



LOCAL RULES

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Controlling Body	Townsville Hockey Association Inc.
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Amendment History

Approval Date		Amendment
22/04/2021		New document
19/04/2022		Changes to Jewelry & addition of Hair section

Authorisation

BOM Delegate Signature

BOM Delegate Signature

Date

Local Rules

JEWELERY		Jewellery may be worn.
HAIR		Bobby pins are not allowed and must be removed prior to entering the field.
WATCHES		Can be worn, but must be covered with a sweat band, or similar. If damaged, it is the player's responsibility, not THA's.
CAPS & HATS		Hard brimmed caps/hats are permitted to be worn for sun safety.
FACE MASKS		
	JUNIORS (Includes J-League)	Mandatory in junior competitions (Includes ALL J-League players, regardless of age). Mandatory for juniors playing in a senior competition. If a mask is not available the junior player will be sent back to the halfway by the umpire, and the team must replace the player with someone eligible or defend the PC with fewer defenders. The match will not stop whilst masks are acquired.
	SENIORS	Recommended.
	UMPIRE RESPONSIBILITY	To ensure (to the best of their knowledge and ability) that no juniors are defending the PC without a mask on.
	CLUB RESPONSIBILITY	Make masks available for all matches (including seniors) and/or ensure that players have their own masks. Ensure that all juniors are wearing masks. THA will supply masks for the J-League competition.
SHIN PADS		
	JUNIORS (Includes J-League)	Mandatory in junior competitions.
	SENIORS	Recommended (Play at your own risk).
UNIFORMS		
	JUNIORS & SENIORS	All D1/D2 playing shirts must have numbers (even if just taped on) - Currently not enforcing unique numbers. Differing shirt styles are currently allowed (due to club finances and players playing across different divisions).
	J-LEAGUE	Must wear the J-League team socks (No club socks allowed).
BALL COLOUR		FIH rules state that the ball must be white, or an agreed colour which contrasts with the playing surface. If a change in colour is being considered, both umpires must approve before the preference of the teams is considered.

CAPTAINS	<p>D1, D2, J-LEAGUE</p> <p>D3, D4</p> <p>U13, U15</p>	<p>Must be designated on the card. Must wear a captain's band throughout the match.</p> <p>Must be designated on the card. Umpires must be advised of the captain before the match. Preference is to wear a captain's band throughout the match. Alternatively, tape around the sock is acceptable.</p> <p>Must be designated on the card. Umpires must be advised of the captain before the match. Preference is to wear a captain's band throughout the match. Alternatively, tape around the sock is acceptable.</p>
MATCH CARDS	<p>TURF FIELDS</p> <p>GRASS FIELDS</p>	<p>Match cards to remain in, or near, the tech bench, and completed by the manager whilst there.</p> <p>Match cards to be taken to the field but must be always available to both team's officials.</p>
INJURY	<p>INJURY REPORT FORM (FORM-035)</p>	<p>Only the manager is permitted to enter the field of play, and then only after being called on by the umpires. If no manager is present, one other team official/player may enter the field of play. Dependent upon the severity of the injury, and at the request of the manager, other personnel may be required to enter the field of play. Once a manager has stepped onto the field of play, the injured player must leave the field for a minimum of 2 minutes. Timing of the 2mins will be done by the tech officials. When there are no tech officials, team officials will assist umpires with the timing of the 2mins. Injury Report forms are available in each dugout and on the THA website. An Injury report must be completed by the team manager or a technical official, either at the time of the incident or immediately following the conclusion of the match.</p>
TECHNICAL BENCH		<p>Only Umpire Coaches, Technical coaches and the officials controlling the current match are permitted in the technical bench. Managers for the following match are permitted to enter the technical bench during the final quarter of the current match to complete their match cards. THA officials are permitted, as required.</p>

DUGOUTS

WATERHOLE

Area bounded by each side of the dugout, out to 1m from the sideline.

Coach must remain within the defined area.

Manager must remain within the defined area, except when:

1. Asking a question of the technical officials,
2. Obtaining ice for an injured player,
3. Providing a drink for a suspended player.

Coach and Manager must not impede the umpire's path.

Players must remain within the defined area unless in the act of substituting for another player.

Only players and team officials who are named on the card are permitted in the dugout.

BILLABONG

Area bounded by each side of the dugout, out to 1m from the sideline. This includes the concrete apron in front of the dugout fence.

Coach must remain within the defined area.

Manager must remain within the defined area, except when:

1. Asking a question of the technical officials,
2. Obtaining ice for an injured player,
3. Providing a drink for a suspended player.

Coach and Manager must not impede the umpire's path or the technical official's view of the field.

Players must remain within the **fenced area** unless in the act of substituting for another player.

Only players and team officials who are named on the card are permitted in the dugout.

BILLABONG ALTERNATE

Teams may relocate to the alternate dugout areas on the western side of the field in the afternoon to avoid the sun.

If relocating, the team must relocate **prior** to the commencement of the match and **must advise** the technical officials accordingly.

Technical officials are to advise umpires and how they will manage substitutions.

No chairs, etc. can be taken to the alternate dugout.

The players, coaches and managers use the alternate dugout at their own risk.

¼ & ¾ TIME

DAY MATCHES

Players are permitted to leave the field for sun/heat reasons.

EVENING MATCHES

Players must remain on the field during the break.

½ TIME

DAY MATCHES

Players are permitted to seek shade nearby to the dugout.