

# Midlands Intercity Secondary School Competition Rules 2022

## COMPETITION ORGANISATION AND MANAGEMENT

1. The intercity competition will be organised and administered by the Midlands Association Group

Key Contact:

Intercity Competition Manager

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**W** <https://www.waikatohockey.org.nz/junior/secondary/missc-draws-standings/>

## ENTRY FEE

2. An entry fee of \$120.00 will be charged for each team entering the competition. This fee covers the administration and management of the league, medals & trophies, and associated operational costs.
3. This fee should be paid to the bank account 03-0306-0173334-00. Please use MISSC and the school name as the reference.

## REGISTRATION

4. All schools must register their team, primary school contact, coach, manager and uniform colour details on the applicable form to the Intercity League Manager by 4pm, Friday 10th June 2022  
Included in the entry shall be any request for a single deferment date (if required).

## FORMAT

5. All games are to be played on Wednesday evening at times that (where possible) suit both hosting and travelling association teams.
6. The competition format and pools etc depend on the number of entries, so will be advised once this is confirmed. There will be every endeavour to limit travel by playing in Northern and Southern Zones where possible. Travel to and from games should be no longer than 90 mins and timing of games should be such that teams can return directly back to school prior to 9.30pm of any game (where possible).

6. **Rankings**

To be based on finishing position in local school competition, or at association's discretion, or at the Intercity League Managers discretion where necessary for the makeup of the draw.

7. **Draw**

Draw is to be prepared by the Intercity League Manager and circulated to home associations for allocation of time slots. In pool play and round robin competitions, a balance of home and away games is intended, however due to turf availability limitations may not be possible. Where possible travel distance should not exceed 1 hour 30minutes from school to turf, neutral venues are available to help address this travel limit. Fixture times should ensure teams can return to school no later than 9.30pm.

8. **Semi-finals**

Where possible the venue for any semi-final game will be decided by the highest placed team having the home advantage. Where an association has a lot of home games, some may have to be played at alternative venues/times. This will be at the Intercity League Manager's discretion. All semi-final games require a result. If a game is tied at the end of normal time, a penalty shootout competition will determine the winner.

9. **Finals**

Finals will be played at the association of the highest placed team in the pool rounds, however in the event that both finalists topped their pool a flip of a coin will decide the venue. It is compulsory for all finals to be played until a winner is found. If a game is tied at the end of normal time, a penalty shootout competition will be held to determine the winner.

Penalty Shootout Competition

1. a) *Respective team managers nominate five players to take and one player to defend the shoot-outs from those on the team registration form except as excluded below. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out. No substitutions/replacements are permitted during the shoot-out competition, other than as specified below.*
2. b) *A player who is still suspended at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, cannot take part in that shoot-out competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shoot-out competition even if the period of their suspension has not been completed at the end of the match.*
3. c) *The umpires will specify in advance the goal to be used.*
4. d) *The umpires will specify the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.*
5. e) *A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.*
6. f) *All players on the team entry form other than any player who has been excluded permanently (red card) during the match which leads to the shoot-out competition are permitted to enter the*

*field of play outside the 23m area used for the shoot-out but must be at least 10 metres from the spot where the ball is placed at the start of the shoot-out.*

7. *g) The goalkeeper/defending player of the team taking a shoot-out may be on the back-line outside the circle.*
8. *h) A player taking or defending a shoot-out may enter the 23m area for that purpose.*
9. *i) If a player taking a shoot-out is also defending the shoot-outs taken by opponents, (s)he is allowed reasonable time to take off his/her protective equipment to take his/her shoot-out and subsequently to put his/her protective equipment on again.*
10. *j) Five players from each team take a shoot-out alternately against the goalkeeper/defending player of the other team making a total of 10 shoot-outs.*
11. *k) Taking a shoot-out:*
  1. *(i) the goalkeeper/defending player starts on or behind the goal-line between the goal posts;*
  2. *(ii) the ball is placed on the nearest 23m line opposite the centre of the goal;*
  3. *(iii) an attacker stands outside the 23m area near the ball;*
  4. *(iv) the umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper/defending player may then move in any direction;*
  5. *(v) the shoot-out is completed when:*
    - *- 8 seconds has elapsed since the starting signal;*
    - *- a goal is scored;*
    - *- the attacker commits an offence;*
    - *- the goalkeeper/defending player commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper/defending player;*
    - *- the goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;*
    - *- the ball goes out of play over the back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.*
12. *l) If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the Match Sheet subject to the provisions of Articles O, P & Q of this Appendix.*
13. *m) The team scoring the most goals is the winner and the competition ceases once an outright winner is determined.*
14. *n) A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.*
15. *o) If during a shoot-out competition (including during any penalty stroke which is awarded) a player (either an attacker or a goalkeeper/defending player) is suspended:*

1. (i) that player takes no further part in that shoot-out competition and, unless a goalkeeper/defending player, cannot be replaced;
  2. (ii) the replacement for a suspended goalkeeper/defending player can only come from the five players of that team nominated to take part in the shoot-out competition:
    - - the replacement goalkeeper/defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player (s)he is replacing was wearing;
    - - for taking his/her own shoot-out, this player is allowed reasonable time to take off his/her protective equipment to take his/her shoot-out and subsequently to put it on again;
  3. (iii) any shoot-out (or penalty stroke) due to be taken by a suspended player counts as no goal; the shoot-outs taken by this player and scored before being suspended count as a goal.
16. p) If during a shoot-out competition, a defending goalkeeper/defending player is incapacitated;
1. (i) that goalkeeper/defending player may be replaced by another player from among the players listed on the team entry form for that particular match except as excluded in clause b) of this appendix or unless suspended by an umpire during the shoot-out competition;
  2. (ii) the replacement goalkeeper;
    - - is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
    - - if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off his protective equipment to take his shoot-out and subsequently to put it on again.
17. q) If during a shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the team entry form for that particular match, except as excluded above in clause b) or unless suspended by an umpire during the shoot-out competition.

*If an equal number of goals are scored after each team has taken five shoot-outs;*

*(i) a second series of five shoot-outs is taken with the same players, subject to the conditions specified in this Appendix;*

2. (ii) the sequence in which the attackers take the shoot-outs need not be the same as in the first series;
3. (iii) the team whose player took the first penalty shoot-out in a series defends the first penalty shoot-out of the next series;
4. (iv) when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.

*r) If an equal number of goals are scored or awarded after a second series of five shoot-outs, additional series of shoot-outs are taken with the same players subject to the conditions specified in this Appendix:*

*(i) the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;*

*(ii) the team which starts each shoot-out series alternates for each series.*

**10. Game Duration**

Turf time slot 1hr 15mins.

Games played over 4 x 14-minute quarters.

2 x 2minute breaks between quarters and 1 x 5-minute half time break

10 minutes between games for change over, watering and warm ups.

**11. Points**

Points in the round robin will be awarded as follows:

3 (three) for a win

1 (one) for a draw

0 (zero) for a loss

**12. Placing**

If 2 or more teams are tied on points at the end of round robin or pool play, the rankings will be decided as follows:

1. Matches won

2. Goal difference (a positive goal difference is always superior to a negative goal difference)

3. Goals for

4. Result for the game between the two teams only

5. Penalty Shootout competition (if possible)

6. If a Penalty Shootout competition isn't possible, pool play rankings will be determined by the toss of a coin.

If a Penalty Shootout competition isn't possible to determine the winner of a Round Robin competition, the placings will be shared.

**13. Umpires**

Home associations are responsible for umpire allocations for round robin games, semi-finals and non 1<sup>st</sup> & 2<sup>nd</sup> place games on finals day. The Intercity League Manager will be responsible for arranging the umpires for the 1<sup>st</sup> & 2<sup>nd</sup> Finals in consultation with the host association.

**14. Results**

In 2022 we are using the Hockio application to manage the draws, umpire allocations, results and standings etc. The details around how to enter the results is provided in a separate document.

If for any reason you are unable to enter the result via the Hockio application, please text 021 2437593 or email [collinsfamily@orcon.net.nz](mailto:collinsfamily@orcon.net.nz)

16. **Judiciary and Penalties**

Local associations are responsible for administering the judicial process for the teams/ players from schools within their auspices. Any suspension arising from the accumulation of disciplinary cards or a red card will apply to MISSC games as the local judicial process determines.

17. **Turf fees**

Turf game fees will be charged to the home association at Northern Region representative game rates. Associations pass these charges onto schools as they determine.

18. **Defaults**

In the event of a default occurring, the school defaulting should advise the Intercity Competition Manager by the Monday evening preceding the match.

The team being defaulted to will be awarded a 3-0 win. The defaulting team shall lose 3 points and will be billed for both teams turf fees. Should both teams default or be in breach of the Rules, no team will receive points and both defaulting team(s) will be billed their respective turf fees.

*NB: In 2022, should a team not be able to play a game due to the impact of Covid-19 then consideration will be given to a late deferral if it is possible to reschedule the game or a default without the loss of 3 points if not.*

18. **Deferrals**

Each team may request a **single** no play day (**to be included with their team registration**).

**No other deferments shall be accepted.**

The league manager will accommodate these requests where this is possible. The catch up game for any allowed deferral shall be played prior to the start of the following weeks fixtures (where at all possible). Any deferred matches shall be played in the association of the non-deferring team. Where a deferred game is unable to be rearranged by the teams as outlined, then the League Manager will arrange the time and venue for the deferred game.

*NB: In 2022, should a team not be able to play a game due to the impact of Covid-19 then consideration will be given to a late deferral if it is possible to reschedule the game or a default without the loss of 3 points if not.*

19. **Game Abandonment Rule**

If there are exceptional circumstances, such as the rain and wind warnings, then the Intercity League Manager in conjunction with local associations may cancel games ahead of their scheduled time. Should some (not defined) games be cancelled when others are still able to be played, the results of all games will be forfeited in order that teams are not disadvantaged by the weather cancellation of their game.

Otherwise , a decision should be made by both managers in consultation with the umpires. If the teams cannot agree then the umpires decision is final. If the conditions become unsuitable for play then the game is treated as suspended up until the end of normal time and resumed when possible.

If a game cannot recommence, prior to the end of the scheduled 3<sup>rd</sup> Quarter, but had reached half time when suspended then the result will stand as long as one team has a goal advantage in the game of at least 2 goals. Otherwise the game is treated as abandoned.

Where possible, abandoned games are to be replayed within 10 days. If the two teams cannot rearrange the fixture, a 0-0 result will stand for this game.

**20. Team Colours**

If there is a clash of uniform colours then managers should consult in advance of the game to resolve this. If agreement can't be reached around who should change, then the team on the left hand side of the draw is required to change or to wear bibs etc as necessary.

**21. Team Eligibility**

Eligibility to enter the MISSC is determined by the local association competition personnel who liaise with the Intercity League Manager around the number of teams that can be catered for, and aspects such as the ranking and grading of teams.

To be eligible a team must play within the auspices of a Midlands region association i.e. Waikato, Tauranga, Bay of Plenty, Counties Manukau or Thames Valley.

2XI teams may be allowed to participate in the MISSC however only where said schools 1XI team also participates.

And should numbers need to be limited, 1XI entries will take priority over 2XI entries, regardless of the relative strength of the teams.

**22. Player Eligibility**

To be eligible to play MISSC, a player must in Year 9-13 and under the age of 19 years old as at January 1 of the year in which the competition is played, and be a bona fide member of that school. NB: Dispensation can be sought for the inclusion of homeschooled students.

**23. Hockey Rules**

All games are to be played under the same rules as the National secondary school tournaments available on Hockey NZ website (see exception below)

- Most importantly from a game perspective, this means that where teams field 2 goalies in a game, they are able to use 16 field players.

NB: The NZSSC "new to school" rules do not apply to MISSC games.