

# *HKHAUS Newsletter (2019-20) - December*

## Overview of rule changes

Below is a brief overview of the rule changes being introduced for this season.



### ➤ **Quarters**

This season all matches shall be of 4 quarters.

In the **Premier Divisions** (with an MO), the Quarters shall be 15 minutes, with maximum 40-second time stoppages for Penalty Corners and Goals.

In **all other divisions** the Quarters shall be 17 minutes with no time stoppages.

The teams swap ends for the start of the 3<sup>rd</sup> Quarter, and the team taking the centre pass changes for the 3<sup>rd</sup> Quarter onwards.

At the end of the 1<sup>st</sup> and 3<sup>rd</sup> quarter the break shall be **2 minutes**. At the end of the 2<sup>nd</sup> quarter the break shall be **5 minutes** in all matches, except the Premier Divisions where it shall be **10 minutes**.

Pitch scheduling becomes VERY important as a result of introducing Quarters, and the umpires will be asked to proactively manage this.

The umpires will be informed that if only one team is ready at the end of a break then they shall restart the match even if the other team isn't ready.

- If Team A is ready and Team B should be restarting, the umpire shall blow a hit to Team A and the match shall restart.
- No personal penalty to a captain is required.

If neither team is ready, the match shall restart, and the captains of both teams shall be carded before play restarts. This could mean that captains could get a green, then a yellow (Y7), then a red (R7) in a single match.

### ➤ **Player with Goalkeeping Privileges – REMOVED** (Rule 2.2)

- Option 1 – 1 GK + 10 outfield players; OR
- Option 2 – 11 outfield players
- ✓ GK kit comprises of at least helmet, leg guards and kickers.
- ✓ Player **MUST** wear helmet to defend PS (HK Bye laws), defend as an outfielder only, NO goalkeeping privileges

### ➤ **Free hit to defence given in the 'D'** (Rule 13.1.b)

- Defensive free hits in the circle to be taken anywhere inside the circle, OR
- Up to 15 m from the end line, in line with where the offence occurred.
- ✓ Please remember this applies to defensive free hits only. 15 m restarts (16) must still be taken inline where the ball crossed the backline.

- **Attacking free hit in '23'** - everyone to get '5'
  - In Rules 13.2.f, how to treat free hits for attacker close to the circle has been changed.
  - If attacker player takes free hit immediately, defender can still shadow inside the circle but cannot interfere until the ball has travelled 5 m (same as 2017 rules).
  - BUT, if free hit is NOT taken immediately, defenders have time to move 5 m away, they must do so, like all other attacking free hits inside 23 m.
  - If the defenders have time, they shall get '5', even if they are in the 'D'.
  - If anyone is within 5 m, they must not interfere.
  - ✓ If a quick attacking hit is taken then no foul unless anyone interferes, defenders in the 'D' can shadow
  - ✓ TIPS: Umpires, please be pro-active and call "5 meters please" if you see defenders are not sure what is happening.

- **PC at end of quarter** (*Rule 13.5*)

- No longer finishes when ball leaves 'D' for the second time, it's now the same as for all PCs.

- **Attacker enters the 'D' at PC** before permitted (*Rule 13.6e*)

- An attacker enters the circle before permitted, the player taking the push or hit from the backline is required to go beyond the centre-line. The penalty corner is taken again.
- Attackers who are sent beyond the centre-line may NOT return for re-taken PCs, but may do so for a subsequently awarded PC (New PC) – Same for defender who has been sent back.

- **Face masks for defending PC** (*Rule 4.2.e*)

- Defenders can wear them after the PC when they immediately take a free hit and pass the ball to another player

- **Discarded equipment**

- PS – if the ball hits it & prevents a probable goal (Rule 12.4.a)
- PC – if the ball hits it inside the 'D' (Rule 9.16)
- Free Hit – if the ball hits it outside the 'D' (Rule 9.16)



- **GK propelling the ball with their hands** (*Rule 10.2*)

- Goalkeepers ~~wearing full protective equipment~~ are permitted to use their stick, feet, kickers, legs or leg guards or any other part of their body ~~to propel the ball and to use their stick, feet, kickers, legs, leg guards or any other part of their body to stop the ball or deflect it in any direction including over the back line~~ to deflect the ball over the back-line or to play the ball in any other direction
- Previous rule: "The action...is permitted only as part of a goal saving action or to move the ball away from the possibility of a goal scoring action by opponents. It does not permit a goalkeeper...to propel the ball forcefully with arms, hands or body so that it travels a long distance." – **this wording has been DELETED**

## **Encouragement to read the “Umpiring” section of the FIH Rules**

The FIH Rules of Hockey contain a number of sections. Most commonly the “Playing The Game” section governs the conduct of a game, but the HKHAUS would like to draw your attention to the “Umpiring” section of the Rules of Hockey. Please read.

### **Match completion time**

In recent seasons there have been too many matches that have finished after the scheduled slot start time for the following match. The umpires will be asked to ensure that no match finishes any later than 2 minutes before the following pitch slot time. If there is a serious injury or other incident that delays a game then this may not happen, however the following game shall have its Quarters reduced to ensure that it completes at the appropriate time. This applies to all leagues.

### **ID checks**

The Men’s & Women’s Section Byelaws state that an umpire may choose to check photographic IDs prior to a match. It has been decided that this may not provide a sufficient level of oversight. During a match, a team captain may request the umpire to perform an ID check. This is allowable, but please note that the match clock shall continue to run whilst the check is ongoing, the completion of the match shall never overrun the allotted pitch slot timing. If it is determined that all players are properly registered for that match the team requesting the ID check may be referred to the Disciplinary Committee if it is felt that the check was requested to affect the match situation.

Moreover, team captains can also request proof of ID from umpires prior or after a game to ensure the identity of umpires. They may also take pictures of both umpires for record purpose. This is very important for HKHAUS to ensure all umpires are genuine.

### **Comments made on the e-matchcard system**

Over the summer it became apparent that comments on umpiring made on the e-matchcard were not reaching the HKHAUS. Although a process to obtain those comments has now been put in place it is still recommended that, including commenting on the e-matchcard, you send an email to the HKHAUS Secretary.

### **Feedback on umpires**

A new mandatory field is being added to the e-matchcard for the captains to provide feedback on the umpiring

- 1 - unacceptable
- 2 - below expectations
- 3 - meets expectations
- 4 - very good
- 5 - excellent

This has been done to identify good umpires for potential progression to the Divisional or Premier Panels and to target coaching for individual umpires if required. If you mark an umpire with a ‘1’ then please email the HKHAUS Secretary explaining why.