



Counties Manukau Hockey Assn

Senior Club Competition Bylaws





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SECTION 1 ASSOCIATION RULES

1. INTRODUCTION

- 1.1** These Bylaws are the rules under which the CMHA Senior Division Club Competitions will be run. The Senior Division Club Competition will be administered by a Competition Manager appointed by the CMHA Board and the CMHA Office.
- 1.2** The administration of the BY-LAWS will be applied fairly but firmly and within the intention of its writing without prejudice.

2. REVIEW

- 2.1** The CMHA Office and the Competition Manager shall review the bylaws annually and any changes to the bylaws will be notified to the clubs no later than 1 December in each year.

3. CODE OF CONDUCT

- 3.1** All participants and umpires are required to adhere to appropriate dress standards. Players are not to wear hard peaked caps and are to ensure socks are pulled up and shirts are tucked in. Mouthguards are mandatory for all Hockey NZ Age Group players



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and strongly recommended for all players at all levels. Shin Guards are recommended for all levels. This is the responsibility of the Team Manager.

Blood Code

- 3.2 All players must leave the turf if they are openly bleeding and may return when the wound has been covered. All teams should carry sufficient medical equipment to dress wounds. Any blood on the turf must be cleaned up, with the medical alcohol located in the pavilion.
- 3.3 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.

4. PROTESTS

- 4.1 The Judicial Committee (Judiciary) shall decide all protests relating to the playing of matches. Such protests must be in writing and must be received by the Competition Manager within 48 hours of the completion of the match being protested and shall be accompanied by a fee of \$120.00 (or proof of online payment to the nominated CMHA Bank Account) along with detailed information supporting any protest. All fees are returnable at the upholding of the protest by the Judiciary. The Judiciary shall advise its decision to the Competition Manager who will forward it to the clubs concerned in writing.

Guidance:

It is up to the protesting club to provide all necessary supporting information to support the protest. If sufficient supporting information is not provided, the protest will not be accepted.

- 4.2 Bylaws under "Match rules...Grading (rule 13)" specifically 13.6 and 13.9 and "Match rules...Match Play (rule 15)" shall be the only Bylaws able to be protested to affect the match outcome. Rules 15.15 and 15.17 cannot be subject to protest. Protests around bylaw 15.5,



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the offending team shall have the right to provide evidence that the "played" player is the actual "named" player.

Guidance:

There may be situations where registered name(s) are not written on the match card but replaced by their commonly known name(s) etc. The purpose of this by law is to be sure that the named player is actually participating in the match, with sound links to the name written on the match card and/or team registration documentation.

4.3 An umpire on field decision is not able to be protested or appealed.

5. UNIFORMS

- 5.1** All teams must play in their approved club uniform as registered with the Association, or alternative strip as required.
- 5.2** Any alteration to the registered uniforms, including the addition of sponsors labelling, logos etc. must receive the prior approval of the CMHA Office.
- 5.3** Any player appearing in other than the recognized club uniform shall be permitted to play only on receiving agreement from the umpires and the captain of the opposing team except where a team is playing in an alternative strip due to a clash in colours.
- 5.4** Where the uniforms of the opposing teams are similar in colour, the team on the **left-hand side** of the draw shall wear an alternative uniform.
- 5.5** All players' shirts are to be numbered on the back with figures at least 175mm high. The corresponding number must then be shown beside each player's name on the game sheet.



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6. TRAINING FEES AND FINES

- 6.1** 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 Association. Failure to abide will result in the loss of ALL competition points and 10% of the total amount payable added to the due account.
- 6.2** All turf training (and any non-competition) fees will be charged monthly.
- 6.3** All the fees and fines prescribed in these Bylaws relate to the winter competition of the CMHA.
- 6.4** Cost for Notified Defaults (bylaw 15.10 and 15.11) as per bylaw 15.12

The fine relating to (or the implication of) unregistered players playing shall be \$500.00 Inc GST. Bylaw 15.6 penalties still apply.



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7. INTERCITY

Intercity is a competition run jointly by the participating Associations and does not form any part of a CMHA competition.

Clubs wishing to enter into the Intercity Competition must;

- a) Provide the CMHA Office evidence of fiscal stability and future player/coach development as requested.
- b) Have a Youth Hockey 5s team and Reserve Grade team entered in the CMHA Senior Division Competition with appropriate coaches appointed.
- c) The Intercity Competition has separate player eligibility rules to the CMHA local competition, however, in instances where CMHA teams are scheduled to play against each other (i.e. home team v home team) for Intercity Competition pool matches, CMHA Bylaws will apply.
- d) CMHA reserves the right to enter on its behalf teams into the Intercity Competition that are composite, with players from multiple clubs. In this instance it shall be the responsibility of the CMHA to appoint management positions etc. The costs involved shall be shared between the players, such as within Clubs.
- e) Where CMHA organises a Barbarian type team to play in the Intercity competition, these players must be registered to play in the Senior CMHA club competition and must play for the top ranked team in their club. Players must play a minimum of 2 games in a competition round to be eligible to play in the semis and or finals.



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8. DRAWS

8.1 The Draw will be published at least 2 weeks in advance with every effort to have the draw published for the season. Notwithstanding that there may be changes required as per these BY-LAWS.

9. GENERAL

9.1 The Competition Manager 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.

9.2 The Competition Manager may at their discretion instigate processes to ensure that the administration of these BYLAWS is smooth and proper.

Ground movement

9.3 In the case where weather (or other) situations determine that a match (or matches) are not playable then ground changes may need to occur. This shall be decided by the following;

1. Intercity or representative matches Premier and or Intercity Grade games
2. Teams having less than 72 hours between the non-playable match and their next match.
3. Club ranked teams i.e.: premier grade, reserve grade etc.
4. The CMHA shall decide.

Cancellations may occur at any time due to inclement weather. The duty umpire shall have the right to cancel games due to ground/weather conditions (deemed unplayable). Notification will be via the CMHA FB page and/or website.



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SECTION 2 Team and Player Rules/Bylaws

10. AFFILIATION / TEAM / COMPETITION FEES

10.1 Each club shall pay to the CMHA all outstanding accounts in full by the due date.

Subject to clause 10.6, a failure to pay any instalment by the due date will result in all teams of the offending club forfeiting competition points as follows.

1. Non-Payment of April 21 instalment will result in 2 Competition points being deducted from ALL teams entered in CMHA Senior Division Club Competition.
2. Non-Payment of May 21 instalment will result in a further 5 Competition points deducted from ALL teams entered in CMHA Senior Division Club Competition.
3. Non-Payment of June 21 instalment will result in a further 5 Competition points deducted from ALL teams entered in CMHA Senior Division Club Competition.
4. Non-Payment of July 21 instalment will result in a further 5 Competition points deducted from ALL teams entered in CMHA Senior Division Club Competition.

10.2 Each club shall pay each year a fee, set by the Board and including any levies, for each open grade team entered in the Senior Division Competition.

10.3 Club, team and player registrations must be completed by the due date specified by the CMHA office.



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10.4 Team fees will be invoiced in four separate amounts – 10% payable by 21st April, 20% payable by 21st May, 25% payable by 21st June and 45% payable by 21st July each year. (see table below). Subject to clause 10.6, a failure to pay any instalment by the due date will result in all teams of the offending club forfeiting competition points as in 10.1 (1) (2) (3) (4).

10.5 The initial 10% is non-refundable.

10.6 Any club experiencing difficulty in making payment should approach the CMHA Office with a proposal as to how the club intends to pay the instalment due. If such proposal or some other amended proposal for payment of the instalment is approved by CMHA Office in writing prior to the due date for payment of the instalment, then penalty points shall not be deducted under clause 10.1 provided the approved payment plan is adhered to. For the avoidance of doubt if the payment plan is not complied with in any respect, then the penalty points under clause 10.1 shall be automatically deducted.

Guidance relating to 10.4

Instalment Number	% of Turf Fees for the Season	Deadline
1	10	21 st April
2	20	21 st May
3	25	21 st June
4	45	21 st July

10.7 No player shall be eligible to play in any contest of the Association while an affiliated member of another Association without an approved Association-to-Association transfer or PlayHq Player Permit being completed. Association transfers and Player Permits must be completed online through PlayHq.

10.8 New clubs seeking to participate in Senior Division competition shall apply in writing to the CMHA by January 31st.



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Guidance

New clubs must first be affiliated to the CMHA, to be approved by the CMHA Board

10.9 Turf bookings – Booking requests must be made online through the booking system and submitted to the CMHA office by the 31st of January. Priority for bookings will be given to clubs using the following criteria:

- A. Being financial with the CMHA as at the final payment date.
- B. First preferred practice slot for either full turf 1 hour or half a turf for 2 hours.
- C. Reference to previous years times slots.
- D. Practice times for a development team.
- E. Total number of teams entered by a club.

In the interest of development fairness is optimum.

10.10 Turf cancellation must be received in writing 48hrs before booked time otherwise the chargeable fee applies. In the event that a booking is cancelled, and the turf is used by the booked club or its players the chargeable fee will apply.

Guidance

There may be times which prevent 48hrs' notice being given, therefore common sense shall prevail. Where due to weather conditions or lights not working and the turf is not playable, then no fees will apply. CMHA reserves the right to "call back" allocated practice slots, no fees will apply.



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10.11 Competition Refunds – if at any time competitions have to be postponed or cancelled due to circumstances beyond the control of CMHA, the 'Competitions refund policy' shall apply.

11. REGISTRATION OF PLAYERS

11.1 Before any player may take part in any of the open competitions of the Association, she/he must be registered as a member of an affiliated club and must not be in arrears of money owing to a club or the Association, unless special arrangements have been put in place.

11.2 No player shall belong to more than one affiliated club or association at the same time unless a PlayHq Player Permit has been approved, nor shall a player play for one club while in arrears to another club.

11.3 Registrations with CMHA are valid for the current calendar year and/or the duration of an approved PlayHq Player Permit.

11.4 Affiliated clubs shall (as requested by the CMHA office) supply all required details of all playing members in their respective registered grades, on the due date prior to the start of the first competition match of the season. Any club failing to register its players by this date will forfeit all competition points from that date until it complies. The onus is on the Club to ensure that player information remains current throughout the season.

11.5 Each club must register a minimum of 13 players including a goalkeeper to **play regularly** for each team.



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- 11.6** Maximum number of players allowed to be registered in any team shall be 18. Once all team rosters are full (18 players) except for Premier Teams, then the lowest ranked team (men and women) may register up to 30 players.
- 11.7** Should any club fail to secure the registration of any player(s) in accordance with these Rules, such club shall default that match in which the un-registered player(s) took part.
- 11.8** In the event that a player cannot participate in her/his registered team she/he may be removed as a registered player and replaced by another.

Guidance

Maximum number of players per team will not exceed 18 registered players except where bylaw 11.6 applies.

- 11.9** Clubs are not permitted to register new players after the last Friday in July. Players must play a minimum of 3 games for their registered team to be eligible to play in the semi-finals and finals.
- 11.10** Except with dispensation from the Competition Manager, no player in Year 9 or below can play in the CMHA Senior Competition. Dispensation requests can be made through the online form found [HERE](#) or on the CMHA website. Attendance at the proposed "Player Assessment" day is mandatory for consideration.

12. TRANSFERS/PLAYHQ PLAYER PERMITS

- 12.1** Association to association transfers and Player Permits see Bylaw 10.7.



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- 12.2** Before any player is eligible to transfer from one affiliated club to another, an interclub transfer will be carried out. No player may play for another club until the transfer has been correctly completed and approved. Transfers are processed online through PlayHQ.
- 12.3** Before any player is eligible for a Player Permit from one affiliated club and/or association to another, a Player Permit request will be carried out. No player may play for another club and/or association until the Player Permit has been correctly completed and approved. Player Permits are processed online through PlayHQ.

Guidance

The club the player is transferring 'to' must ensure the player seeking the transfer is financial and approval has been sought. 'Reasonable' notice of a transfer or PlayHq Player Permit request and approval must be given and received by both clubs and/or associations.

- 12.3** No transfers or Player Permits between clubs will be approved after the last Friday of July in each year.
- 12.4** All player transfers and permits are to be completed prior to the start of the game for a player to be eligible to play in that weekend's competition.



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SECTION 3 MATCH RULES/BYLAWS

13. GRADING

- 13.1** Rule 11.1 must be satisfied before any player may play in a CMHA competition.
- 13.2** Open Grades shall be Premier, Reserve, Division One, Division Two and Division Three. The number of teams in each grade shall be determined by the Competition Manager.
- 13.3** The Competition Manager shall determine the grade in which each team shall compete and may also determine in which grade any registered member of an affiliated club shall play.
- 13.4** Promotion/relegation between grades may be applied. In the event of the winner of the Reserve grade not being eligible for promotion, the next eligible team may challenge the bottom Premier team. The winner of this game shall be admitted to the Premier grade for the subsequent season. For Reserve and all grades below, automatic promotion/relegation between grades will take place. Any club has the right to decline a promotion to the grade above, in which case the opportunity may be offered to the next eligible team.
- 13.5** 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 Competition Manager. In reaching a decision, two or more teams may be required to play grading game(s).
- 13.6** Any player may play in a team that is ranked 1 (one) team higher than the team they are registered in. A player may not play in a lower ranked team (except where field to goalie or goalie to field dispensation has been granted). Special dispensation can be given at



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the discretion of the Competition Manager for Goal Keepers to play more than 1 team higher.

- 13.7** If a game is played and a player has been found to be unregistered or play in a grade that they breach Bylaw 13.6, or not entered on the match day card (bylaw 15.5) then the team for which that person has played for shall be deemed to have lost the match. The opposing team will be awarded 5 points and a deemed score line of 4-0 shall apply.
- 13.8** If a game is played and a player is registered for a higher ranked team than the game they played in, then the team for which that person has played shall be deemed to have lost the match. The opposing team will be awarded 5 points and a deemed score line of 4-0 shall apply.
- 13.9** A player may play a maximum of 3 games for a higher ranked team in any **one** competition before they become re-registered for the highest team played for.
- 13.10** With the exception of CMHA finals weekend where players may play a maximum of 1 game, a player may play a maximum of 2 games in the CMHA Senior Competition each weekend (Fri – Mon), one of these games must be for their registered team.

NOTE: (Fri-Mon) allows for cancellations and representative deferments.

- 13.11** Two or more teams from the same club in one grade are to be designated "A" "B", "C" etc. for purposes of playing as per Bylaw 13.4, 13.6, 13.7 and 13.8.
- 13.12** No player, having been registered in a grade or team, shall be permitted to transfer to a lower grade or team during the current season without the prior permission of the Competition Manager or CMHA Office. Applications are to be on the approved forms (Link below) and found on the website, Regrading can take up to 4 weeks to process. No re-grading will be permitted within 4 weeks of the final game of championship round(s).



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Player Re-Grade Form

13.13 Any player dissatisfied by a decision of the Competition Manager or the CMHA Office under rule 13.12 can seek to have that decision reviewed by the Judiciary by a request made in writing.

13.14 Where a goalkeeper is registered in one grade and wishes to play as a field player in a lower grade – a GK-FP dispensation form must be completed, to be approved by the Competition Manager.

NB: *the GK must play in the Goal for their registered team on the weekend – notwithstanding a bye (Note: 13:10 also applies).*

Where a field player wishes to play as a goalkeeper in a lower grade, a FP-GK Dispensation form must be completed, to be approved by the Competition Manager.

NB: *The FP must play in their registered team on the weekend - notwithstanding a bye (Note: 13:10 also applies).*

Any such dispensation can be granted on such terms as the Competition Manager determines.

GK to FP Dispensation Form

FP to GK Dispensation Form

13.15 CMHA policy will be that players participating in adult club competition teams may play only in same-sex teams.



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- 13.16** The Competition Manager can grant dispensation to permit an elite female and/or transgender player to play in a men's competition on such terms as the Competition Manager deems appropriate.
- 13.17** Where two competing teams are both found to be in breach of any bylaw then both teams will be deemed to be in default of the match.

14. COMPETITION RULES

- 14.1** Matches shall take place between teams of affiliated clubs under conditions arranged by the Competition Manager who shall administer the format of competition each year.
- 14.2** All matches will be played in quarters (4x 17 min - 2mins between 1/4's and 5mins for half time). TOTAL MATCH TIME = 77 minutes.

NB: Time will **not** be stopped for penalty corners.
- 14.3** The Competition 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 Competition Manager.
- 14.4** The Competition Manager shall have the power to alter any dates fixed, or turfs allocated, to postpone and re-schedule matches and generally direct and govern matches under the control of the Senior Division.
- 14.5** Notwithstanding 14.3 and 14.4, no games shall be played without the consent of both teams involved if notice of that game is given to those teams less than 72 hours before the proposed start time, with the exception to a ground. e.g. T1 to T2.



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14.6 Any club or team desiring to change or postpone any match must submit to the Competition Manager, in writing from the club secretary, at least 21 days before the date of the game (except in very extenuating circumstances a shorter time period may be accepted).

Guidance

Bylaw 14.7 constitutes when a deferment can be applied for. There may be other reasons for a deferment which can be considered on a case-by-case basis on written application at least 4 weeks in advance of any game needing to be deferred.

14.7 A club may apply for (in writing) a match deferral if a team has 4 or more club players absent, representing Counties Manukau at a National Tournament, at the Under 18 level or above. Deferrals should be applied for no less than 21 days in advance unless in exceptional circumstances where a shorter time may be accepted, but in no case shall less than 72 hours be accepted.

Guidance

Northern Regional Representative Games do not qualify for a deferment under 14.7 as this is not a National Tournament.

14.8 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 CMHA.

14.9 Match points will be awarded as follows for championship games:



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- Win - 4 points
- Draw - 2 points
- Loss - 0 points
- Default Win - 5 points

Bonus points

Finishing within 1 goal 1 bonus point

- Scoring 4 goals or more 1 bonus point
- Default points Notifying teams -2 points
- Default points non-notifying teams -5 points

14.10 When two or more teams have an equal number of points at competition conclusion (championship) the teams shall be bracketed as joint champions for that year.

14.11 When teams are equal on points the current Hockey NZ Tournament Regional Rules shall be applied only for the purpose of ranking the teams for Grand Final seedlings and promotion/relegation.

14.12 Matches against teams subsequently withdrawing from the competition shall not be counted.

14.13 The Umpires Manager, in conjunction with the Competition Manager, shall appoint umpires for each match. However, the shortage of qualified umpires available to officiate on all matches dictates that, at some time, clubs will be required to provide umpires for matches. For Grand Final rounds, every endeavor will be made to supply appointed umpires for all grades.

15. MATCH PLAY



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- 15.1** All players must be eligible to play in any CMHA competition.
- 15.2** Unless a team has at least 7 players on the field within 10 minutes of the start time set down for the match, that team loses the match by default.
- 15.3** All teams must have at least one player wearing goal keeping protective gear as stipulated by the current FIH Rule Book (if a goalkeeper is to be used).
- 15.4** Each team may use a maximum of 16 registered players being all eligible to play, eleven of whom may be on the field at any one time at the team's discretion. All field player substitutions are to be made near the centre-line on the dugout side of the turf.
- 15.5** Each team shall complete their player line-up selections on PlayHq prior to commencement of the match. No player or substitute may take the field unless the said player's name appears on the game sheet. All players must be wearing the numbered shirt as per the game sheet and each shall have a different number to that of his/her team members, except where an alternative strip is required under bylaw 5.4.
- 15.6** Should any player or substitute take the field for a team without the player's name being recorded on the team game sheet, then:
 - a) If that player is unregistered or registered for a higher grade than in the match referred to in 15.4, his or her team shall be deemed to have lost the match. The opposing team will be awarded 5 points and a deemed score line of 4-0 shall apply. The team for which that player has taken the field shall have 5 penalty points deducted.
 - b) If that player is registered for the same grade, or a lower grade, as the match referred to in 15.4, and the team for which he or she has taken the field has not breached rule



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15.6 previously in the current season, the club to which that team belongs shall receive a written warning from CMHA Office.

- c) If that player is registered for the same grade, or a lower grade, as the match referred to in 15.4, and the team for which he or she has taken the field has breached rule 15.6 once or more in the current season, the team for which that player has taken the field shall have 2 penalty points deducted.
- 15.7** Clauses 15.6 will apply to both Championship games and all semi-finals and finals. In the event of a breach occurring in any semi-final or finals game, the team for which the player has taken the field shall be deemed to have lost the match.
- 15.8** Following completion of a match, **BOTH** teams must enter their respective results into the PlayHq system, unless the results are under dispute whereby the team disputing does not enter their results and immediately completes written correspondence to the Competitions Manager advising of a dispute. Failure to enter results in PlayHq and/or provide written correspondence to the Competitions Manager advising of a dispute by 9am the following Monday, will result in that team losing any points that they would otherwise have received from that game.
- 15.9** Each team shall supply a ball according to the rules of hockey, for each championship or other match in which it is engaged. Preferably a white Kookaburra Elite.
- 15.10** Any team wishing to default any championship match must notify the Competition 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 5 points and a score line of 4-0. The defaulting team will also have 2 penalty points deducted.
- 15.11** Any team who defaults a game with less than 48 hours' notice or without notification, will be deemed to have lost the game and the opposing team will be awarded 5 points



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and a score line of 4-0. The defaulting team will also have 5 penalty points deducted and a fine of \$150 + GST.

Guidance

Any team that defaults a game in any way, plays the game to "give the other team a game" MUST notify the Competitions Manager in writing by 9am the following Monday that the game has been Defaulted. Failure to do so may see breaches of other Bylaws and the fines associated with the same imposed.

- 15.12** Where teams are impacted by players having to Isolate due to Covid-19 protocols, then the fines for defaulting a game and loss of any competition points will not be applied. The Competition Manager may direct that the game be rescheduled, played with both teams having reduced playing numbers and reserves and the game time could be reduced.
- 15.13** Defaults under Bylaws 15.10 & 15.11 shall result in the defaulting team meeting the full cost of the artificial surface. No charge will be incurred by the team defaulted on.
- 15.14** Any team defaulting two matches in succession, or three at intervals, may at the discretion of the Competition Manager, be deemed to have withdrawn from the competition. All fees incurred as a team registration still apply.
- 15.15** All teams playing on the artificial surfaces shall comply with the rules relating to their usage.
- 15.16** All games are allocated 90 minutes of turf time to complete a 77-minute game. The start times published on the draw are the start of the 90-minute period, which shall be the game's start time. Watering (if required) will commence after the conclusion of each



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game and the duration of the watering cycle will determine how soon a following game can commence.

- 15.17** In cases of unforeseen circumstances such as light failure, weather etc., the game may have to be rescheduled at the discretion of the Competition Manager.
- 15.18** Time shall be stopped during a match only to allow penalty strokes to be taken and to deal with serious injuries.
- 15.19** Turfs have been named as follows T1 and T2.
- 15.20** All semi-final and finals games require a result. In the event of the score being tied at the end of normal time then a penalty shoot-out shall determine the winner. The shoot-out format shall be as per Hockey NZ Regional Tournament rules found on the Hockey NZ website.
- 15.21** In the event of weather or other unforeseen circumstance affecting a game, where 52 minutes of playing time have been completed, then the result at that time will stand. If 52 minutes playing time has not been completed, the game will be rescheduled by the Competition Manager to be played again.

SECTION 4 Umpires



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IMPORTANT: The CMHA operates under the HNZ Code of Conduct for Associations. This has Priority.

Umpires have total control over all matches.

16. CARD SYSTEM/SUSPENSION

- 16.1 CMHA has adopted the Hockey NZ card system for use by umpires, which forms the basis for a system which triggers an automatic penalty or indicates that a participant may or will be summonsed to appear before the Judiciary. The issue of a card carries points, which can be awarded by umpires to any participant (player, coach, manager, spectator or official) associated with the team during a match (which is defined as the period 15 minutes prior to the start of a match until 15 minutes after the match has ended).
- 16.2 Without limiting the application of the Code of Conduct, a card may be issued where a participant:
 - Swears, spontaneously or otherwise (see Foul language and abuse policy 18:0)
 - Spits on, refuses to take measures to stop bleeding on or otherwise cause a turf to be potentially infected in an avoidable manner.
 - Strikes or strikes at other participants, whether it be with stick, fist or foot or otherwise indulge in abuse, at other participants or umpires, or indulge in displays of dissent; conduct any unseemly or unsporting behaviour.
 - Displays any behaviour, which brings disrepute to the sport of Hockey or CMHA

Guidance

Where a 'Participant' is not a player, the Umpire may issue a card to the Team Captain instead.



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16.3 In addition, the Judiciary has the power to hear any matters relating to behavior detrimental to the sport of Hockey or CMHA, by any participant whether that behavior takes place during a match or at some other time.

16.4 During a match and for a period of 15 minutes after the conclusion of a match, the umpire may issue a participant with a green, yellow or red card. A green card serves as a warning and a 2 min suspension; any level of yellow means suspension from the game for 5 minutes or 10 minutes, depending on the nature of the offence, 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 via PlayHq or the method that CMHA is utilizing to record cards.

16.5 Each card will carry penalty points as follows:

- Green card - 1 point
- Yellow card 3-6 points (3 points- Technical Foul, 5 points – Breakdown Foul, 6 points- Abuse)- 3-4 points = 5 minute Yellow suspension, 5 or 6 points = 10min Yellow suspension
- Red card 12 points

16.6 Any player receiving a red card in a CMHA Senior game is automatically awarded 12 points and is suspended from playing in all CMHA Senior games for a period of 10 days. The player may be required to appear before the Judiciary, which may impose whatever additional penalty, including a further suspension, that the Judiciary considers appropriate.

16.7 Participants receiving yellow or green cards during a season and accumulating 12 points will automatically be suspended until the completion of the next scheduled game for the team in which the player is registered. The Judiciary may require the offender to appear before it and may impose whatever additional penalty, including a further suspension, that the Judiciary considers appropriate.



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- 16.8** Following the penalty/suspension, 6 points will remain credited to the participant, such that the accumulation of another 6 or more points will result in a further automatic suspension under rule 17.7. Penalty points are retained as per the code of conduct.
- 16.9** The umpires shall record all suspensions during the match using the card reporting sheet. Where a player has been issued with a Red Card, the umpires concerned shall forward a written report to the CMHA Office within 48 hours.
- 16.10** The Judiciary shall consider all incidents as per the CMHA Code of Conduct.
- 16.11** The Judiciary may affect further suspensions, fines or other action against a participant as it deems fit in the circumstances.
- 16.12** The Judiciary will confirm any decisions in writing to the Competition Manager and the CMHA Office who will in turn inform the participant's club secretary.

17.0 ABUSE & FOUL LANGUAGE POLICY

- 17.1** This policy details under what conditions Counties Manukau Hockey will manage abuse, foul language, criticism and or dissent towards officials by players, coaches, management or spectators. The full policy can be found on the CMHA website [HERE](#).

The following table will be used by Officials in the awarding of penalties under the "Abuse and Foul Language" policy:

PLAYERS



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Swearing at Self, umpires, Officials participants, spectators	2-minute Green Card and 2 demerit points to player
2 nd or Continuous abuse, Criticism/Dissent of umpires, officials, participants, spectators	10 Minute Yellow Card and 6 demerit points to player and the team CAPTAIN shall also be suspended for 10 mins, no demerit points shall apply to the team captain. Ie the team shall play with 9 on field players for the 10 min duration (see notes below)
COACHES, MANAGEMENT, TEAM OFFICIALS, & Substitute players ***	
Foul language, abuse, criticism/dissent to umpires, officials' participants, spectators.	2-minute Green Card to CAPT and 2 demerit points to coach, manager or team official. - warning.
<u>Continuous</u> foul language, abuse, criticism/dissent to umpires/officials	10 Minute Yellow Card to CAPT and 6 demerit points to coach, manager or team official. No demerit points shall apply to the team captain

*** *Any personnel in the dugouts will be considered part of the team management.*

Accumulated Demerit Points	Consequence
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<i>Individual</i>	
<i>6 Points</i>	Written letter- 1 match suspension (Player/coach/manager or team official may not be in the dugout or vicinity of the match being played i.e. must be outside of the perimeter fencing)
<i>9 points</i>	Written letter - Judicial Hearing – further punishment TBD. (Player/coach/manager or team official may not be in the dugout or vicinity of the match being played i.e. must be outside of the perimeter fencing)
<i>Team</i>	
<i>12 points</i>	Written Letter to Club – 4 competition points deduction
<i>18 points</i>	Written Letter to Club – 8 competition points deduction
<i>24 points</i>	Written Letter to Club – Club to attend Judicial hearing - \$1000 fine imposed plus any other punishment deemed appropriate by the judicial panel e.g. finals cancellation, game forfeiture