

# HockeyHKWS Clarity on Core/ Non-Core Changes

## **I. Core/Non-Core players**

- **Registered team** is the team in which a player is registered as per HockeyHKWS records.
- **Player designation** is the designation of an individual player as core or non-Core
- For the purposes of this document **non-Core mobility** refers to a non-Core designated player representing a team to which they are not registered.
- A **match week** refers to Saturday to Friday.
- A **grade** refers to a team (A,B,C...etc)

(1) Core/Non-Core players will be submitted with registration lists at the start of the season. Clubs can change a player designation by re-submitting lists highlighting the changes to HockeyHKWS and must be acknowledged as in effect by HockeyHKWS. All changes to player designation requests must be submitted by 12pm (noon) (Hong Kong time) of the weekday falling two days before the relevant match day (in line with the existing mid-season player registration deadline).

(2) Clubs may change player designations three times per team during a season. Any subsequent changes will be subject to a \$100 admin fee per player.

(3) Once three changes have been made, new registration designations will not be charged, unless an existing player designation is changed as a result.

## **II. Player Movement Rules**

### **(1) Core players:**

- a) At least NINE (9) players shall be named core at the start of the season – these should be the strongest players on the team (and subject to Guidance Note 1), and they will not be eligible to play down in line with existing bye-law 7.2(a).
- b) Core players are eligible to play up, in line with existing bye-law 7.2(b). When core players play up, they are only eligible to play in one match a day.
- c) Dual registered players are an exception to this rule and cannot move in line with existing bye-law 4.3.

### **(2) Non-Core players:**

- a) Non-Core mobility is allowed once during one match week. For clarity, an individual is eligible to play in all scheduled league matches for their registered team in a match week and **ONE** additional match for the team **either** one grade up, **or** one grade down from the players registered team.
- b) Non-Core players are permitted to play up to two matches a day – one for their registered team and one for the team **either** one grade up, **or** one grade down from the players registered team.
- c) If a non-Core players registered team does not have a league match scheduled on a particular day, this does not prohibit the player undertaking non-core mobility that day provided that they have not already done so during that match week.
- d) Up to FOUR (4) non-Core players from a higher-ranked team can play down into the team below, subject to player number limits in 2e) below.
- e) The lower ranked team for whom a non-Core player from a higher ranked team play, cannot have more than TWELVE (12) registered players (including those playing down) for that team in the relevant match.
- f) There is no limit to the number of players playing up (in line with existing bye-law 14.1(a) which restricts teams to SIXTEEN (16) players), unless the number of players is restricted to 12 as a result of point 2e).

- g) Dual registered players are an exception to this rule and cannot move in line with existing bye-law 4.3.
- h) If a Non-core player is registered with a HockeyHK development team (Bauhinia /HKUHC), then they may only play up one team, unless otherwise agreed by the Committee.
- i) If a Non-core player is registered with the HockeyHK Masters, then they may only play up one team and are not eligible to play two matches in one day, unless otherwise agreed by the Committee.

### **Contraventions**

A penalty, as specified in the First Schedule below, shall be levied for a contravention of the above.

#### **(3) Final matches of the season and knockout tournaments:**

- a) Core/ Non-Core player movement rules will not apply to the final FOUR (4) matches of the winter league for each team (i.e the last four games of the team receiving the player). Player movement will be restricted to that dictated in the existing bye-laws unless otherwise agreed by the committee. Please refer to bye-laws 7.1-7.3 (inclusive). See Note 1 below.
- b) Core/Non-Core player movement rules will not apply to Knockout competitions and existing bye-laws will remain. Please refer to bye-laws 7.5-7.8 (inclusive).

### **Contraventions**

A penalty, as specified in the Second Schedule of the existing Bye-Laws, shall be levied for a contravention of these Bye-laws.

## Notes

- Byelaws refers to HockeyHKWS Competition Byelaws

### Core Player Guidance Note 1 (Guidance Note 1)

- Current HK Senior Squad Players are deemed to be Core players.
- Anyone who has played junior or senior international or provincial/state (or equivalent) in the last 5 years (bearing in mind impact e.g. of an ex SA U21 player on div 1) are deemed to be Core players.
- Top goal scorer of said team in any of the previous two seasons are deemed to be Core players.
  
- We expect clubs to cooperate and adhere to the experimental Bye-law in the spirit of Fairness - see the Aims of Fair Selection principles below.
- All clubs agree that WS reserves the right to determine at any time whether a club is in breach of the Aims of Fair Selection.
- Selection of a player to a lower team than their registered team should be to ensure that there are sufficient players to field a team and not to strengthen a lower team intentionally.
- Clubs agree if these rules come into play, they expressly agree that HockeyHKWS can monitor team selections and movements on a weekly basis

### 1. Aims of Fair Selection

- 1.1. For Affiliated Clubs to have reasonable flexibility in managing player selection.
- 1.2. For an Affiliated Club's league teams to be selected in hierarchical order and be composed of players that reflects their level of ability within their club based on a) their availability on any one day and b) not being selected at a lower level than usual to strengthen a lower team.
- 1.3. For all clubs to feel competition is "fair" and that clubs are not disadvantaged by the application of these Bye-laws.
- 1.4. For players to be able to play and not be "unselectable" due to the Bye-laws.

Note 1: The preceding Core / Non-Core rules replace the previous U21 player movement rules – that were in effect prior to the 2023/2024 season. No U21 player movement rules are applicable at any point in the 2023/2024 season.

## FIRST SCHEDULE

First contravention:

- forfeiture of match\*

Second contravention:

- forfeiture of match\*
- deduction of one (1) league point
- \$500 fine per player per contravention

Third contravention:

- forfeiture of match\*
- deduction of three (3) league points
- \$500 fine per player per contravention
- Player involved will be suspended for one (1) match
- Team captain of the team will be suspended for one (1) match

\* In games where the match score is greater than 0-4 the higher result shall stand.