

The Hong Kong Hockey Association

# SHOOT OUT PROCEDURES

## UMPIRES POSITIONING



Only 2 umpires in HKHA cup matches

Baseline umpire

OTHER  
GOALKEEPER

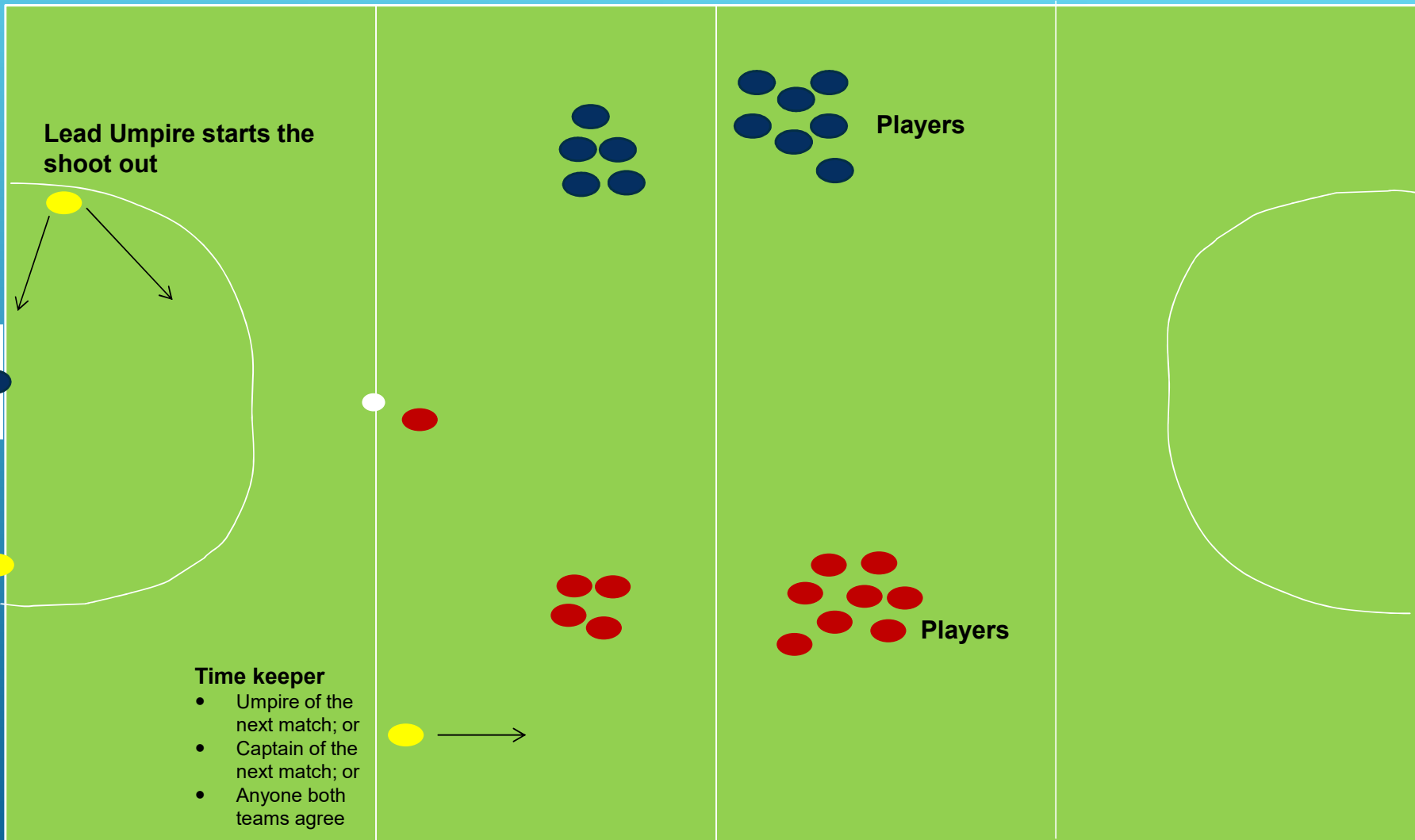
Lead Umpire starts the  
shoot out

**Time keeper**

- Umpire of the next match; or
- Captain of the next match; or
- Anyone both teams agree

Players

Players



## A SHOOT OUT ATTEMPT IS OVER WHEN...

- 8 seconds has elapsed since the starting signal
- a goal is scored

- the attacker commits an offence
- **unintentional offence** by the GK or defender (inside or outside the circle) → **RE-TAKE**
  - by the same attacker against the same GK/defender

- **intentional offence** by the GK or defender (inside or outside the circle) → **PS**
- the ball goes out of play over the back-line or side-line; this includes the GK/defender intentionally playing the ball over the back-line (no foul)

## NOTE...

- a player currently on a **red card** from the match **cannot** take part in the shoot out
- during a shoot out players **cannot** receive a Green Card

- if a player receives a **Yellow or Red Card** their shoot out is forfeited and **cannot** be replaced unless they are a GK/defending player
- if they have **previously scored a goal** then this goal will count, if not they will lose this attempt

- incapacitated players can be replaced **by any player on the match sheet** unless suspended as previously described
- if a PS is awarded this can be taken **by any player on the match sheet** unless excluded as previously described

## SIGNALLING...

- RE-TAKE (for an unintentional foul by the GK/defender) - the umpire will rotate one hand over the other then point to the 23m line

- PS (for an intentional foul by the GK/defender) - the umpire will use the normal signal