

Rules for Welsh Colleges & Public Schools League

2005 - 2006

1. Players:

1.1 A College / School must forward a list of its registered players to the following people:

Jen Barton (**League Coordinator**)

Anwen Owen (**Welsh Hockey Union Office**)

This must be done at least 7 days before the first league fixture.

1.2 Players must be

Female, and Under 19 years of age at midnight 31st August 2005 for the Welsh Colleges & Public Schools League.

1.3 All Colleges and Public Schools must be current registered members of the Welsh Hockey Union Limited. Colleges must complete the appropriate form and return it together with payment of £15 direct to the Welsh Hockey Union Office, at least 7 days before the match date.

2. POINTS

2.1. Will be awarded for match results as follows:-

3 points	Win
1 point	Draw
0 points	Lose

0 points Void (with the awarding of 3 points and a 5-0 score line in accordance with 3.4 below)

2.2. Should 2 or more teams tie at the end of the season, goal difference, goals for, and then the result between the two teams will be used.

3. MATCHES

3.1. Must be played within the stated time frame.

3.2. Match lengths will be:

League: 2 x 30 minutes (5 mins for ½ time)

3.3. May not be postponed except where Rule 6.2 applies relating to injury.

3.4. If a team cancels a match their opponents will be awarded 3 points. The non-offending team will be awarded a 5-0 victory.

3.5. Will be classed as void if:

a) Both teams mutually agree to cancel a fixture and it is not replayed within the specified time frame. No points will be awarded to either team.

b) One team cancels the original fixture, with the match re-arranged to the satisfaction of both teams within the specified time zone, either team will forfeit the match if it cancels the re-arranged fixture and the game is not played within the specified time frame.

4. TEAMS

- 4.1. Should be on the sideline ready to play 5 minutes before the start of their match.
- 4.2. The away team must submit an Official Team Sheet/Result Sheet to the Home College / School before their match, which details the names of all players including substitutes, the name of the Captain and the name of their umpire.
- 4.3. Once the match has been played it is the responsibility of the home team to ensure both captains and umpires sign the official team/result sheet, indicating the final result. This must include the names of all players (including substitutes).
- 4.4. The home team must communicate the result via email Jen Barton (League Coordinator) within two days of the playing date. The home team must send the team/result sheet so that it arrives to Jen Barton within seven days of the playing date.
- 4.5. Provided 8 members (including a GK) of any one team plus their umpire is on the pitch, the game will be played.
- 4.5. Where a team or their umpire are not ready to play 20 minutes after the advertised start time, the umpire, in liaison with the non -offending college, can abandon the game. The non-offending team will be awarded 3 points and a 5-0 victory.
- 4.6. Coaches and Captains are responsible for their team's behaviour, style of play, dress code etc.

5. DRESS

- 5.1. Each team must be dressed in the same colours, except for the GK who must wear a shirt which is a different colour to that of their team, the opposing team and officials. If both teams wear the same colour playing kit the onus is upon the home team to change.
- 5.2. Players will not be allowed to play in tracksuits, parts of tracksuits or cycling shorts, except where there are medical or religious grounds, in which case a letter of notification for a request for a player to be allowed to wear track suit top/ bottoms is lodged with Jen Barton (League Coordinator) prior to the player taking the pitch.
- 5.3. No chewing of gum, drinking of alcohol, or jewellery should be allowed. Failure to abide with this rule will involve the player being removed from the pitch.

6. INJURIES

- 6.1. Extra time will not be allowed for injury although reasonable time will be given by umpires for any players injured during the course of a match.
- 6.2. Where a considerable amount of time is lost due to an injured player not being able to be moved, the following will apply:
 - a) The match will be abandoned and may be played at another time within the specified playing dates if less than 60 minutes have been played.
 - b) The match will be abandoned and may be played at another time outside the dates, if less than 60 minutes have been played. This is at the discretion of Jen Barton (League Coordinator).
 - c) The score line will stand at the point of injury if more than 60 minutes have been played.

7. BLOOD POLICY

- 7.1 Players must be immediately removed from the playing area if a blood injury occurs.
- 7.2 To stop play the umpire shall blow the whistle and the time shall continue to run. Normal injury time and procedures shall apply as above.
- 7.3. Before the game can re-commence –
 - 7.3.1 The wound must be adequately covered
 - 7.3.2. Blood stained clothing shall be removed or cleaned
 - 7.3.3 Equipment and the pitch shall be cleaned if necessary

8. UMPIRES

- 8.1. Are responsible for enforcing the Rules of the Game.
- 8.2. The recommendation is that Umpires for the teams must not be the coach (however, this is only a recommendation) and it is advised umpires should have the following qualifications:-

Level 1 Award and above

- 8.3. Each team must have a nominated umpire for their competition. Failure to provide an appropriately qualified umpire will result in the match being abandoned and the non-offending team awarded the full match points.
- 8.4. All teams are responsible for providing an umpire for their own matches.
- 8.5. Late umpires will not in normal circumstances be allowed to "take over" from an umpire who has already started the game. However, if an umpire becomes injured then a replacement umpire can take over. Where extenuating circumstances exist and provided the Duty Officers, the teams involved and the other umpires all agree, a late umpire may "take over" at the half time break.
- 8.6 Umpires/coaches are responsible for confirming the results of a match.

9. RESULTS

- 9.1 Failure of the home team to communicate the result via email to Jen Barton (League Coordinator) within two days of the playing date or send the team/result sheet so that it arrives to Jen Barton within seven days of the playing date will automatically result in 1 point being deducted from the team's points to date.

10. BREACH OF THE RULES

- 10.1. Any breach of the rules should be brought to the attention of Jen Barton (League Coordinator) immediately thereby enabling them to take appropriate action.
- 10.2 If further action is required the issue must be raised with Debbie Austin (National Development Manager). The decision of Debbie Austin shall be considered final.