



Waikato Hockey Association

Senior Division - Competition By-Laws 2025 (Last updated March 2025)

1. INTRODUCTION

- 1.1. These By-laws are the rules under which the Waikato Hockey Association (WHA) - Senior Division (WHA-SD) Club competitions will be run. These rules shall override any previous rules.

2. WHA - SD

- 2.1 The WHA-SD is to consist of a minimum of five (5) people and a maximum of ten (10) people, elected at the Annual General Meeting of the Senior Division where every affiliated Body has a right to vote
- 2.2 The WHA-SD The Senior Division shall administer all Senior Hockey.
- 2.3 The quorum for all WHA-SD meetings shall be 5.
- 2.3 The WHA-SD shall be made up of representatives of each club playing in the WHA-SD competition.
- 2.4 All clubs have the opportunity to provide a representative.
- 2.5 WHA-SD members must be a representative of their club.
- 2.6 In the case of a tied vote, the Chairman of the WHA-SD (or their proxy) will hold the casting vote.
- 2.7 Representatives from WHA and its board, may attend these meetings but hold no voting rights.

3. AMENDMENTS

- 3.1 The WHA-SD may, at its discretion, make amendments to these By-laws at any time. These amendments must be passed by a majority vote by a quorum of the WHA -SD. Once changes are made affiliated clubs must be informed within 72 hours.

4. CLUB AFFILIATION

- 4.1 Clubs will be required to register with WHA at the start of each season, via PlayHQ
- 4.2 Annual entry fees shall be set by the WHA prior to the commencement of the season. There will be no refund of fees for teams that withdraw after the commencement of the season.

- 4.3 Affiliation Fees will be invoiced in three separate amounts as determined by the WHA. Any Club with difficulty in making these payments must make an individual approach to WHA to make suitable arrangements.
- 4.4 New Clubs seeking affiliation to the WHA-SD competition shall be at the discretion of the WHA-SD. Applications must be received prior to the closing date for team entries. Applications must be in writing and sent to the WHA Competitions manager, who will forward to the WHA -SD
- 4.5 Closing date for team entries will be set by WHA-SD in consultation with the WHA Competitions Manager.

5. REGISTRATION OF PLAYERS

- 5.1 No player shall belong to more than one affiliated Club/Team within the WHA at the same time.
 - 5.1.1 Players are able to play across 2 associations with permit approval by club and WHA. (Tauranga and Thames Valley currently)
 - 5.1.2 Permits must begin from your home club in WHA. You cannot play across both associations until the permit has been approved by your origin club, WHA, TVHA/THA and your destination club.
 - 5.1.3 Players will need to be financial across both associations from the previous year before they are able to play in either association.
 - 5.1.4 Players who play across 2 associations without a permit can receive repercussions for their WHA team in the form of monetary fines or competition point deductions.
 - 5.1.5 Players will be unable to participate at the Hockey NZ National U18 and National Hockey Championship if they play across 2 associations. Masters and U16s are currently able to do so with no repercussions to their tournaments.
- 5.2 Affiliated Clubs shall complete the official registration for each of their teams, via PlayHQ by the date given by the WHA.
- 5.3 Teams must have all squad members registered to their team on PlayHQ, no later than the date set by the SD and the WHA Competitions manager.
- 5.4 Each Club team must have at least 15 players, including a goalkeeper, registered.
 - 5.4.1 There is no limit on the maximum allowable number of players per team. Any changes throughout the season, under special circumstances, can be made by applying to the WHA-SD Committee for approval.
- 5.5 To be eligible to be registered with a Club for the Senior Club competition a player must be at least 15 years of age to play in the Premier Division and at

least 14 years of age to play in all other divisions. WHA - SD reserves the right to request proof of the player's age & the right to approve/decline.

- 5.6 Registrations with WHA-SD are valid for the current calendar year only.
- 5.7 New player registrations and transfers or special requests for changes, may be submitted at any stage throughout the season, with the exception of the last three weeks of any round.
- 5.8 All player transfers, club to club or association to association must be processed through PlayHQ and all approvals must be completed before the player can be registered to the team. (refer Section 8: Transfers)

6. PLAYER MOVEMENT BETWEEN TEAMS OF OWN CLUB

Once players have been registered in a team the following rules apply: The intent of these rules is about fairness and the principle of the rule is that teams have sufficient players to field a team.

- 6.1 A player registered in a team may not play in a team below their team's ranking and may only play in their club's team ranked immediately above their own.
- 6.2 Any club wishing to have a player play in a team that is ranked more than one ranking higher than the player's registered team must make a request to the WHA - SD, outlining the reasons for the request. Dispensation to play is at the discretion of the WHA - SD.
- 6.3 The maximum number of games a player can play in a higher-ranked team is 5 games within a season. When a player plays their 6th game for a higher ranked team they must be reallocated to the higher ranked team and can no longer play for their original team in their original grade or a lower grade. From the start of the 2026 season, this will include Intercity games.

7. GRADING

- 7.1 Open grades shall be; Premier and Reserve 1 for both Men and Women. Other reserve grades are dictated by the number of teams entered, and decided by the WHA-SD Committee in consultation with the WHA Competitions Manager.
The number of teams in each grade shall be decided by the WHA-SD Committee, in consultation with the WHA Competitions Manager
- 7.2 The WHA-SD Committee shall have the final decision for which grade each team shall compete in (following recommendations from the Clubs) and may also determine in which grade any registered member of an affiliated club shall play.
- 7.3 Should it be necessary to change the number of teams in any grade, the positioning of any team in any grade shall be at the discretion of the WHA-SD.

In reaching a decision, two or more teams may be required to play grading game(s).

- 7.4 Promotion/relegation will be automatic at the end of all rounds between all Reserve Divisions. The winning team goes up a division and the losing team goes down a division (NO PLAYOFF GAME). Except:
- If both teams wish to stay in their respective grades, they can email the WHA Competitions Manager who will forward to the WHA-SD who will approve/decline based on results and any mitigating factors.
 - Note: Results from the championship round MAY be used to determine starting grades for the following year if required.
- 7.5 Teams are ranked within a club
- a) Club teams must be ranked A, B, C, D, etc from the top team down irrespective of the grade they play in.
 - b) Players may not play in a lower-ranked team, even if that team is in the same grade.
- 7.6 No player, having been registered in a team, shall be permitted to transfer to a lower-ranked team during the current season without the prior permission of the WHA-SD. No re-grading will be permitted within the last three weeks of the Championship final round before the semi-finals.
- 7.7 In cases where a goalkeeper registered in one team wishes to play as a field player in a lower-ranked team, Clubs must seek written approval from the WHA-SD. Goalies that are granted field player dispensation may only play in the team for which they are nominated.
- 7.8 Clubs must enter a Reserve 1 team to be eligible for the Premier grade.
- 7.9 WHA-SD policy will be that players participating in Club competition teams may play only in same-sex teams. Prior approval from the WHA-SD needs to be obtained for women to play in the men's competition. REFER to HNZ GUIDELINES

8. TRANSFERS

- 8.1 If a player is transferring from another Association, clearance from that Association must be obtained before registration will be accepted.

Player transfer requests are triggered when registering to a new club in PlayHQ.

- If local transfer: Clubs will approve through PlayHQ followed by WHA then finally approved by the inbound club.
- If inter-association: The original club will approve, followed by the original association, then WHA, and finally the inbound club.

Players that have never registered in PlayHQ will need to go through the manual process of transfer. Transfer forms can be found on the WHA

website. It is up to Clubs to talk to new players about their playing history to ascertain if a transfer is required.

No player may take the field for another Association/Club until the transfer form/permit has been completed.

- 8.2 No transfers between Clubs will be approved within the last three weeks of any round (Refer to rule 5.7).

9. COMPETITION RULES

- 9.1 Matches shall take place between teams of affiliated Clubs under conditions arranged by the WHA-SD Committee in conjunction with the Competitions Manager, who shall determine the format of the competition each year.
- 9.2 All games will be played in accordance with the current FIH Rules of Hockey and regulations of Hockey New Zealand, including the following; Hockey New Zealand National Code of Conduct; Hockey New Zealand Anti-doping policy; Hockey New Zealand Head Injury policy; Hockey New Zealand Smoke-free policy. These documents are available to be downloaded on the Hockey New Zealand website – www.hockeynz.co.nz
- 9.3 Blood Code
All players must leave the turf if they are openly bleeding and may return when the wound has been covered and all blood removed. All teams should carry enough medical equipment to dress wounds and clean the turf of excess blood (medical alcohol is available for this purpose). Where a player has blood on his/her uniform or body, he/she must leave the turf to have this blood removed. All teams should carry a spare uniform for this purpose.
- 9.4 In the case of an injury occurring during a match, WHA health and safety policies must be followed. All clubs should familiarise themselves with these, refer [HERE](#)
- 9.5 The WHA-SD Committee, in consultation with the WHA Competitions Manager, shall fix dates and times of all games, allocate turfs, and decide the number of rounds to be played in each grade. No game shall be played, altered, or postponed without the permission of the WHA-SD.
- 9.6 Notwithstanding rule 9.4, no games shall be played without the consent of both teams involved if notice of that game is given to those teams less than 36 hours before the proposed hit-off time.
- 9.7 All games shall finish at or before the scheduled finish time regardless of the actual start time and the amount of time played. In cases of unforeseen circumstances such as light failure, weather, etc., the game may have to be rescheduled at the discretion of the WHA-SD (Refer to 9.4).
- 9.8 Deferrals will be accepted in the event that a team has 6 or more players, representing Waikato or New Zealand, involved in a National or International tournament (U18, U21, Senior Men and Women). This does not include coaches, managers, or any other officials. Deferral requests must be made

in writing to the WHA Hockey Manager and must be received at least 7 days prior to the scheduled match for which deferment is sought. This game must be played in a timely manner and at least 1 day before a result is required for that round of the competition.

- 9.9 Teams shall be divided into grades based on their rankings at the completion of the previous season. For teams that did not participate in the previous season or where special conditions or anomalies exist, grades/ranking will be decided by the WHA-SD committee.
- 9.10 Match points will be awarded as follows:
- | | |
|----------------------|---|
| Win: | 3 points |
| Draw: | 1 point |
| Loss: | 0 points |
| Win by default: | 3 points |
| Default points: | Notifying teams -2 (minus 2) NB: WHA Competitions Manager must be advised |
| Non-notifying teams: | -2 points plus \$200 fine (Refer 10.9) |
- 9.11 Placing in any Round Robin will be determined using the following criteria in the specified order;
1. Number of points
 2. Number of matches won
 3. Goal difference
 4. Goals for
 5. If one team has defeated another
 6. Penalty shootout competition as per Hockey New Zealand tournament rules
- 9.12 Matches against teams subsequently withdrawing from the competition shall not be counted.
- 9.13 Umpire Allocations and Payments
- Appointments
Waikato Hockey will enable, remunerate, and support appointments officers for the Premier and Senior Reserve grades.
 - Club Umpires
Every registered team in the Senior Reserve Grade competition must nominate an umpire from their club and meet their quota of games per season (20 games). In the final round, Waikato Hockey will remunerate finals day-appointed umpires.
 - Umpire Payments
Clubs will be responsible for paying their umpires at the recommended rate of \$25 per game.
 - Late Pull-Outs
If an allocated umpire pulls out due to sickness/injury/personal-circumstance after the appointments have been finalised, it is the responsibility of that umpire via their club to find a

replacement.

- Club Quota (# of games x teams)
For each match a club cannot meet their quota, a \$50 fee will be charged at the end of the season. Of this \$50, \$25 will be paid to the club that covered the allocation, and \$25 to Waikato Hockey for administration.
- End of Season Payments
Waikato Hockey will record the number of matches umpired per club and provide exact information on 'who owes who' for clubs that are over and under their quota.
- Teams that don't provide an umpire
For teams that are unable to provide an umpire, a flat fee of \$1000 +GST per team must be paid to Waikato Hockey.

9.14 Interrupted Matches due to extenuating circumstances

If umpires interrupt a match and cancel play due to extenuating circumstances (e.g. weather or serious injury):

- With less than 20 minutes remaining in the match then the result at the time of the umpire's decision to complete play shall be final
- Before 15 minutes into the second period of play, then the match must be completed at the earliest opportunity as decided by the WHA-SD committee (unless mutually agreed by both teams that the score will stand) under the following conditions (Refer to 8.6);
- The match must be completed up to regulation time i.e. if the match was cancelled 10 minutes into the second period then only the remaining minutes of play are required to complete the game
- The game commences with the score starting as per the score at the cancellation of play
- All players registered at the time of the interrupted/cancelled game are eligible to play (i.e. any players registered after the date of the cancelled game are not eligible to play)
- Any player red carded during the cancelled game continues to be that, and any player yellow carded at the time of cancellation must complete his suspension time.

The decision for suspension of play is made by the umpires appointed to the match in consultation with the participating Team Captains.

9.15 Change of Venue

Teams with Late games after 7 pm may request a change of venue/time.

Teams must arrange to cover any costs associated with the change of venue and supply their own umpires for the new venue/day/time. Requests must be made by email to WHA by Thursday 5 pm (Premier) and Friday 5 pm (all others) 10 days prior to the game date. EXCLUDES all, Quarter, Semi & Finals

10. MATCH PLAY

- 10.1 Unless a team has at least 7 players on the field **at the start of the match**, that team loses the match by default (non-notifying default - refer rules 9.1 & 10.9).
- 10.2 As stipulated by the current FIH Rule Book - *a goalkeeper wearing a different colour shirt and full protective equipment comprising at least headgear, leg guards, and kickers; this player is referred to in these Rules as a goalkeeper.*'
- It is the WHA-SD's intention that a goalkeeper be available in the starting lineup. (The game will not be defaulted if the goalie is unavailable).
- 10.3 The maximum number of named players to a team per match is 18, where two "FULLY PADDED" goalkeepers must be available and entered onto the match sheet for the game (and remain padded up). If only one keeper is available teams may only list 16 players. Refer to Hockey NZ regional tournament rules.
- 10.4 Each team shall complete the match card with all the player names and shirt numbers prior to the game via PlayHQ
- 10.4.1 Failure to complete the match card prior to the start of the game will result in a loss of points.
1st offence - 1 points
2nd offence - 2 points
3rd offence - 3 points
- 10.4.2 No player or substitute may take the field if said player's name does not appear on the match card.
- 10.4.3 Players movements will be monitored by the WHA Competitions Manager.
- 10.5 The MVP process will be sent out yearly by the WHA Competitions Manager prior to the commencement of the competition.
- 10.6 Following the completion of a match, BOTH teams are responsible for ensuring the completed match card and game result are approved via Play HQ. If disputed, details must be received by the WHA Hockey Manager by 5 pm on the Monday following the match.
- For the sake of clarity no team who is eligible for points shall lose the points if the first named team fails to submit the score card.
- 10.7 Each team shall supply a ball according to the rules of hockey, for each match in which it is engaged.
- 10.8 Any team wishing to default any match must notify the WHA-Hockey Manager 48 hours before the time of play. Teams who default a game will be deemed to have lost the game and the opposing team will be awarded 3 points and a score line of 4-0. The defaulting team will also have 2 penalty points deducted (Refer 8.9).
- 10.9 Any team who defaults a game without notification will be deemed to have lost the game and the opposing team will be awarded 3 points. Goal allocation in a defaulted game will be

- 1) 4-0 OR
 - 2) The average of the goals scored against the defaulting team over the course of that round to date.
- The greater of the two will be allocated.
The defaulting team will also have 2 penalty points deducted. (Refer 7.8)

- 10.10 Defaults under By-law 8.8 & 8.9 shall result in the defaulting team paying \$200 (incl GST) to the WHA, who shall credit the non-defaulting team, provided that no payment shall be made when defaults occur as a result of deferrals that are unsuccessfully organised and arranged. (Refer 7.7)
- 10.11 Any team defaulting two matches in succession, or three at intervals, may at the discretion of the WHA-SD, be deemed to have withdrawn from the competition.
- 10.12 All teams playing on the artificial surfaces or utilising the changing rooms and WHA pavilion / meeting rooms shall comply with the rules relating to their usage.
- 10.13 All Premier games are allocated 90 minutes of turf time. All other grades are allocated 80 minutes of turf time. Time allocation for a playoff final will be at the discretion of the WHA-SD. Watering (if required) will commence after the conclusion of each game.
- 10.14 Turfs at Gallagher Hockey Centre have been numbered Turf 1 and Turf 2.
- 10.15 For all rounds, except for the Championship round, the playoff rules shall be as follows;

In semi-finals, if a game is drawn and a winner is needed, then the winner shall be the higher ranked team from the Round robin, or in the case of 2 pools, the team with the higher ranking in their pool. If the final is drawn, the title will be shared. If a distinction between two teams is required (e.g., For promotion) then rankings from the Round robin will be used to determine this.

For the Championship round, the playoff rules shall be as follows;
In the semi-finals and Finals, if a game is tied at the end of regulation time, a shootout competition, played to Hockey New Zealand's official rules, will be held to determine the winner.

11. CODE OF CONDUCT / MISCONDUCT AND UMPIRE ABUSE POLICY

- 11.1 Competition Environment
WHA takes a zero-tolerance approach towards misconduct and umpire abuse. It endeavors to recruit, support, and retain umpires across all grades, to improve our overall Hockey product and experience for all participants within the competition environment.
- 11.2 Hockey New Zealand Code of Conduct
WHA has adopted the [Hockey New Zealand Code of Conduct for Associations](#) (Appendix 1). This Code of Conduct will apply to all participants in WHA competitions.

- 11.3 **Misconduct and Umpire Abuse Policy**
 In addition to the Code of Conduct, WHA has adopted a [Misconduct and Umpire Abuse Policy](#) (Appendix 2) for use within the Senior Reserve Competitions. Its purpose is to give clarity to all WHA community participants (players, umpires, officials, coaches and spectators) on what is considered misconduct and umpire abuse; and provide clear guidelines as to the appropriate penalties.

12. PENALTY CARD POINTS

- 12.1 **Penalty Point System**
 The WHA Association has adopted a points accumulation system based on the awarding of coloured cards by umpires. Depending on the card, and the number of points accumulated, an automatic penalty may be imposed or a further penalty or suspension may result depending on the decision of the Judicial Committee. The issuing of a card carries points, which can be awarded by umpires to any Participant associated with the team during a match (which is defined as the period 30 minutes prior to the start of a match until 30 minutes after the match has ended). Schedule 1 of the WHA Code of Conduct (Appendix 1)
- 12.2 **Penalty Cards**
 During the match an umpire may issue a player with a green, yellow or red card. A green card serves as a 2 minute penalty, any level of yellow means suspension from the game for a minimum of 5 minutes and a red card means the recipient will take no further part in the game. The umpires shall record all cards issued during a match on the team card.
- 12.3 Each card will carry penalty points as follows: (As per Schedule 1/WHA Code of Conduct – Appendix 1)

Green	1 Point
Yellow	3 to 6 Points as determined by the umpires at the end of the match.
Red	Automatic suspension of one match. The suspension may be increased if additional sanctions are applied through the outcome of a judicial process.

- 12.4 The umpires shall record all suspensions during the match on the team card. Where a participant has been issued with a Red Card, the umpires concerned shall forward a written report to the WHA Office within 48 hours.

13. COMPLAINTS AND JUDICIAL PROCESS

- 13.1 A complaint can be made by any participant to the WHA Chief Executive Officer.
- 13.2 In an instance where:
1. a complaint be received;
 2. a red card be awarded;
 3. or a participant (or team) reach a penalty point limited

The Chief Executive Officer (or nominee) will make an assessment as to whether the complaint has the meaning given to it in clause 6.2 of the Hockey Code of Conduct (Appendix 1) to deem whether a formal Code of Conduct process is appropriate.

If as a result of the complaint, it is deemed that a formal Code of Conduct process is appropriate, then WHA will strictly follow the guidelines for any Judicial Committee for hearing and determining Complaints or Protests as set out in Schedule 2 of the Hockey Code of Conduct (Appendix 1).

If it is deemed that a formal Code of Conduct process is not appropriate, the complaint will:

- Be dealt with appropriately by WHA staff; **or**
- Be dismissed; **or**
- The initial decision will stand; **or**
- Deem a one-match standdown is sufficient

This can be further articulated by the [Complaints and Judicial Process Map](#) at Appendix 3.

14. UNIFORMS

- 14.1 All teams must play in their approved Club uniform as registered with the WHA-SD.
- 14.2 Any alteration to the registered uniforms must receive the prior approval of the WHA-SD.
- 14.3 Any player appearing in other than the recognised Club uniform shall be permitted to play only on receiving agreement from the umpires and the Captain of the opposing team.
- 14.4 Alternative Strip: All Clubs must have or have access to an alternative strip to cover any of their teams when needed.
- 14.5 Where the uniforms of the opposing teams are similar in colour, the second named team on the draw shall wear alternate colours.
- 14.6 All players' shirts are to be numbered on the back with numbers measuring between 15 and 20 cm. The corresponding number must be shown beside each player's name on the scorecard.
- 14.7 All participants and umpires are required to adhere to appropriate dress standards. Players are not to wear hard peaked caps.
- Mouthguards are mandatory at all Hockey NZ Age Group tournaments and strongly recommended for all players at all levels.
 - Shin Guards are recommended for all players at all levels.
 - This is the responsibility of the Team Manager.

15. FEES AND FINES

- 15.1 Fees and fines, including all fees for the use of the artificial surfaces, incurred by the Clubs, teams, or individual members, must be paid by the due date shown on the account tendered from the WHA.
- 15.2 All the fines prescribed in these By-laws relate to the winter competition and the WHA-SD shall have the power to set fines for any other competition under its control.

16. GALLAGHER HOCKEY CENTRE

- 16.1 Damage to any part of the Gallagher Hockey Centre (i.e. building, windows, turfs, roads, fences, dugouts, etc) that is caused by intentional or reckless behavior may result in the person(s) responsible being charged for any necessary repair work.
- 16.2 The Gallagher Hockey Centre is a smoke-free Stadium. Under no circumstances is smoking/vaping permitted inside the perimeter fence.
Note: There is a marked designated area located outside the main gate.
- 16.3 A speed limit of 20 kmph shall be observed within the parking area.
- 16.4 Turfs and dugouts are to be left free of drink bottles and any other rubbish on the completion of each match or training session. It is the responsibility of every team to ensure the facilities are left tidy for the following teams.
- 16.5 No hockey gear or gear bags are to be left or brought into the pavilion. The pavilion is not a changing room you must refrain from using it as such.

17. GENERAL

Penalties

- 17.1 Any Club that breaches any of the Rules within the SD By-laws may be penalised in a manner to be determined by WHA-SD. Such penalty may be imposed on:

1. the Club;
2. the team;
3. the player,

or any one or more of the above related entities and in such circumstances, the penalty imposed may be any one or more of the following:

- i) Club penalty – a fine ranging from a minimum of \$50 to a maximum of \$200;
- ii) Team penalty – the loss or deduction of 1 to 5 points;
- iii) Player penalty – a suspension from any play for up to a maximum of 5 consecutive weeks.

In addition to any penalty(ies) imposed above, WHA-SD may, at its discretion, award a draw or a win to the opposing team.

Note: For a penalty imposed under (iii) above:

a) If the suspension cannot be completed within a current playing season, the suspension must be completed by the player even if he/she transfers to another club.

b) The suspension must be completed in the next playing season;

17.2 The WHA-SD shall have the power to deal with all matters not provided for in these By-laws which may arise out of any contest played under these Bylaws.