournament use.
- ix There are no restrictions on the size of the national emblem of the team.

Notes Advertisements i, ii and iv –viii must be the same for all field players. Advertisement iii may vary but the different advertisements must all be contained within the same size rectangle drawn around the advertisement.

Advertisements on Goalkeepers shirts, if different from field players, must be subject to agreement of FIH, who will apply the principles outlined above.

d Umpires / Officials' Uniforms

Advertising in the form of a company's name, logo or trademark or any other distinctive sign of the manufacturer is permitted when expressly authorised by the FIH, as described below:

- i on the front of the umpires / officials' shirts – size not exceeding 350 cm².
- ii on the back of the umpires / officials' shirts, below the umpire's name – size not exceeding 350 cm².
- iii the host organizer or FIH may add a tournament, National Association or FIH logo to the uniform, in place of the national emblem, with no restriction on size of the logo.

e Other Clothing and Equipment

Advertising that conforms to Clause 2.2a above, is permitted on training clothing (tracksuits, etc), sports bags, medical bags, etc.

Sponsors' advertising is not permitted on any playing equipment – sticks, helmets, gloves etc.

2.3 Continental Club and Other Events

Advertising guidelines for these events are the responsibility of the respective Continental Federations or other body.

Illustrations of Uniform Advertising

<http://www.fih.ch/files/Sport/Event%20Management/Uniform%20Advertising.pdf>

APPENDIX 14

VIDEO UMPIRE

- 1 Power to refer decisions to the Video Umpire:
 - a the Match Umpires are the only persons who can refer decisions to the Video Umpire either directly or after a request from a team;
 - b referrals cannot be made as a result of protests, queries or pressure from players, Team Managers or Coaches on any decision. Teams (and their captains) will be held responsible for any violation or abuse of the Video Umpire protocols;
 - c no one other than the Match Umpires, can stop the match to request a referral; eg the Video Umpire or Technical Officials at the Technical Table cannot stop a match.

UMPIRE REFERRAL

- 2 The Match Umpires may refer decisions to the Video Umpire when they are not convinced that they have taken, or are able to take, the correct decision relating to the awarding or disallowing of goals.
- 3 Referrals shall only relate to whether or not a goal has been legally scored.
- 4 The match Umpires are therefore entitled to request the Video Umpire to assist in making decisions which include, but are not restricted to:
 - a whether the ball crossed the goal line (within the area bounded by the goal posts and crossbar);
 - b whether the ball was legally played or touched inside the circle by the stick of an attacker , or touched the stick or body of a defender inside the circle, and after either of these actions did not travel outside the circle before passing completely over the goal-line and under the cross-bar;
 - c whether the ball travelled outside the circle before it entered the goal from a shot by an attacker, without being touched by the stick or body of a defender, during the taking of a penalty corner;
 - d whether a breach of the Rules has been observed within the attacking 23 metre area in the play leading to the awarding or disallowing of a goal. It is then for the Match Umpire to take any breach into account in reaching their decision.
- 5 The Match Umpire requests Video Umpire assistance using the “television-screen” signal; they relay by radio to the Video Umpire whatever information is necessary.

UMPIRE REFERRAL PROCESS

- 6 The Video Umpire calls for as many replays from any camera angle as necessary to reach a decision.
- 7 Within the shortest time frame possible, the Video Umpire provides their advice and recommendation:
 - ‘Goal’
 - ‘No Goal’
 - ‘No Advice Possible’
 - plus advice on any observed breach of the Rules.

If a breach of the Rules is observed and advised to the match Umpire, it is then for the Match Umpire to take into account the breach in reaching their final decision.

In the case of 'No Advice Possible' (if the video footage is inconclusive, including through not having the correct replays available, the ball never being in shot in the replays, the footage being of insufficient quality to permit a decision or technical problems with the referral equipment) the original decision of the Match Umpire stands. If there was no decision given before the referral, then the final decision is 'No Goal'.

TEAM REFERRAL

- 8 Each team is allowed one team referral request (which must be made through the Match Umpires) during any match (including any extra time periods but not during a shoot-out competition), subject to paragraph 11a and 11b below of this Regulation:
- a team referrals will be restricted to decisions within the 23 metre areas relating to the award (or non-award) of goals, penalty strokes and penalty corners. The award of personal penalty cards may not be the subject of a team referral;
 - b any team player, on the field of play at the time of the incident, can request a team referral;
 - c this player must indicate to a Match Umpire that they wish to use their team referral. They must do so immediately after the incident or decision which is to be referred by using the 'T' signal as well as confirming this verbally to the Umpire;
 - d the Match Umpires will not disallow any request for a team referral provided the 'T' signal has been used by a player and seen by the umpire;
 - e the player requesting the team referral must inform a Match Umpire of the exact nature of the decision (or non-decision) that their team wishes to be reviewed within a maximum of 20 seconds;
 - f if no question is received within 20 seconds the team referral will automatically default to a review of the last decision or non-decision relating to the award (or non-award) of a goal, penalty stroke or penalty corner;
 - g the Match Umpire then requests Video Umpire assistance using the "television-screen" signal, followed by a 'T' signal to denote a team referral; they relay by radio to the Video Umpire whatever information is necessary.

TEAM REFERRAL PROCESS

- 9 The Video Umpire calls for as many replays from any camera angle as necessary to reach a decision.
- 10 Within the shortest time frame possible, the Video Umpire provides their advice and recommendation:
- 'Goal'
 - 'No Goal'
 - 'Penalty Stroke'
 - 'No Penalty Stroke'
 - 'Penalty Corner'

- 'No Penalty Corner'
- 'No Advice Possible'
- plus advice on any observed breach of the Rules.

If a breach of the Rules is observed and advised to the Match Umpire, it is then for the Match Umpire to take into account the breach in reaching their final decision.

- 11 Implications for the retention or loss of team referral rights:
- a in the event that the referral is upheld the referring team retains its right of referral;
 - b in the event of 'No Advice Possible' (if the video footage is inconclusive, including through not having the correct replays available, the ball never being in shot in the replays, the footage being of insufficient quality to permit a decision or technical problems with the referral equipment), the referring team retains its right of referral;
 - c if there is no clear reason to change the Match Umpire's original decision, the referring team loses its right of referral.
- 12 A team referral that has been already been adjudicated upon may not be the subject of a subsequent referral by the opposing team.

FOR UMPIRE AND TEAM REFERRALS

- 13 The final decision, including any matter of interpretation, remains with the Match Umpire and not the Video Umpire.
- 14 All other decisions remain with the match Umpires.
- 15 Substitutions may not take place during the stoppage of play for a video referral; substitution may take place on the resumption of play subject to the Rules of Hockey.

APPENDIX 15

GUIDELINES FOR MATCH SCHEDULES

For consistency in FIH tournaments, or Continental tournaments which lead to qualification for an FIH event, the order in which matches are to be played (based upon rankings of teams) as shown below will be followed. FIH reserves an unfettered discretion to amend the order in which matches are played to accommodate external requirements.

For Invitational tournaments, the following shall be used as guidelines but may be varied with the agreement of FIH.

Match Schedules – Order in which matches to be played

Round	4 teams in a Pool (if 3 teams in a pool, omit the match against team 4)	6 teams in a Pool (if 5 teams in a pool, omit the match against team 6)	8 teams in a Pool (if 7 teams in a pool, omit the match against team 8)
Round 1	1 v 3 2 v 4	1 v 6 2 v 5 3 v 4	1 v 8 2 v 7 3 v 6 4 v 5
Round 2	3 v 4 2 v 1	1 v 5 2 v 4 6 v 3	1 v 7 2 v 6 3 v 5 4 v 8
Round 3	1 v 4 3 v 2	6 v 2 4 v 5 3 v 1	1 v 6 2 v 5 3 v 4 7 v 8
Round 4		4 v 6 2 v 1 5 v 3	1 v 5 2 v 4 3 v 8 6 v 7
Round 5		1 v 4 5 v 6 3 v 2	1 v 3 2 v 8 4 v 7 5 v 6
Round 6			1 v 2 3 v 7 4 v 6 8 v 5
Round 7			1 v 4 2 v 3 5 v 7 6 v 8