



EDEN HOCKEY

EDEN District Hockey Federation

President: Rob Leverton
hockeyeden@gmail.com

EDEN HOCKEY LEAGUE RULES 2018

1. REGISTRATION OF PLAYERS:

- 1.1 The completed SAHA spreadsheet must be submitted to the League Secretary by 12 April 2018. Additional players that join clubs must be added to the registration form before they play their first match for the club.
- 1.2 Registration of players with the Federation is compulsory.
- 1.3 Late-joining members must be registered immediately. The League Secretary, as well as the secretary of the federation are to be informed in writing, by email message, before the start of the match in which the player is to take part.
- 1.4 Should a team use an unregistered player in a league match, the match shall be awarded to the opposition. The defaulting team will also incur a fine of R250.
- 1.5 Players wanting to play for the Wanderers team will have to register through a club.

2. AUTHENTICITY OF PLAYERS:

- 2.1 All players participating in matches under the auspices of the Eden hockey league shall be registered on the SAHA database.
- 2.2 Should a team have a query regarding the authenticity of a player or his or her right to play in the team, the captain of the opposing team will have the right to lodge a protest with the technical table where applicable or the umpires, but the match will proceed as scheduled.
Any protest is to be made not later than ten minutes after the completion of the match and is to be lodged in writing with the league secretary within 48 hours of the match being played. Written reports to be emailed to the League Secretary.
- 2.3 Only registered Wanderers players will be allowed to play for Wanderers and their Home club on the same weekend of fixtures.

3. TRANSFER OF PLAYERS.

No player shall represent more than one club during the outdoor season without obtaining written clearance from the club the player intends leaving. The clearance shall be sent to the EDEN Hockey office and the League Secretary.

4. LEAGUE FORMAT

- Fixtures are **1 round of pool matches**, with playoff games for top and bottom sections.
- League points accumulated during the Pool stage of the league will determine placement for Top and Bottom stage of the league.
- League points accumulated in the Top and Bottom stage of the league will determine the final placement of teams.
- The league winners will be the teams who accumulated the most league point during the Playoffs. Should there be a tie, goal difference will be used to determine with winner. In the event that there is still a tie the outcome of the match between the two teams during the Pool games will be used.
- Venues and times for Top and Bottom playoffs will be confirmed once we know which teams are involved in various log positions.

5. RESULTS

Points System:

For EDEN Hockey League:

A winning team earns three (3) points.

A draw earns one (1) point for each team.

A loss earns zero (0) points.

In any situation where a match is conceded, or points are awarded to one of the teams, the recorded score will be 5-0 in goals and three points will be awarded. Should the actual score be more advantageous to the non-offending team, then that score shall stand. A fine shall also be levied as stipulated in paragraph 16.

6. MATCH CARDS

- 6.1 Each team shall keep a record of its players for each league match on an official match card. This match card is to be completed with the **FULL NAMES and correct playing number** of all players participating in the particular match and is to be handed to the technical table where applicable before the commencement of the match. Failure to have completed match cards will result in the team not being allowed to take the field. The match card is to be signed by both captains and then signed by both umpires on conclusion of the match to reflect the official score of the match and the names of players awarded penalty cards. Match cards are to be submitted to the League Secretary within 72 hours of the match being played. E-mail versions of match cards are acceptable, in which case the club shall retain the original match cards until end of the season.
- 6.2 Match cards may be submitted to the League Secretary by email, but original cards must be submitted to the **EDHF** office on request.

6.3 In the event of any complaint being lodged regarding the result or eligibility of any player in the match, the League Secretary will immediately check the match cards for both teams. If the plaintiff team has failed to lodge their match card within the prescribed time, their complaint will be dismissed. If the defendant team has failed to submit their match card within the prescribed time, then they will be judged guilty by default and all applicable penalties will be applied. If neither team has submitted a match card, then the complaint will be dismissed. Penalties for late submission of match cards will still apply.

6.4 Any dispute is to be recorded on the match card and signed by both captains.

6.5 No queries regarding match card fines will be entertained by the hockey office after 30 August 2018.

7. DEFINITION OF A TEAM:

7.1 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, 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 only.

7.2 Should a team field a squad of more than eleven players, the entire squad shall be deemed to be members of that team and may not play for another team at any time, unless the normal rules of relegation and/or reversion have been followed. (This applies particularly to any one weekend round of fixtures - i.e. a player may not play for one team on one day and then for another on the next). Any substitute is considered to be a member of that team.

7.3 Where a team is proved to have contravened rule 8.1 for any particular match, the opponents will be awarded match points.

7.4 A maximum of 7 substitutes, including a reserve goalkeeper, and 4 management staff may be seated on the team bench. No other persons shall be allowed within the playing area. If there is no reserve goalkeeper, then the maximum number of substitutes is 5.

7.5 Each team shall have a captain, who shall wear a distinctive band or ribbon. The captain is responsible for the conduct of his or her team and bench, even while acting as a substitute.

7.6 Another member of the team shall act as captain during the suspension of the designated captain.

8. RELEGATION OF PLAYERS

8.1 No Club shall relegate players from any of its teams which has a bye or for whatever reason, no scheduled fixtures, or which has completed its matches, nor may a player be relegated for the sake of strengthening a lower team. (This constitutes "reversion" and will result in the lower team losing the points, having a score of 0-5 recorded and the club being fined R250).

8.2 In the case of a higher team player being relegated to a lower team, this player shall remain in the lower team for two consecutive matches. Should a higher team player not be available the player may return to the higher team, but written permission must be obtained from the League Secretary.

8.3 No player from a higher team shall play in a lower team in the event of the lower team being short of player/s.

9. SUBSTITUTIONS:

- 9.1 Players from a team squad may not play again in a lower team in any weekend of fixtures. If the player is on the match sheet but does not take the field in that particular match he/she is deemed part of the team.
- 9.2 When a higher team is short of players, a lower team player who has already played, may fill such a vacancy, but only as an emergency and not as a general rule. An emergency is considered to be:
- 9.2.1 a, player who withdraws from a team no more than one hour before the scheduled time of the match;
 - 9.2.2 a, player who does not arrive for the match for whatever reason;
 - 9.2.3 if, a player is injured while en route to the match or during the warm-up period. If a team has a squad of 11 or more players, no emergency substitution of one player is allowed. Under no circumstances may a player who has already played for a higher team, play again for a lower team in the same round of fixtures.
- 9.3 The general rule is that no player may play for two different teams in any one week of fixtures. The week shall be understood as commencing on Monday morning and ending on Sunday night. See 2.3 for the **ONLY** exception to this rule.
- 9.3.1 The exception is that, a goalkeeper may play for a lower team in a field position. A player who normally plays in a field position may act as a goalkeeper in a lower team. This concession shall only apply to a goalkeeper wearing full protective equipment as described in the Rules of Hockey.
- 9.4 The penalty for transgressing any aspects of these rules regarding substitution shall be the forfeiture of points, by the lower team for which the player played a match and a fine of R250.

10. OFFICIAL MATCHES

- 10.1 A period of 10 additional minutes is allowed for a team to take the field after the official scheduled time of the match. Should a team be short of the required minimum number of players (eight) by this time, they shall forfeit the points and a friendly game may be played.
- 10.1.1 Should a valid reason for the non-appearance or shortage of players exist, the League Secretary is to be immediately contacted by telephone. Should the League Secretary not be available, a message stating all details date and time of the call is to be sent as soon as possible. The Executive Committee will issue a ruling as to whether the reason given reason for non-appearance of the team is acceptable or not.
- 10.2 In the EDEN Hockey League, matches will be played in two 35 min halves, with a 5 min break between the first and second periods.
- 10.3 The result of any match will stand if it for whatsoever reason is called off when 20 minutes of the second half have already been completed.
- 10.4 A team must give 24 hours' notice to the League Secretary of their intention to concede a match. Failure to do so will incur a fine of R100 and automatic loss of points.
- 10.5 Where there is more than one game scheduled on a particular field, all games, except the last, shall finish at least 10 minutes before the scheduled start of the next game. Matches starting late shall therefore have both the first and second half playing times reduced equally in order to conform.

- 10.6 If, for whatever reason, a match cannot be played, there will be no sharing of points and the fixture will be deemed not to have been played and so reflected in the logs.
- 10.7 Except in the case of, the appointed umpires do not arrive to fulfill their duties; either any umpire or the captains of each team shall officiate, so that the match WILL proceed. This shall not apply if clubs are given at least 24 hours' notice that no umpires are available and that they must arrange a suitably qualified umpire themselves.

11. GROUNDS

11.1 The playability of any field due to adverse weather conditions or inadequate lighting will be at the discretion of the clubs, or relevant authority, e.g. groundsman. The umpires, however, shall make decisions as to whether the playing conditions will affect the safety of the players concerned.

11.2 Artificial Surfaces. All matches in the EDEN Hockey League shall be played on fields with artificial surfaces.

12. MISCONDUCT

12.1 Any person who is reported for unbecoming behavior which could bring the Federation into disrepute shall appear before the Disciplinary Committee.

12.2 Any red card incident is to be reported in writing by both umpires to the Chairperson of the Rules & Technical commission within 24 hours of the incident occurring. Should such report not be received, the red card will stand recorded, but the match suspensions will be held in abeyance until such time as the Disciplinary Committee has dealt with the incident should it be deemed necessary. Should no action be deemed necessary by the Disciplinary Committee, the record of the red card will be expunged after a period of 14 days from the date of the incident.

12.3 A player given a Red Card is automatically suspended for 1 subsequent match from all hockey activities under the auspices of the South African Hockey Association. The Disciplinary Committee will decide if a meeting should or should not take place, where a decision will be taken to increase or decrease the suspension. The player or his club may appeal against the card within 48 hours. Any appeal is to be accompanied by a monetary deposit of R250. This may, at the discretion of the Executive Committee be forfeited if the appeal is unsuccessful. If the Disciplinary Committee decides to meet, such a meeting shall take place within seven (7) days of the incident. Unless the Disciplinary Committee has ruled otherwise, a player who has been given a red card, with immediate effect, may not participate in any fixtures, which includes double headers.

12.4 The same procedure as outlined in paragraph 12.3 will apply to a player who receives a third yellow card during the season, while the player is automatically suspended for the subsequent match only. The EDHF office and the League Secretary will confirm the award of the third card. Any appeal must be lodged in writing within 48 hours of receiving such notification.

12.5 The EDHF shall maintain a register of all yellow and red cards awarded. This list shall be updated on a weekly basis. If for whatever reason the list needs to be viewed, a written request with valid reason must be sent to both the EDHF office and the League Secretary.

12.6 Should a club wish to lodge a complaint with the League Secretary regarding the misconduct of a team or the transgression of any rule by a club, such a complaint is to be lodged in writing, within 48 hours of the match. Should no written report be received, the complaint will be null and void.

13. POSTPONEMENT OF FIXTURES

- 13.1 A fixture may only be postponed if a field is unplayable or if the umpires adjudge that the prevailing weather conditions (as decided at the field) would lead to dangerous playing conditions. No match may be postponed or pre-played for any other reason.
- 13.2 Matches postponed because of unplayable fields are to be played on the “new” scheduled date as given through by the EXCO. Failure to do so will result in a fine, unless dispensation has been given.

14. PLAYING COLOURS

- 14.1 Where the teams have similar playing colours it will be the responsibility of the home team (the team mentioned on the left of official league fixtures) to arrange for a set of numbered bibs or a change of playing kit.
- 14.2 All teams participating in EDEN Hockey League shall wear numbered shirts. Numbers are not to be duplicated within the same team.

15. APPEALS

Any appeals to the EDHF executive committee against decisions made by the Disciplinary Committee or League Secretary shall be lodged in writing within 24 hours of the decision and shall be accompanied by a R250 deposit. This may be refunded at the discretion of the EXCO.

ANY TRANSGRESSION TO THE ABOVE LEAGUE RULES WILL BE SUBJECT TO THE FINES SET OUT BELOW OR AS DEEMED APPROPRIATE BY THE EDHF EXECUTIVE COMMITTEE

16. FINES

The following fines structure will be implemented for 2018:

- 16.1 Illegal reversion of players – **R250**, use of non-registered player – **R250**.
- 16.2 Not arriving for a match without 24 hours’ notification – **R250**
- 16.3 Conceding match with more than 24 hours’ notice – **R100**.
- 16.4 If match results are not received by the League Secretary by 17h00 on the Monday following the weekend of fixtures or by 17h00 on the day following a midweek match -**R100**.