

Midlands Intercity Secondary School Competition (MISSC) Rules 2025

(Amended 30 June 2025)

COMPETITION ORGANISATION AND MANAGEMENT

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

KEY CONTACT

Intercity League Manager

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

ENTRY FEE

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 association operational costs.

This fee should be paid to the bank account 03-0306-0173334-00. Please use MISSC and the school name as the reference.

TEAM REGISTRATION

In 2025, we are using the Play HQ software for the MISSC.

Each school will be invited to register their teams into MISSC via Play HQ.

Additionally, teams are asked to register their team, primary school contact, coach, manager, and uniform colour details to the Intercity League Manager on the form that will be sent out.

Team registration forms are required to be completed and returned by no later than **5pm, Friday 27 June 2025**.

PARTICIPANT REGISTRATION

In 2025, all teams are required to register their **players, coaches, and managers** for into Play HQ in the same way as is done for their local competition, **but separately for the MISSC**.

DATES

MISSC in 2025 will run for the first 6 weeks of Term 3 – on Wednesdays 16 July, 23 July, 30 July, 6 August, 13 August & 20 August.

All games are to be played on Wednesday evenings at times that (where possible) suit both hosting and travelling association teams.

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, or prior entry into MISSC.

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 Division 2, 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.

PLAYER ELIGIBILITY

To be eligible to play MISSC, a player must be in Years 9-13 and under the age of 19 years old as of January 1 of the year in which the competition is played, and be a bona fide member of that school.

- Dispensation can be sought for the inclusion of homeschooled students.
- The NZSSC “new to school” rules do not apply to the MISSC.

HOCKEY RULES

All games are to be played under the same rules as the National secondary school tournaments available on the Hockey NZ website (aside from the “new to school” rule).

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

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.

COMPETITION DETAILS

Boys Division One

6 teams - 1 pool - Round Robin, Final and Playoffs

Boys Division Two

11 teams - 1 pool of 5 teams, 1 pool of 6 teams - Round Robin with a bye in the 5 team pool, Final and Playoffs (The team finishing 6th in the 6 team pool will have a bye on the final week)

Girls Division One

7 teams - 1 pool of 7 teams - reduced Round Robin over 5 weeks with a bye each week - each team will play 4 or 5 opponents selected with the intention of providing variety and equality. Final and Playoffs. (A team that hasn’t had a bye in the round robin will have the bye in the final week)

Girls Division Two

8 teams - 2 pools of 4 teams - Round Robin. The format following pool play will be confirmed after round 3 is concluded.

Draw & Game Scheduling

The draw is prepared by the Intercity League Manager and allocations are arranged in conjunction with the local associations. In 2025 with MISSC covering 6 weeks, ***it is intended that teams will have a balance of home and away games (NB: this will be easier in some divisions than others depending on the entries) across the entire competition and this will take precedence when determining the venue for a game, including for any finals***, i.e. where possible any final will be played at the venue of the higher ranked team from pool play. However if there is an imbalance in the number of home & away games played by the two teams, then the lower ranked team may be allocated the home game to address this. It is desirable that travel distance will not exceed circa 1 hour 30 minutes from school to turf, neutral venues may be used to help address this travel limit. Fixture times should ensure teams can return to school no later than 9.30pm. In the final week, for teams not in finals, rather than scheduling games intended to determine final placings, the Intercity League Manager may schedule local games to reduce travel impacts ahead of tournament week and during a time where exams are being held or are high in students' minds.

Finals

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. In the event that a shootout isn't possible, then the higher placed team from pool play will be declared the winner. In the event that the two teams were equal in pool play, then the placing will be shared.

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 warmups.

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

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
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.

Girls Division One

In 2025, the following will be used to determine placings:

1. Points Average (number of points divided by the number of games played)
2. Percentage (goals for less goals against x 100)
3. Head to Head (if 2 teams are tied on both points average and percentage, then any head to head result between them will determine the higher placing).

4. If still tied the higher ranked local team will finish higher. If still equal, a coin toss will be held.

Umpires

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

Results

In 2025 we are using the Play HQ software to manage the draws, umpire, results, and standings etc.

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.

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.

Turf Fee's

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.

Defaults

The primary purpose of the MISSC is national secondary school tournament preparation for all teams. ***Therefore, defaults should be avoided wherever possible.***

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

In the event of a default, a 3-0 win will be declared to the defaulted team, and the defaulting team will be liable for both teams' turf fees.

Should both teams' default, neither team will receive points and both defaulting team(s) will be billed their respective turf fees.

If in the view of the League Manager, the reason for a team defaulting was avoidable or should a team default for a second time in the same season, then that team may be subject to a 3-point deduction.

Deferrals

There is no provision for deferral requests in 2025.

Where a team is "not be able" to play on a scheduled Wednesday due to a prearranged event i.e. Super 8, an out of town exchange game or a school arranged event etc, then the onus is on the team wanting the deferral to make arrangements for the scheduled game to be played preferably prior to the scheduled date, but if not possible, at least 6 days prior to the start of any finals round, or the next finals round. If there is no finals round, then prior to the last day of pool play.

Where a team is unable to play due to a late unforeseen circumstance i.e. a vehicle breakdown, road closure etc, then the scheduled game can be rearranged if possible. Any rescheduled game must be

played at least 3 days prior to the start of any finals round or the next finals round. If there is no finals round, then prior to the last day of pool play.

Advice of a deferral being needed, and the details of any rescheduled game must be communicated to the League Manager so opponents, and local associations can be advised and Play HQ can be updated as required.

Unless agreed by both teams, any deferred match 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.

If a deferred game is unable to be played following attempts by the teams and the League Manager, then a 0-0 result will be declared. In the event of the affected game being the final, then the higher ranked team from pool play will be declared the winner. If both teams are ranked equally in their pool, then the placing will be shared.

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 may 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 umpire's 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 3rd 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 desirable for the integrity of the competition and if possible, an abandoned game can be rescheduled, however this must be played at least 3 days prior to the start of any finals round or the next finals round. If there is no finals round, then prior to the last day of pool play.

If an abandoned game cannot be rearranged, then a 0-0 result will be declared.

Disputes & Decisions

In the event that there is a dispute needing to be resolved or a decision to be made that sits outside of these rules, the Intercity League Manager will lead this process, in collaboration with the relevant leadership personnel from the various associations, where appropriate.

If the matter is rules or conduct based, processes and decisions will be guided by the Hockey NZ National Secondary Schools tournament rules or Code of Conduct.