



Rules For

NATIONAL SECONDARY SCHOOL TOURNAMENTS

(Including Appendices with Variations for respective Tournaments)

Version April 2026

INTRODUCTION

Each year, Hockey New Zealand runs 22 Secondary School tournaments during the School Sport New Zealand Winter Tournament Week. These are held all over the country to allow schools from across both the North and South Islands to compete.

Our tournaments are run from the Tier 1 & 2 32 team tournaments - Rankin Cup/India Shield (boys) and Federation Cup/Marie Fry Trophy (Girls). Below this are the Tier 3 tournaments. The remainder of the tournaments are Tier 4 tournaments open to all schools. We also run two 2nd XI only tournaments – the Galletly Cup (boys) and Chris Arthur Cup (Girls) tournaments. There are two mixed gender tournaments held in the north island and south island.

These tournaments are part of Hockey New Zealand's policy to provide top quality tournaments and events for our players to allow them to further their hockey and experience tournament play.

These tournaments are run in accordance with the Hockey New Zealand Secondary School Tournament rules and regulations listed in this document along with the following:

- [FIH Rules of Hockey](#)
- [Hockey New Zealand National Code of Conduct – Governs the judicial process at all Hockey New Zealand tournaments](#)
- [Hockey New Zealand Concussion Policy](#)
- [Hockey New Zealand Anti-Doping Policy](#)
- [Hockey New Zealand Child Safety Policy](#)
- [Hockey New Zealand Photography Policy](#)

The Tournament Director shall deal with any matters arising that are not specifically dealt with in the Rules below or in the documents above. If possible, the Tournament Director should consult with Hockey New Zealand. If it is not possible to consult with Hockey New Zealand, a committee consisting of the Tournament Director (chair), Tournament Administrator, and an appointed member will deal with the matter. Any decision reached by the committee will be final.

Contents

NATIONAL SECONDARY SCHOOL TOURNAMENTS	1
INTRODUCTION	1
A. TEAM AND PLAYER ELIGIBILITY	3
1. Team Eligibility	3
2. Entry Forms.....	3
3. Entry Fee – Admin Fee, Affiliation Fee, First Aid Fee and Turf Fees.....	3
4. Umpires.....	3
5. Composite Teams	4
6. Player Eligibility	4
7. Guest Players and Province of Origin.....	5
B. PRE TOURNAMENT ADMINISTRATION	5
8. Team Registration Form	5
9. Withdrawing From Tournament.....	6
10. Team Uniform, Colours and Shirt Numbers	6
11. Tournament Briefing.....	7
C. OPERATIONAL TOURNAMENT ADMINISTRATION	7
12. Draw	7
13. Hockey Balls	7
14. Games Per Day	7
15. Points and Pool Placements.....	7
16. Post Pool Play Offs	8
17. Final Matches (applies to ALL classification matches unless otherwise stated on the draw) ..	8
D. MATCH PLAY REGULATIONS	8
18. Players in the Tournament	8
19. Ineligible Players	9
20. Judicial Process.....	10
21. Player Safety	10
22. Game Duration.....	10
23. Interruptions to a Match.....	10
24. Admission to the Field of Play	10
25. Defaulting of a Game	11
26. Failure to Play	12
APPENDIX 1 – Shoot Out Competition.....	13-15

A. TEAM AND PLAYER ELIGIBILITY

1. Team Eligibility

- 1.1 Tier 1 & 2: The top two placed teams from each of the Tier 3 qualifying tournaments shall be promoted to the Tier 1 & 2 tournaments the following year.
- 1.2 If any promotional team of a Tier 3 tournament is ineligible for promotion or declines promotion to Tier 1 & 2 Secondary School Tournaments, then a promotion opportunity is offered to the third placed team from the same Tier 3 tournament. If the third placed team declines promotion, the place is then offered to the highest ranked team being relegated from the previous year's Tier 1 & 2 tournament i.e., it is NOT offered to a third placed team from another Tier 3 tournament.
- 1.3 If a team that has earned eligibility at the previous year's Tier 1 & 2 Secondary School Tournaments by finishing 26th or higher declines their position, then it is offered to the highest ranked team being relegated from the Tier 1 & 2 tournament.
- 1.4 Tier 3 & 4: There are no qualification requirements to enter these tournaments, however Hockey New Zealand recommends that schools enter tournaments most suitable to the teams ability.

2. Entry Forms

The Secondary School Tournament Entry Form will become available on the Hockey NZ website. Registrations will open on Monday 20th April 2026 and close on Friday 8th May. Late entries may be accepted at the discretion of Hockey New Zealand.

3. Entry Fee – Admin Fee, Affiliation Fee, First Aid Fee and Turf Fees

- 3.1 Hockey New Zealand will invoice each team for the Affiliation Fee, Admin Fee, First Aid Fee and Turf Fees once entries have closed.
- 3.2 In addition to the charges mentioned in 3.1, Tier 1 & 2 Secondary School Tournaments (Premiership) competing teams (Rankin Cup/India Shield & Federation Cup/Marie Fry Trophy) will be charged a **compulsory** umpire fee of **\$920 Excl. GST.**
- 3.3 Tier 3 & 4 Secondary School teams will be charged an umpire bond of **\$1,000 incl. GST.**

4. Umpires

- 4.1 Schools competing in Tier 1 & 2 Secondary School Tournaments (Rankin Cup/India Shield & Federation Cup/Marie Fry trophy) will not be required to source an umpire for this tournament – Hockey New Zealand will be responsible for the sourcing, accommodating and transporting of the entire official's panel.
- 4.2 Schools competing in Tier 3 & 4 tournaments, 2nd XI tournaments, and mixed tournaments (all remaining Secondary School tournaments) are required to supply an umpire at their respective tournament. All teams will be charged a **\$1,000 Incl. gst.** Umpire Bond for each team entered.
- 4.3 The Umpire Bond will be refunded to the Secondary School on the following conditions:
 - a) The Umpire has participated in officiating during the year.
 - b) The umpire is registered with their local Association.
 - c) The umpire is nominated to your respective tournament host by **1st July**
 - d) the umpire attends the tournament and officiates at a satisfactory level as judged

- by the Tournament Administrator/Tournament Director/Umpires Manager appointed to your tournament
- e) The Umpire is not associated with your team in the capacity of Coach or player. If you wish to use an umpire who is associated with your team in another capacity (ie. Manager) prior approval must be sought through Hockey New Zealand by **1st July**.
 - f) All Umpire Bond Refund invoices must be sent into Hockey New Zealand by **30th September 2026**.
 - g) Failure to send in your invoice by this date will result in the Umpire Bond being forfeited.

5. Composite Teams

- 5.1 Secondary Schools may combine and enter a composite team in National Tournament provided the combining Secondary Schools have an approved dispensation from School Sport NZ (SSNZ). For clarification around the application process please see [SSNZ Eligibility Regulations](#). Dispensation requests must be received **no later than thirty (30) working days prior to the closing date for entries** into the Sanctioned Event.
- 5.2 The composite teams application must include a list of the players, the Secondary Schools the players attend, and are signed by the Principals of the Secondary Schools involved.
- 5.3 The Eligibility Rule (Rule No. 6) applies to “composite” school teams.
- 5.4 A composite team’s name must reflect the combined Secondary Schools and must be mutually agreed upon in writing by the combining Secondary Schools and Hockey NZ.
- 5.5 The seeding of a composite team that did not participate at National Tournament last year is at the discretion of Hockey NZ.
- 5.6 A composite team may win National Tournament.
- 5.7 If a composite team no longer wishes to be combined, the Secondary Schools concerned may enter National Tournament as individual Secondary Schools. The seeding of these teams will be at the discretion of Hockey NZ.
- 5.8 Combined teams are eligible for Tier 4 tournaments only.

6. Player Eligibility

- 6.1 A player must be in Year 9-13 to attend any HNZ sanctioned school tournament. Year 7 & 8 players are not eligible for HNZ sanctioned Secondary School tournaments.
- 6.2 A player must be under the age of 19 years old as at January 1 of the year in which the tournament is played. *(A player whose 19th birthday is on or after 1 January is eligible, a player whose 19th birthday is before 1 January is ineligible).*
- 6.3 A player must be enrolled as a bona fide (Year 9 or above) student at the school of representation and studying at least 80% of a programme that is part of the timetable provided by the school of representation for at least four weeks immediately prior to the event.
- 6.4 A player must have a satisfactory attendance record at the school. The final decision will be at the principal’s discretion.

- 6.5 Teams competing in a Championship tier event must abide by the new to school quota set by School Sport NZ.
<https://www.schoolsportnz.org.nz/asset/downloadasset?id=5189c959-3c5d-4963-86e1-aa38bf0498b9>

NOTE – In addition to the 4 week requirement, any non domestic student must have been enrolled in and have commenced their attendance at the school of representation on or before the first day of the term in which the event or qualifier is held. Please refer to the School Sport Eligibility Criteria.

<https://www.schoolsportnz.org.nz/sport-1/events/eligibility-regulations-2026>

- 6.6 The signature of the Principal on the Team Reconciliation Form, dated within **one** (1) week of the commencement of the tournament, confirms that the players comply with these requirements.
- 6.7 Dispensation may be applied for in writing by the Principal and lodged with Hockey NZ **no later than 1st August** in the year in which the tournament is played.
- 6.8 To play for a Secondary School in National Secondary School Tournaments a player must be an eligible player as set out in this rule or have been granted dispensation in writing by Hockey NZ.

In addition to the player eligibility rules, a player must be financially eligible, not be part of a judicial sanction or review, or not be deemed unsuitable at the discretion of Hockey New Zealand. Hockey NZ will consult with SSNZ on dispensations when necessary.

7. Guest Players and Province of Origin

Guest Players and the Province of Origin rule does not apply to Secondary School tournaments

B. PRE TOURNAMENT ADMINISTRATION

8. Team Registration Form

- 8.1 The names of not more than **eighteen** (18) and not less than **twelve** (12) players must be registered online via the Altius Tournament Management System.
- 8.2 In order to register more than **sixteen** (16) players a team **MUST** register a minimum of **two** (2) goalkeepers in their team list handed in at the tournament briefing. Please refer to rule 18 for further clarification.
- 8.3 When a team registers their players, the goalkeepers will need to be named and identified with their own number.
- 8.4 The names of not less than **two** (2) team officials must be registered online via the Tournament Management System. (*Minimum of Coach and Manager*). **NB** - One of the team officials accompanying female teams **must** be a woman.
- 8.5 The Team Registration is to be completed online via the Tournament Management System 2 weeks before the start of the tournament. Log in details for each team will be sent out by Hockey NZ once tournament entries have closed.
- 8.6 A final copy of the Team Reconciliation Form (available from the Altius Tournament Management System) is to be given to the Tournament Director at the Tournament Briefing along with a signed cover sheet indicating all players are eligible to compete for your team and all information provided is accurate. At the Tournament Director's

discretion, an extension of this time may be offered.

- 8.7 Each school's principal's signature must be on their respective Team Reconciliation Form. No player may participate in a tournament if the Principal has not signed the Team Reconciliation Form.
- 8.8 It is not compulsory for all players to accompany the team to the tournament. However, teams shall have a minimum of eleven (11) fit players available for the first game of the tournament.
- 8.9 The signature of the principal indicates that all players have read and understand the Hockey New Zealand Anti Doping Code & Sanctions and Hockey New Zealand Code of Conduct.

9. Withdrawing From Tournament

- 9.1 Any Secondary School withdrawing a team within eight (8) weeks of the commencement date of a tournament shall forfeit their Entry Fee and First Aid Fee and will only be considered for a tournament in the following year after other teams have been placed.
- 9.2 Any withdrawal must be made in writing to Hockey NZ.
- 9.3 If any team withdraws from the National Secondary School Tier 1 & 2 Tournaments then the replacement team will be offered as per rule 1.2 and 1.3.

10. Team Uniform, Colours and Shirt Numbers

Each team must wear the colours of the School they represent (either primary or alternative) as specified on the Team Reconciliation Form except for extenuating circumstances deemed appropriate by the Tournament Director

- 10.1 All teams must have numbered shirts at tournament. *(In the range 1-99).*
- 10.2 All teams must have numbered alternative coloured shirts and alternative coloured socks at tournament in case of colour clashes. *(In the range 1-99. These must be brought to each game).*
- 10.3 Each player's number will remain the same as registered on the Team Reconciliation Form throughout the competition except for extenuating circumstances deemed appropriate by the Tournament Director.
- 10.4 The number shall appear in full figures, not less than 16 cm and not more than 20 cm in height, on the back of the player's shirt *(In the range 1-99).*
- 10.5 A spare set of players' uniform should be with each team involved in a match, including a shirt without a number, plus suitable material for numbering in an emergency. *(Replacing blood stained clothes).*
- 10.6 If in the opinion of the Tournament Director the colours of two opposing teams might lead to confusion, one of the teams must change colours. The Tournament Director will decide which team is to change colours (this may be by the toss of a coin). The Tournament Director's decision is final. If a team does not adhere to the decision, that team will be defaulted from the match concerned.
- 10.7 Goalkeepers shall wear a colour different from that of their own team and that of their opponents. *(A colour not similar to their own team or the opposition that should not be white).*

11. Tournament Briefing

Team Managers **must** attend the Tournament Briefing with the Tournament Administrator and Tournament Director. *(Team Coaches and Captains may attend).*

C. OPERATIONAL TOURNAMENT ADMINISTRATION

12. Draw

12.1 The draw shall be done by Hockey NZ from entries accepted. Once the draw is confirmed, Hockey NZ will send each participating team, Host Association, Tournament Administrator, Tournament Director and Umpires Manager a copy of the draw.

12.2 Seedings will be determined by Hockey NZ.

13. Hockey Balls

Each team are to arrive at the tournament with the correct match balls: Tier 1 & 2 – White Kookaburra Elite: Tier 3 & 4 – White Kookaburra Standard

14. Games Per Day

A maximum of **two** (2) games (per team) in any one day only be played, and that a minimum of **four** (4) hours between the finish of the first game and the starting of the second game is required, with no games starting before 8.00am

NOTE: This clause may be waived by the Tournament Director due to unforeseen delays and postponements of matches.

15. Points and Pool Placements

15.1 Points in Pool Play and Round Robin shall be awarded as follows:

- Win or Forfeit - 3 points
- Draw - 1 points
- Loss - 0 points
- Default - refer Rule No. 26.

15.2 Pool Competition

- a) In each pool, teams will be ranked according to the number of points each has accumulated in the Pool Competition.
- b) If at the end of the Pool Competition two or more teams have the same number of points for any place, then these teams will be ranked according to their respective number of matches won.
- c) Should there remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against').
- d) Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e) Should there remain equality between two or more teams, then the result(s) of the match(es) played between (only) these teams will be used to determine their ranking according to Rules 15.2 b), c) and d).
- f) Should there remain equality between two or more teams, then the ranking of these teams will be determined by a shootout competition between (only) these teams (*refer to Appendix 1 Shootout Competition*).

15.3 Round Robin Competition

- a) Teams will be ranked according to the number of points each has accumulated in the Round Robin Competition.
- b) If at the end of the Round Robin Competition two or more teams have the same number of points for any place, then these teams will be ranked according to their respective number of matches won.
- c) Should there remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against').
- d) Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e) Should there remain equality between two or more teams, then the result(s) of the match(es) played between (only) these teams will be used to determine their ranking according to Rules 15.3 b), c) and d).
- f) Should there remain equality between two or more teams, then the ranking of these teams will be determined by a shootout competition between (only) these teams (*refer to Appendix 1 Shootout Competition*).

16. **Post Pool Play Offs**

In post pool play-offs, if, after regulation time, the game is tied, a shootout competition shall take place to determine the winner as per Appendix 1.

17. **Final Matches (applies to ALL classification matches unless otherwise stated on the draw)**

If, after regulation time, the game is tied, a shootout competition shall take place to determine the winner as per Appendix 1. All games must result in a winner.

D. MATCH PLAY REGULATIONS

18. **Players in the Tournament**

18.1 For the duration of the tournament teams may only use the players registered on the Team Reconciliation Form except in the case of a significant injury and/or extenuating circumstances.

18.2 If any player named on the final Team Reconciliation Form suffers a significant injury and/or an extenuating circumstance meaning they can take no further part in the tournament, they may be replaced.

- (a) All rules relating to player eligibility mentioned in Rules 6 above apply for the replacement player.
- (b) The team manager must submit a signed Doctors Medical Certificate and/or compelling information to the Tournament Director before a replacement can be confirmed.
- (c) An Additional Player Registration Form must be completed and handed in to the Tournament Administrator before the replacement player can take the field. Forms can be obtained from the tournament director.

- 18.3 A maximum of eighteen (18) players may be used by a team in a match, of whom two (2) must be goalkeepers wearing full protective equipment.
- 18.4 If one of the goalkeepers becomes injured or is suspended during a tournament, that team can continue to use seventeen (17) players including only one (1) goalkeeper.
- 18.5 If a team chooses not to include a second goalkeeper in the 18 players, they are limited to using sixteen (16) players in a match.
- 18.6 If a player(s) has been suspended by the Tournament Director for one or more matches then, for those matches, the number of players the team concerned may use will be reduced by the number of players suspended.
- 18.7 At the North Island and South Island Mixed Tournaments, teams must field a minimum of four (4) players from each gender on the field during play at all times. In the event of the game going to a shoot out, a minimum of one (1) player from each gender must take a shootout.
- (a) During a match, should a team fail to field the minimum amount of players from each gender, the captain of the offending team will receive a green card.
- (b) In the case of a team re-offending the same rule, the captain will receive a yellow card.

19. Ineligible Players

If it is discovered that a team has a player(s) who does not comply with the rules on team and/or player eligibility, the Tournament Director, after consulting with Hockey New Zealand, will act as outlined in the following scenarios:

If the discovery happens:

- i) At the Tournament Briefing or Before the First Match is Played
The ineligible player(s) concerned shall not play for the team at the tournament unless the issue is resolved to the satisfaction of the Tournament Director.
- ii) During Pool Play or Round Robin and Before Classification Matches
All games played involving the team with the ineligible player(s) will be regarded as being defaulted. The points table shall be corrected accordingly. The team may continue to play at the tournament but the ineligible player(s) may not continue playing for the team.
- iii) During Post Pool Play and Classification Matches
All games played involving the team with the ineligible player(s) will be regarded as being defaulted. The team may continue to play at the tournament but the ineligible player(s) may not continue playing for the team. The offending team will be considered to have lost that match and any subsequent matches. At the completion of the tournament the offending team will be placed last and the final placings adjusted accordingly.

20. Judicial Process

Please refer to the Hockey New Zealand Code of Conduct for the judicial procedure at all Hockey New Zealand tournaments including the appeal process.

21. Player Safety

Hockey New Zealand highly recommend the use of safety equipment such as face masks, mouthguards and shinpads.

22. Game Duration

At all Secondary School tournaments:

- Matches consist of 4 periods of 15 minutes.
- At the end of the first and third period there shall be an interval of 2 minutes. During this interval, teams are not permitted to leave the field of play.
- Play is resumed by a centre pass. For the second period this is taken by the team that started the first period. For the fourth period the centre pass is taken by the team that started the third period.
- At the end of the second period there shall be an interval of 5 minutes. During this interval teams may leave the field of play. Play is resumed by a centre pass which is taken by the team that did not take the centre pass for the first period.
- There will be no stoppage of time for penalty corners or goals.

23. Interruptions to a Match

23.1 If the Tournament Director, Technical Officer on duty or umpires decide to interrupt a match (e.g., because of weather conditions) that match should be resumed as soon as possible (not necessarily on the same field of play or on the same day) under the conditions following.

23.2 The match must be completed up to the agreed regulation full time (*refer Rule 22 Game Duration*).

1. The score on the resumption will be that at the time the interruption took place.
2. There shall be no substitution of players during the interruption to the match.

If a match(es) cannot be rescheduled, then the Tournament Director shall determine what course of action is appropriate.

24. Admission to the Field of Play

24.1 A maximum of eleven (11) players from each team, and the umpires, may be on the field of play during a match.

24.2 The substitute players registered on the Match Sheet up to a maximum of seven (7) persons should remain in the team dugout during regulation time, including time stoppages, unless the Tournament Director, Match Director/Technical Officer on duty, or umpires direct otherwise, or when following substitution procedures or providing medical assistance.

24.3 A maximum of 4 (four) team management staff can be in the dugout during the course of a match (regulation time including stoppages).

1. These are – **1 x coach, 1 x manager, 1 x physiotherapist (optional) 1 x Extra Team Management Staff (to be agreed with Tournament Director).**
2. Those placed in these positions must be genuine.

3. The Tournament Director and Match Director/Technical Officer reserve the right to remove any persons from the dugout they feel should not be there.
- 24.4 In the case of an injury to a player or a player becoming incapacitated, the registered team medical doctor and/or physiotherapist, or, if a team does not have such registered officials, the on-duty medic and/or designated team manager, may enter the field of play to assist and remove the player concerned from the field of play as soon as it is safe to do so. The umpire may also authorise, if necessary, the stretcher bearers to enter the field of play. Time is stopped for serious injury and there shall be no injury attendance on the field of play.
- 24.5 If any person from the team bench and / or the on-duty medic enters the field of play and attends to a player, that player must leave the field of play and return to the team bench area for a minimum of two minutes. The two minute period will be managed by the technical officials on duty, in the absence of a TO, the team manager will record this time. The player required to leave the field may be substituted
- 24.6 The team coach, unless (s)he is a registered player on the Team Registration Form, may not enter the field of play during regulation time, including stoppages.

25. Defaulting of a Game

- 25.1 A default can be accepted on medical advice, or other extenuating circumstances, when a team is unable to field seven (7) fit players the points for the match will be:
- the defaulting team 0 points.
the opposing team 3 points.
- The score recorded shall be 3 - 0 in favour of the opposing team.
- 25.2 If at any time during the match the number of players on the field of play for a team is less than seven (7), this team shall be deemed to have defaulted the match. The points for the match will be:
- the defaulting team 0 points.
the opposing team 3 points.
- If, at the time a team defaults, the goal difference is more than +3 in favour of the opposing team then that score will stand, otherwise the score will be 3-0 in favour of the opposing team. *(If 5 players from a team are suspended the match is lost).*
- 25.3 A team (that is a minimum of seven (7) fit players) that has not appeared on the field of play at the official match start time shall be deemed to have defaulted the match. If a team is late due to extenuating circumstances, deemed appropriate by the Tournament Director, the match may be rescheduled. Unless rescheduled the points for the match shall be:
- the defaulting team 0 points.
the opposing team 3 points.
- The score recorded shall be 3 - 0 in favour of the opposing team
- 25.4 If the match is rescheduled, the match must be completed to the agreed regulation full time
- refer Rule No. 25.

NB A team that defaults a match under Rule 25 may continue to play in the competition.

26. Failure to Play

25.5 During The Round Robin Matches

- a) A team refusing to play or to complete a match shall be deemed to have withdrawn from the tournament, unless the refusal to play can be justified to the satisfaction of the Tournament Director.
- b) When a team is deemed to have withdrawn from the tournament, all the matches it has played or is scheduled to play will be deemed to have been defaulted. The points tables shall be corrected accordingly.

25.6 During The Classification Matches (Final Placing Matches).

A team refusing to play or to complete a match shall be deemed to have withdrawn from the tournament and will lose the match in question.

NB A team that is deemed to have withdrawn under Rule 26 may not continue to play in the competition.

APPENDIX 1 – SHOOTOUT COMPETITION

- a) Respective team managers nominate five players to take, and one player to defend, the shootouts from those on the team registration form except as excluded below. A player nominated to defend the shootouts can also be nominated to take a shootout. No substitutions/replacements are permitted during the shootout competition, other than as specified below.
- b) A player who is suspended by the Tournament Director at the time the shootout competition takes place, or has been excluded permanently (red card) during the match which leads to the shootout competition, cannot take part in that shootout competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shootout competition even if the period of their suspension has not been completed at the end of the match.
- c) The Tournament Director will specify in advance the goal to be used.
- d) The Tournament Director will specify in advance of any possible shootout competition the method of timing taking account of the facilities available and the need to control time accurately.
- e) A coin is tossed; the team that wins the toss has the choice to take or defend the first shootout.
- 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 shootout competition, are permitted to enter the field of play outside the 23m area used for the shootout but must be at least 10m from the spot where the ball is placed at the start of the shootout.
- g) The goalkeeper/defending player of the team taking a shootout shall wait on the back-line outside the circle.
- h) A player taking or defending a shootout may enter the 23m area for that purpose.
- i) If a player taking a shootout is also defending the shootouts taken by opponents, (s)he is allowed reasonable time to take off his/her protective equipment to take his/her shootout and subsequently to put his/her protective equipment on again.
- j) Five players from each team take a shootout alternately against the goalkeeper/defending player of the other team making a total of 10 shootouts.
- k) Taking a shootout:
 - (i) the goalkeeper/defending player starts on or behind the goal-line between the goal posts.
 - (ii) the ball is placed on the nearest 23m line opposite the centre of the goal.
 - (iii) an attacker stands outside the 23m area near the ball.
 - (iv) the umpire blows the whistle to signal the start of the shootout; the attacker and the goalkeeper/defending player may then move in any direction.
 - (v) the shootout is completed when:
 - 8 seconds has elapsed since the starting signal, or
 - a goal is scored, or
 - the attacker commits an offence, or
 - the goalkeeper/defending player commits an unintentional offence inside or outside the circle in which case the shootout is re-taken by the same player against the same goalkeeper/defending player, or
 - the goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken, or
 - 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.

- l) If a penalty stroke is awarded as specified above, it is able to be taken by anyone on the match sheet who has not been suspended.
- m) A player may be suspended by a yellow or red card but not by a green card during the shootout competition.
- n) If during a shootout competition (including during any penalty stroke which is awarded) a player (either an attacker or a goalkeeper/defending player) is suspended:
 - (i) that player takes no further part in that shootout competition and, unless a goalkeeper/defending player, cannot be replaced.
 - (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 shootout 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 shootout, this player is allowed reasonable time to take off his/her protective equipment to take his/her shootout and subsequently to put it on again.
 - (iii) any shootout (or penalty stroke) due to be taken by a suspended player counts as no goal; the shootouts taken by this player and scored before being suspended count as a goal.
- o) If during a shootout competition, a defending goalkeeper/defending player is incapacitated;
 - (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 shootout competition (*in this situation, clause n) ii) applies*).
 - (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 shootout, this player is allowed reasonable time to take off his protective equipment to take his shootout and subsequently to put it on again.
- p) If during a shootout 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 in Clause b of this Appendix or unless suspended by an umpire during the shootout competition.

Shootout between two teams

- q) During a shootout between (only) two teams, if an equal number of goals are scored after each team has taken five shootouts;
 - (i) a second series of five 'sudden death' shootouts is taken with the same players, subject to the conditions specified in this Appendix.
 - (ii) the sequence in which the attackers take the shootouts need not be the same as in the first series.
 - (iii) the team whose player took the first penalty shootout in a series defends the first penalty shootout of the next series.
 - (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 shootouts, not necessarily being all five shootouts, that team is the winner (viz., 'sudden death').

- r) If an equal number of goals are scored or awarded after a second series of five shootouts, additional series of shootouts are taken with the same players subject to the conditions specified in this Appendix:
 - (i) the sequence in which the attackers take the shootouts need not be the same in any subsequent series.
 - (ii) the team which starts each shootout series alternates for each series.

Shootout between three or more teams

- s) During a shootout between three (or more) teams;
 - (i) A round of shootouts is played between each of the teams.
 - (ii) Teams will play in the order determined by the Tournament Director
 - (iii) Rule j) of this Appendix will apply to each shootout (viz., five players from each team will take a shootout, making a total of ten shootouts). *NB. Rules q) and r) of this Appendix will **not** apply (viz., no shootout will go to 'sudden death').*
 - (iv) a ranking will then be established based upon the results of the round of shootouts only
 - (v) In each shootout points will be awarded
 - three** (3) points to the team having scored or been awarded the highest number of goals, **one** (1) point to each team having scored or been awarded an equal number of goals and
 - zero** (0) points to the team having scored or been awarded the lowest number of goals.
 - (vi) After each team has played a shootout against every other team, a ranking will be established based upon the total number of points awarded during the round of shootouts.
 - (vii) If equality remains between any two or more teams, then the teams having an equal number of points shall be ranked according to Rules 16.2 b), c) and d) (refer to Points Pool Competition) **applied to goals recorded during the shootout competition.**
 - (viii) If equality remains
 - (a) between two teams, then procedure in q) and r) above shall be used to rank the teams.
 - (b) between three (or more) teams, then procedure s) above shall be repeated until a ranking is determined.