



**TOURNAMENT REGULATIONS
OUTDOOR COMPETITIONS**

July 2009

**FEDERATION INTERNATIONALE DE HOCKEY
INTERNATIONAL HOCKEY FEDERATION**

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1. RULES OF THE COMPETITION

- 1.1 The tournament shall be conducted in accordance with the Rules of Hockey in force on the first playing day of the tournament except as varied by Appendix 5 to these Regulations and with the Tournament Regulations of the International Hockey Federation ('FIH').
- 1.2 The Tournament Regulations will be sent by the FIH to the host country's National Association. A copy of the Regulations must be communicated by the Organising Committee to all participating countries in due time prior to the start of the tournament, and more copies must be made available during the pre-tournament briefing meetings.
- 1.3 If an Under 21 junior competition a junior shall be defined as a player who is under 21 years of age on the 31 December of the year preceding the tournament.
- 1.4 If an Under 18 junior competition a junior shall be defined as a player who is under 18 years of age on the 31 December of the year preceding the tournament.
- 1.5 The FIH Code of Conduct, established to create awareness of and accountability for the promotion of the game of hockey amongst the participants of the tournament will apply.
- 1.6 The FIH Image Rights Policy, established to allow the FIH to use images taken at its world level events for non-commercial purposes only, will apply at all FIH world level events (i.e. World Cup, Indoor World Cup, World Cup Qualifier, Champions Trophy, Champions Challenge I, Champions Challenge II, Olympic Qualifier and Junior World Cup).

2. TOURNAMENT OFFICIALS

- 2.1 The President and/or the Hon. Secretary General of the FIH (or, in their absence, one or more officials formally designated by the FIH), shall be the FIH Representative(s) during the tournament.

If the FIH Representative is not the President or Hon. Secretary General and any doubt arises at any time during a tournament as to his authority or any other matter affecting his duties, he must immediately contact the President or Hon. Secretary General for guidance and instructions.
- 2.2 A Tournament Director (TD) shall be appointed by the FIH. The Tournament Director has the full power and authority of the FIH in relation to all matters concerning the conduct of the tournament in accordance with these regulations.
- 2.3 The Tournament Director shall:
 - (a) Appoint the match umpires, video umpire (if applicable), technical officers and judges for each match from amongst those previously selected or approved by the FIH to officiate in the tournament provided that:
 - (i) Match umpires may not be appointed to a match in which their country is playing. Whenever possible, the same principle will apply to any official on duty for such a match.
 - (ii) Video umpires may not be appointed to a match in which their country is playing.
 - (iii) A team official of a participating team is not permitted to be a technical official of the tournament.
 - (b) Ensure that all participants abide by the FIH Code of Conduct (Appendix 7)

- (c) Have authority to suspend for one or more matches, players, team officials and other officials who, in the opinion of the Tournament Director, are guilty of misconduct before, during or after a match wherever that misconduct occurred. Such suspended persons may not enter the field of play, or the technical facility areas (including the team bench, coach's box and video tower) surrounding the same during the match(es) of suspension until the match(es) is/are finished.
- (d) In deciding on the length of any suspension the Tournament Director is not limited to the remaining matches in the tournament but may impose a suspension that has effect for matches beyond the conclusion of the tournament.

Note: This Regulation should be read in conjunction with 'FIH Code of Conduct – Guidelines of Offences and Penalties' (Appendix 7) and 'FIH Code of Conduct – Guidelines to TDs on Process for Hearing and Determining any Reported Offences' (Appendix 8)

- 2.4 With the consent of the FIH Representative, the Tournament Director may delegate the exercise of his powers and authorities, in whole or in part and for such duration as the TD deems necessary, to a Technical Officer. In the absence of the FIH Representative, such power of delegation may only be exercised with the consent of an FIH Office Bearer.
- 2.5
 - (a) Any player or official who is suspended by the Tournament Director under Regulation 2.3(c) may appeal against the suspension to the Appeal Jury.
 - (b) In the case of an appeal under Regulation 2.5(a), the provisions of Regulation 16 apply save and except that in respect of suspensions for matches beyond the conclusion of the Tournament, any player or official aggrieved by the decision of the Appeal Jury may, notwithstanding the provisions of Regulation 16.5, lodge a further appeal to the Judicial Commission.
 - (c) Pending the hearing of an appeal by the Judicial Commission, any suspension imposed by the Tournament Director as confirmed by the Appeal Jury stands and the player or official remains suspended and ineligible to participate in the Tournament pending the decision of the Judicial Commission.
 - (d) In the case of an appeal to the Judicial Commission under Regulation 2.5(b), the provisions of Articles 18 and 20 of the Statutes apply.
 - (e) The decision of the Judicial Commission shall be final and binding and no appeal may be made to the Court of Arbitration for Sport.

3. **TEAM ENTRY**

- 3.1 A maximum of 18 (eighteen) players per team may be entered by each country.
- 3.2 The official Team Entry Form must be forwarded by all participating countries to both the FIH and the Organising Committee not later than 14 days before the start of the tournament.
- 3.3 The Team Entry Form must include:
 - the names of up to 18 players wishing to take part in the tournament identified by their respective playing shirts numbered from 1-32;
 - the name of the team manager, not being the team coach, assistant team coach or team medical doctor;

- the name of a stand-in team manager not being the team coach, assistant team coach or medical doctor, who will take over the duties and responsibilities of the team manager if the latter is incapacitated or suspended;
 - the name(s) of the team coach, assistant team coach, team physiotherapist and team medical doctor, if present and wishing to be authorized to sit on the team bench;
 - details as to primary and alternate colours of field players clothing (the primary set must comprise of at least 80% single colour per piece and the alternate set must consist of a colour(s) completely different from the dominant one(s) in the primary set for shirt, shorts/skirt and socks); and
 - details as to primary and alternate colours of goalkeeper's shirts which must consist of colours completely different from the primary and alternate colours of the field players shirts / blouses.
- 3.4 In the event that the Tournament is played at the same time as another Tournament at the same venue the team manager named in the Team Entry Form must be a different team manager to the one named in the Team Entry Form for that other Tournament.
- 3.5 The Organising Committee must hand a copy of all entry forms to the Tournament Director upon arrival at the venue.
- 3.6 Notification in writing of any amendment to entry forms must be delivered by the team managers to the Tournament Director not later than 24 hours prior to the first match of the tournament or at the pre-tournament briefing meeting, whichever is the later. No further amendments will be accepted after the deadline concerned.
- 3.7 In the case of withdrawal of one or more teams the participation of reserve teams is:
- to be approved by the FIH in the case of an invitation tournament
 - the prerogative of the FIH in any other case.

The host country, the participating countries and the media will be notified accordingly prior to the tournament commencing.

4. PRE-TOURNAMENT BRIEFING MEETING WITH THE TOURNAMENT DIRECTOR

- 4.1 Team managers must attend the meeting.
- 4.2 Team managers must bring to the meeting samples of the clothing of their field players and goalkeepers (primary and alternate colours) and all playing equipment for approval prior to the commencement of an event. This includes goalkeepers' headgear, hand protectors, leg guards and kickers together with any protective equipment such as face masks and hand protectors worn by field players.
- 4.3 The Tournament Director, at his absolute discretion, shall advise the team managers of the clothing of their field players and goalkeepers for each game.
- 4.4 The passports of the players must be produced at the meeting by the team managers and/or, if required, by the individuals themselves at another time and place to be agreed upon, for proof of identity, nationality and, if a junior tournament, age.
- 4.5 The 'Acknowledgement and Agreement Form' required by the FIH Code of Conduct, FIH Anti-Doping Regulations and FIH Image Rights Policy must be signed by each individual participant (i.e. all team members and officials, including players, managers, coaches, medical and para-medical staff and all FIH tournament officials) and submitted to the Tournament Director before the end of the meeting.

5. COMPOSITION OF A TEAM

- 5.1 At a time and place to be agreed upon with the Tournament Director during the pre-tournament briefing meeting, each team manager must before every match complete the appropriate form nominating from the players and support staff whose names appear on the Team Entry Form, excluding any player who has been suspended from playing in the match by the Tournament Director (Regulation 2.3 (c)):
- the eleven players who will be on the field of play at the commencement of the match
 - up to five players who are to start on the team bench (unless one or more players have been suspended for that game in which case the number of players is reduced accordingly).
 - the captain and goalkeeper(s) for the match
 - team manager
 - coach or assistant coach (but not both)
 - physiotherapist (if any)
 - medical doctor (if any)
- 5.2 The remaining players and support staff, with the exception of suspended players, if any, may warm-up and practice with their team up to 10 minutes prior to the scheduled start time of the match. The team manager shall be responsible to ensure that these players and support staff then go and remain outside the technical facility areas surrounding the field of play until the match is finished.
- 5.3 A nominated player who becomes incapacitated during warm-up or practice may be replaced by a player whose name appears on the Team Entry Form up to 10 minutes prior to the scheduled starting time of the match. The team manager must notify the Technical Officer on duty accordingly, who will inform the team manager of the opposing team and the media.
- 5.4 Each team must have a captain, on the field of play or on the team bench during a match.

6. TEAM CLOTHING/EQUIPMENT AND COLOURS

- 6.1 Each team must wear the colours of its country as directed by the Tournament Director (Regulation 4.3).
- 6.2 Any additional items of clothing worn by a player during a match must be of the same colour specified for the adjoining piece of clothing.
- 6.3 For clear vision of the ball the following rules apply:
- Players must not wear white socks.
 - Shoes must be predominantly dark in colour, but not green. Shoes containing white manufacturer's logos, white lace-hole trims and/or white bottom and sides of the soles will be permitted.
 - Goalkeepers must wear a shirt of a colour different from that of their own team and that of their opponents. The shirt may not be white. Leg guards, kickers and hand protectors may not be white.
 - The stick, including tape added to it, may not be coloured white or green over the lowest 100 mm, as measured from the lowest part of the stick.
- 6.4 Each field player's number must remain the same throughout the competition. This number must appear in filled (not outlined) distinctive figure(s) and be:

- not less than 16 cm and not more than 20 cm in height, on the back of the player's shirt
 - not less than 7 cm and not more than 9 cm in height, on the front of the player's shorts/skirt at left thigh level.
- 6.5 Each goalkeeper's number must remain the same throughout the competition. This number must appear in filled (not outlined) distinctive figure(s) and be:
- not less than 16 cm and not more than 20 cm in height, on the back of the goalkeeper's shirt
 - not less than 7 cm and not more than 20 cm in height, on the front of the goalkeeper's shirt.
- 6.6 The display of the name of the player is compulsory in the Olympic Games and any FIH World Level Event (i.e. World Cup, Indoor World Cup, World Cup Qualifier, Champions Trophy, Champions Challenge I, Champions Challenge II, Olympic Qualifier and Junior World Cup). The name must appear in filled distinctive (not outlined) letters of minimum 6 cm and maximum 10 cm in height on the back of each player's shirt, positioned above the player's number so that the number remains clearly visible.
- 6.7 Two spare sets of players clothing should be with each team involved in a match, including a shirt, skirt / shorts without number, plus suitable material for numbering in an emergency.
- 6.8 All players must be uniformly and neatly dressed at all times during a match.
- 6.9 In relation to playing equipment worn by field players they must:
- wear shin guards, worn inside the socks and below the knee, at all times during a match;
 - wear any body protection (including leg protection) underneath / inside normal playing clothing;
 - in relation to any requirement in the Rules of Hockey related to 'medical reasons' provide the Tournament Director with a medical certificate setting out nature of equipment to be worn and medical reasons to justify it and obtain the written approval of the Tournament Director prior to wearing of equipment .
- 6.10 No advertisement may appear on any item of clothing or equipment used by any player, umpire or official except as may be permitted by these Regulations (refer to Appendix V).
- Manufacturer identification(s) on a particular item of clothing worn by players or equipment used by players whilst playing may be permitted by the FIH in accordance with these Regulations (refer to Appendix V).
- 6.11 No player on the field of play will use or be equipped with any device to receive communication.

7. DURATION OF MATCHES

- 7.1 A match shall consist of a regulation time of two periods of 35 minutes each, separated by an interval of 10 minutes. The score at the end of the regulation time will be registered by the FIH as the result of the match.

7.2 Extra-Time:

- To establish an outright winner of a classification match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw.
- After a 5-minute rest the umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. The extension of time will consist of two periods of 7½ minutes each in between which teams must change ends, without a rest period.
- The extra-time shall cease, however, once a team has scored or been awarded a goal. That team will be the winner of the match.
- If the score is still equal at the end of the extra-time, a penalty stroke competition will be played to establish the winner of the match.
- The Rules of Hockey will apply to extra time.

8. **INTERCHANGE (SUBSTITUTION) OF PLAYERS**

Note: This Regulation should be read in conjunction with 'Guidelines for Goalkeeping Privileges and Substitution' (Appendix 10)

- 8.1 The interchange player(s) will be chosen from amongst the players nominated for that match.
- 8.2 (a) Any player entering the field of play as an interchange, must display a board bearing the number of the player to come off.
- The interchange will be carried out under the supervision of a technical official on duty.
- (b) After leaving the pitch having been interchanged, a player must immediately go to the team bench.
- (c) The team manager of the players concerned is responsible for the proper application of the procedure.

9. **ADMISSION TO THE FIELD OF PLAY**

- 9.1 The team coach or assistant team coach may not enter the field of play at any time under any circumstances with the exception of a penalty stroke competition.
- 9.2 The team manager, team coach or assistant team coach (but not both), the physiotherapist and substitute players nominated for that match, up to a maximum of eight persons, plus the team medical doctor, if registered, must remain seated on the team bench during regulation time, including time stoppages, unless the Technical Officer on duty or umpire(s) direct otherwise or when following the interchange procedures. The team manager, who is responsible for the conduct of all persons occupying the bench, must be present on the bench during the match and occupy the seat nearest to the technical officials' table.
- 9.3 Vocal communication by team officials and/or players on the team bench must not in any way be directed at the technical officials seated at the table, the umpires and/or the players of the opposing team. The Technical Officer on duty, after warning a team manager of acts of misconduct by a person or persons on that team bench is empowered, should misconduct continue, to order that person or persons involved to go and stay in the team changing room for the remainder of the match. Further disciplinary action may be taken by the Tournament Director after the match, depending upon the circumstances.

- 9.4 No incapacity treatment will be permitted on the field of play except for goalkeepers as provided below.
- (a) If a player becomes incapacitated on the field of play, one of the umpires may stop the match and assess whether or not the player requires attention.
 - (b)
 - (i) In the case of an injury to a field player, the umpire may authorise the registered team medical doctor and/or physiotherapist, or, if a team does not have such registered officials, the on-duty tournament doctor and/or team manager, to 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.
 - (ii) In the case of an injury to a goalkeeper, the umpire may authorise the registered team medical doctor and/or physiotherapist, or, if a team does not have such registered officials, the on-duty doctor and/or team manager, to enter the field of play – with material for treatment – to assess and as appropriate provide brief treatment or remove the goalkeeper 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.
 - (c) If any person from the team bench and/or the on-duty tournament doctor enters the field of play to attend to a player other than a goalkeeper, 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. The player required to leave the field may be interchanged, subject to the provisions of the Rules of Hockey.
- 9.5 If blood staining to the field of play occurs then immediate cleaning must take place by using a *Non-Acid Disinfectant Surface Cleaner* which is effective against antibiotic-resistant bacteria or, if such a material is not available, an 80% alcohol solution. During this operation there must be a time stoppage of play.
- 9.6 No liquid or other refreshment may be consumed on the field of play. Any player wishing to take refreshment during a match, including during time stoppages, must leave the field of play and is permitted to re-enter as specified in the Rules of Hockey. A goalkeeper may leave and re-enter the field of play only adjacent to the goal.
- 9.7 Team officials and players may leave the technical facility area surrounding the field of play during half time only with prior permission of the Technical Officer on duty but, in doing so players must leave their sticks and goalkeepers their sticks, hand protectors and headgear at or near the team bench and must return not less than two minutes before the match is due to be restarted.

10. TIME-KEEPING

- 10.1 Time-keeping will be controlled by the technical officials on duty whose responsibility it will be to signal the end of the periods of regulation time and, if necessary, extra time, at half time and full time. However, in the case of an extension of any period of regulation time to permit the completion of a penalty corner, the umpires will signal the end of that period.
- 10.2 The umpires must blow a whistle to start or re-start the match; they must also signal to the technical officials on duty every stoppage they may order and the subsequent re-start.

11. INTERRUPTIONS OF A MATCH

If a match is interrupted by the umpires (e.g. because of weather or field of play conditions) or the technical table officials because of thunderstorm with lightning, this match must be resumed as soon as possible (not necessarily on the same field of play or on the same day), under the following conditions :

- 11.1 The match must be completed up to the regulation full time (see Regulation 7.1) or the completion of extra time as the case may be (see Regulation 7.2), the score on the resumption being that at the time the interruption took place.
- 11.2 On resumption, Regulation 8 relating to the interchange (substitution) of players shall apply as though there had been no interruption to the match.

12. DISQUALIFICATION / FAILURE TO PLAY

12.1 During the pool matches:

- (a) A team either disqualified or refusing to play or to complete a match shall be deemed to have withdrawn from the tournament.
- (b) If a team so withdraws from the tournament, any matches it has played until then, as well as all the matches it has still to play, will be recorded as a 5-0 loss and that team shall be ranked last in the pool (and in the tournament). The pool points table will be corrected accordingly.
- (c) No goals will be awarded to any player in all matches played or to be played by the team that has been disqualified or has failed to play.

12.2 During the classification matches:

- (a) A team either disqualified or refusing to play or to complete a match will be deemed to have withdrawn from the tournament at that stage and to have lost the match in question.
- (b) The team will be ranked last in the tournament and will not receive, or will not be allowed to keep any medals and trophies to which it was entitled or which it had already received.
- (c) All teams ranked below the team at the time of the withdrawal will be advanced by one place in the final ranking. Where appropriate after such revision of the ranking, the next highest ranked team(s) at the time of the withdrawal will be awarded any medals and trophies as appropriate.
- (d) No goals will be awarded to any player in all matches played or to be played by the team that has been disqualified or has failed to play.

13. VIDEO UMPIRE

13.1 Power to refer decisions to the video umpire:

- (a) The match umpires are the only persons who can refer decisions to the Video Umpire.
- (b) Referrals cannot be made as a result of protests, queries or pressure from players, team managers or coaches on any decision. Teams (and their captains) will be held responsible for any violation or abuse of the Video Umpire protocols.
- (c) No one, including the Video Umpire or technical officials at the technical table, can stop the match to request a referral.

- 13.2 The match umpires may refer decisions to the Video Umpire when they are not convinced that they have taken, or are able to take, the correct decision relating to the awarding or disallowing of goals.

Referrals shall only relate to whether or not a goal has been legally scored.

- 13.3 The match umpires shall therefore be entitled to request the Video Umpire to assist in making decisions (related to whether or not a goal has been legally scored) which will include, but are not restricted to:

- (a) Whether the ball crossed the goal line (within the area bounded by the goal posts and crossbar).
- (b) Whether the ball was legally played or touched inside the circle by the stick of an attacker before the ball crossed the goal line.
- (c) Whether the ball travelled outside the circle before it entered the goal during the taking of a penalty corner
- (d) Whether a breach of the rules has been observed within the attacking 23 metre area in the play leading to the awarding or disallowing of a goal. It is then for the umpire to take any breach into account in reaching his decision

- 13.4 The Video Umpire shall call for as many replays from any camera angle as necessary to reach a decision.

The Video Umpire will provide his advice and recommendation ('Goal' or 'No Goal' or 'No decision possible'; plus advice on any observed breach of the rules) within the shortest time frame possible. If a breach of the rules is observed and advised to the match umpire, it is then for the match umpire to take into account the breach in reaching his final decision.

- 13.5 The final decision still remains with the match umpire and not the video umpire.

- 13.6 All other decisions shall remain with the match umpires.

14. PROTESTS

- 14.1 If a team wishes to lodge a protest at the end of a match or at the end of a penalty stroke competition then the team manager must:

- (a) Declare the intention to do so immediately under the signature when signing the match or penalty stroke competition report, and
- (b) Reduce to writing the grounds of the protest and must hand that document to the Technical Officer on duty within 15 (fifteen) minutes of the completion of the match or of the penalty stroke competition, and
- (c) Deposit five hundred Euros (€500) (or equivalent in freely convertible currency) with the same Technical Officer within thirty (30) minutes of the completion of the match or of the penalty stroke competition. Failure to comply with any part of this regulation will result in the dismissal of the protest.

- 14.2 The deposit will be forfeited to the FIH unless the protest is allowed, in the absence of a decision of the FIH Executive Board.

- 14.3 The Tournament Director must make a decision in writing and publish it at the latest two hours after the end of the match or of the penalty stroke competition in question. It is the obligation of the Team Manager to make arrangements with the Tournament Director to be available so that the Tournament Director can give his decision to the Team Manager.

- 14.4 Notwithstanding any of the other provisions of this Regulation, no protest may be made to or considered by the Tournament Director from a decision of an umpire or video umpire during a match.

15. APPEAL JURY

- 15.1 At FIH world level tournaments (World Cup, Indoor World Cup, World Cup Qualifier, Champions Trophy, Champions Challenge I, Champions Challenge II, Olympic Games Qualifier and Junior World Cup)
- (i) the Office Bearers shall appoint an Appeal Jury; but
 - (ii) may delegate the authority to appoint an Appeal Jury to the FIH Representative.
- 15.2 At Continental Federation tournaments which are qualifying tournaments for the Olympic Games, World Cup, Indoor World Cup and Junior World Cup an appeal jury shall be appointed by the Continental Federation and advised to the FIH.
- 15.3 The Appeal Jury for a particular hearing shall consist three (3) persons. No persons so appointed shall have taken part in any previous proceedings relating to the same matter.
- 15.4 In appointing an Appeal Jury for a particular hearing all reasonable steps shall be taken to ensure that at least one member has played international hockey within the previous 15 years.

16. APPEALS

- 16.1 *If one or more of the teams involved in a protest wish to appeal, the team manager(s) must give written notice within thirty (30) minutes after the Tournament Director's decision has been published (Regulation 14.3). If no such appeal is lodged then the decision of the Tournament Director is final.*
- 16.2 *In the case of an appeal from a decision made under Rule 2.3(c) or Regulation 18, the written notice of appeal must contain a statement outlining the grounds of appeal and indicating whether the appeal is against:*
- (a) *the finding that a breach occurred;*
 - (b) *the penalty; or*
 - (c) *both that a breach occurred and the penalty.*
 - (d) *procedural irregularities of the TD hearing.*
- 16.3 *The written Notice of Appeal must be handed to the Tournament Director together with a deposit of €500 (five hundred) (or equivalent in freely convertible currency) within sixty (60) minutes of the Tournament Director's decision having been published.*
- 16.4 *If an appeal is lodged the Tournament Director must immediately inform the President of the Appeal Jury.*
- 16.5 *All appeals shall be conducted in accordance with the provisions of this Regulation.*
- 16.6 *The appeal shall not be by way of re-hearing of the evidence. It shall be limited to a review of the decision of the Tournament Director to ensure compliance with the Guidelines and the principles of natural justice. The parties shall be entitled to make oral representations to the Appeal Jury at the hearing*
- 16.7 *No fresh evidence shall be presented to the Appeal Jury without its approval.*
- 16.8 *If approval is sought to present fresh evidence to the Appeal Jury, particulars of such evidence and the reasons why it was not presented to the earlier decision-maker must be included in the written notice of appeal.*

- 16.9 *The Appeal Jury must make a decision in writing; provide a copy to the FIH Representative, the Tournament Director and publish it as soon as possible but not later than two hours before the start of the first match on the next day that games are played.*
- 16.10 *The decision of the Appeal Jury shall be final and binding on all parties concerned subject to Regulation 3.5 hereto and to Article 18.2 of the FIH Statutes.*
- 16.11 *The decision of the Appeal Jury shall be based on the balance of probabilities (more likely than not).*
- 16.12 *The Appeal Jury may conduct the hearing in such a manner and at such time as it considers desirable and/or suitable. If any party fails to attend at the hearing, the Appeal Jury may proceed in its absence.*
- 16.13 *An Appeal Jury shall have the power:*
- (a) to allow or dismiss the appeal;*
 - (b) to vary the decision and/or penalty imposed by the Tournament Director in such a manner as it sees fit;*
 - (c) to increase, decrease or remit any penalty included in such decision of the Tournament Director;*
 - (d) to impose such other penalty or sanction as the Appeal Jury deems fit;*
 - (e) to order that the deposit be refunded or forfeited; and*
 - (f) to make any order for payment of costs.*

17. DOPE TESTING

- 17.1 All dope tests must be carried out strictly in accordance with the World Anti-Doping Code in force on the first playing day of the tournament and the FIH Anti Doping Regulations in force on the first playing day of the tournament.
- 17.2 (a) All international matches and competitions, senior and junior, men and women, will be subject to dope testing as the FIH may direct.
- (b) The team managers will be advised at the Tournament Director's pre-tournament briefing meeting of details of the dope testing procedure.
- 17.3 Any player (Nos. 1-32) nominated for a selected match may be subjected to a dope test after the match even if that player has remained on the team bench throughout that match. A player may be subjected to more than one dope test during the tournament.
- 17.4 A positive test or a refusal to submit to a test will render the player concerned and the player's team and officials subject to the disciplinary provisions as to sanctions and penalties, and the procedures and rights as stated in the FIH Anti-Doping Regulations.

18. UNFORESEEN EVENTS

- 18.1 If circumstances arise which are not provided for in these Regulations, the Tournament Director will determine any actions necessary to deal with those circumstances.
- 18.2 If any team affected by the decision of the Tournament Director under Regulation 18.1 wishes to appeal, it may do so following the same procedures set out in Regulation 16.

APPENDIX I

ONE POOL COMPETITION PLAN AND RANKING

1. PLAN OF THE COMPETITION

1.1 All the teams will play against each other, and the following points will be awarded for each match:

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

Teams will be ranked according to the number of points each has accumulated in the competition.

1.2 (a) If at the end of the competition two or more teams have the same number of points for any place, these teams will be ranked according to their respective number of matches won.

(b) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference (which means “goals for” less “goals against”).

A positive goal difference always takes precedence over a negative one.

(c) If there still remains equality among two or more teams, then these teams will be ranked according to their respective number of “goals for”.

(d) Should there still remain equality among two teams, then the result of the match played between those teams will be taken into consideration to determine the ranking of the tied teams.

If more than two teams are involved, then a ranking based upon the results of the matches among (only) them shall determine their respective position (see paragraph 1.1 above). If there remains equality, then the teams involved shall be ranked according to Clauses 1.2(a), (b), (c), and (d) of this Appendix.

(e) Should there still remain equality among two teams, then the matter will be settled by a penalty stroke competition (Clause 3 of this Appendix) between those teams.

If more than two teams are involved, then each team will play a penalty stroke competition against the other teams in the same sequence of play as per the order of play in the tournament, in accordance with Clause 3 of this Appendix, (but with 5 (five) strokes only to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.

A ranking will then be established based upon the results of the round of penalty strokes only, with the award for each play of the respective penalty stroke competitions of 3 points to the team having scored or been awarded the highest number of goals, 1 point to each team having scored or been awarded an equal number of goals and 0 points to the team having scored or been awarded the lowest number of goals.

If equality remains then teams having an equal number of points shall be ranked according to Clauses 1.2(a), (b), (c) and (d) of this Appendix as applied to goals recorded during the penalty stroke competition.

If an equal position of more than two teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty strokes are required.

2. RANKING WITH FINAL CLASSIFICATION PLAY-OFF COMPETITION

- 2.1 This regulation applies only to the final classification play-off competition that is to be played after the one pool competition.
- 2.2 Finals will be played as follows based on the final ranking in the one pool competition:
 - 1st Ranked Team v. 2nd Ranked Team (to determine 1st and 2nd places)
 - 3rd Ranked Team v. 4th Ranked Team (to determine 3rd and 4th places)
 - 5th Ranked Team v. 6th Ranked Team (to determine 5th and 6th places)
 - 7th Ranked Team v. 8th Ranked Team (to determine 7th and 8th places)
- 2.3 The score at the end of the regulation time of any match shall be registered by the FIH as the result of the match.
- 2.4 In order to establish an outright winner of a match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw. After a 5 minute rest the umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. The extension of time shall consist of two periods of 7½ minutes each in between teams shall change ends, without a rest period.
- 2.5 The extra-time shall cease, however, once a team has scored or been awarded a goal. That team shall be the winner of the match.
- 2.6 If the score is still a draw at the end of the extra-time, a penalty stroke competition shall be played to establish the winner of the match.

3. PENALTY STROKE COMPETITION

- 3.1 (a) Five players from each of the two teams, chosen by their respective team manager from the players listed on the Team Entry Form, or, in the case of a classification match, from the players nominated for that match, except as excluded hereunder, shall take a penalty stroke alternately against one and the same defending goalkeeper of the other team unless the latter has been incapacitated and replaced, making a total of ten penalty strokes, five for each team. The players must take the penalty strokes in the same sequence as the list of five players nominated and communicated by the team managers to the Technical Officer on duty prior to the start of the penalty stroke competition.
- (b) No player who has been suspended by the Tournament Director, or in the case of a classification match, has been permanently suspended (red card) by the umpires during that same match, shall take part in a penalty stroke competition.
- (c) If during a penalty stroke competition a player (either a stroke taker or a defending goalkeeper) is suspended, then that player shall take no further part in that penalty stroke competition and, unless a defending goalkeeper, cannot be replaced.

If a stroke taker, any stroke the player should have been entitled to take will be counted as no goal. If a defending goalkeeper, the replacement may only be from one of the nominated stroke takers. The player replacing the defending goalkeeper may continue to take penalty strokes but, when required to defend penalty strokes, must wear protective headgear. This player may also wear other approved protective equipment.

3.2 The umpires, after consultation with the Technical Officer on duty, shall choose the goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke. The team having scored or been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.

3.3 In the event of an equal number of goals having been scored or awarded, a second series of penalty strokes must be started with the same players, subject to incapacitated defending goalkeeper(s) being replaced, and shall cease after a team shall have scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team. That team shall be the winner of the second series.

The sequence of stroke takers does not need to be the same as in the previous series and the team manager has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke.

3.4 The team whose player has taken the first penalty stroke of the first series (see Clause 3.1(a) of this Appendix) must defend the first penalty stroke of the second (unlimited) series.

3.5 During a penalty stroke competition all persons on the Team Entry Form are permitted on the field of play in an area designated by the Technical Officer appointed for the match which area shall be outside the 23 metre area. A player who is authorised by an umpire or technical official on duty to take or defend a penalty stroke may enter the 23 metre area for that purpose.

APPENDIX II

TWO POOL COMPETITION PLAN AND RANKING

1. PLAN OF THE COMPETITION

1.1 There will be two pools, each comprising half of the number of the participating teams. Should the numbers be uneven, one of the pools will comprise one more team than the other.

1.2 The two pools will be composed as follows:

POOL A	POOL B
1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

1.3 The reserve teams will be named in order of priority.

1.4 In the case of non-participation of one or more team(s), the reserve team(s), if called upon, will, in principle, automatically take the place of the defaulting team(s) without changing the pools or the match programme.

However, the FIH reserve to exercise an unfettered discretion to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE POOLS

2.1 In each pool, all the teams will play against each other, and the following points will be awarded for each match :

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

In each pool, teams will be ranked according to the number of points each has accumulated in the competition.

2.2 (a) If at the end of the pool matches two or more teams have the same number of points for any place in a pool, these teams will be ranked according to their respective number of matches won.

(b) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference (which means "goals for" less "goals against").

A positive goal difference always takes precedence over a negative one.

(c) If there still remain equality among two or more teams, then these teams will be ranked according to their respective number of 'goals for'.

(d) Should there still remain equality among two teams, then the result of the match played between those teams will determine the ranking of those teams (if that result was not a draw).

If more than two teams are involved, then a ranking based upon the results of the matches among (only) them shall determine their respective position (Clause 2.1 of this Appendix). If there remains equality, then the teams involved shall be ranked according to Clauses 2.2(a), (b), (c), and (d) of this Appendix.

- (e) Should there still remain equality among two teams, then the matter will be settled by a penalty stroke competition between those teams (paragraph 4).

If more than two teams are involved, then each team will play a penalty stroke competition against the other teams in the same sequence of play as per the order of play in the tournament, in accordance with Clause 4 of this Appendix (but with 5 strokes only to be taken by each team).

A ranking will then be established based upon the results of the round of penalty strokes only, with the award for each play of the respective penalty stroke competitions of 3 points to the team having scored or been awarded the highest number of goals, 1 point to each team having scored or been awarded an equal number of goals and 0 points to the team having scored or been awarded the lowest number of goals.

If equality remains then teams having an equal number of points shall be ranked according to Clauses 2.2(a), (b), (c) and (d) of this Appendix as applied to goals recorded during the penalty stroke competition.

If an equal position of three (or more) teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty strokes are required.

3. CLASSIFICATION MATCHES

- 3.1 The semi-finals will be as follows:

1st Pool A v. 2nd Pool B
1st Pool B v. 2nd Pool A

The winners of these matches will play for 1st and 2nd places (the final) and the losing teams will play for 3rd and 4th places.

- 3.2 Classification matches for 5th to 8th places will be as follows :

3rd Pool A v. 4th Pool B
3rd Pool B v. 4th Pool A

The winners of these matches will play for 5th and 6th places and the losing teams will play for 7th and 8th places.

- 3.3 Classification matches for 9th to 12th places will be as follows :

5th Pool A v. 6th Pool B
5th Pool B v. 6th Pool A

The winners of these matches will play for 9th and 10th places and the losing teams will play for 11th and 12th places.

- 3.4 Classification matches for 13th to 16th places will be as follows :

7th Pool A v. 8th Pool B
7th Pool B v. 8th Pool A

The winners of these matches will play for 13th and 14th places and the losing teams will play for 15th and 16th places.

3.5 In the case of there being an odd but equal number of teams in each pool, the two teams finishing at the bottom of each pool, will play against each other for the two last places in the tournament.

3.6 In the case of there being an odd number of teams in one pool and an even number of teams in the other pool, classification matches for the last three places in the tournament will be as follows :

Bottom Pool A v. Bottom Pool B

The losing team of this match will be ranked in the last place in the tournament and, to determine the next two higher places, the winner will then play the team that finished in the penultimate place in the pool, which had the even number of teams.

However, where there are either 9, or 13 teams in the tournament, the team finishing bottom of the pool which had the odd number of teams will not play classification matches, and will be automatically ranked in the last place in the tournament.

3.7 The score at the end of the regulation time of any match shall be registered by the FIH as the result of the match.

3.8 In order to establish an outright winner of a match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw. After a five (5) minute rest the umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. The extension of time shall consist of two periods of seven and a half (7½) minutes each in between teams shall change ends, without a rest period.

The extra-time shall cease, however, once a team has scored or been awarded a goal. That team shall be the winner of the match.

3.9 If the score is still a draw at the end of the extra-time, a penalty stroke competition shall be played to establish the winner of the match.

4. PENALTY STROKE COMPETITION

4.1 (a) Five players from each of the two teams, chosen by their respective team manager from the players listed on the entry form, or, in the case of a classification match, from the players nominated for that match, except as excluded hereunder, shall take a penalty stroke alternately against one and the same defending goalkeeper of the other team unless the latter has been incapacitated and replaced, making a total of ten penalty strokes, five for each team. The players must take the penalty strokes in the same sequence as the list of five players nominated and communicated by the team managers to the Technical Officer on duty prior to the start of the penalty stroke competition.

(b) No player who has been suspended by the Tournament Director, or in the case of a classification match, has been permanently suspended (red card) by the umpires during that same match, shall to take part in a penalty stroke competition.

(c) If during a penalty stroke competition a player (either a stroke taker or a defending goalkeeper) is suspended, then that player shall take no further part in that penalty stroke competition and, unless a defending goalkeeper, cannot be replaced.

If a stroke taker, any stroke the player should have been entitled to take will be counted as no goal. If a defending goalkeeper, the replacement may only be from one of the nominated stroke takers. The player replacing the defending goalkeeper may continue to take penalty strokes but, when required to defend penalty strokes, must wear protective headgear. This player may also wear other approved protective equipment.

- 4.2 The umpires, after consultation with the Technical Officer on duty, shall choose the goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke. The team having scored or been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.
- 4.3 In the event of an equal number of goals having been scored or awarded, a second series of penalty strokes shall be started with the same players, subject to incapacitated defending goalkeeper(s) being replaced, and shall cease after a team shall have scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team. That team shall be the winner of the second series.

The sequence of stroke takers does not need to be the same as in the previous series and the team manager has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke.

- 4.4 The team whose player has taken the first penalty stroke of the first series (see Clause 4.1(a) of this Appendix) must defend the first penalty stroke of the second (unlimited) series.
- 4.5 During a penalty stroke competition all persons on the Team Entry Form are permitted on the field of play in an area designated by the Technical Officer appointed for the match which area shall be outside the 23 metre area. A player who is authorised by an umpire or technical official on duty to take or defend a penalty stroke may enter the 23 metre area for that purpose.

APPENDIX III

TWO POOL 8-TEAM COMPETITION PLAN AND RANKING (POOL C CLASSIFICATION MATCHES)

1. PLAN OF THE COMPETITION

1.1 There will be two pools, each comprising four teams.

1.2 The two pools will be composed as follows:

POOL A	POOL B
1	2
4	3
5	6
8	7

1.3 The reserve teams will be named in order of priority.

1.4 In the case of non-participation of one or more team(s), the reserve team(s), if called upon, will, in principle, automatically take the place of the defaulting team(s) without changing the pools of the match programme.

However, the FIH reserve the right to exercise an unfettered discretion to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE POOLS

2.1 In each pool, all the teams will play against each other, and the following points will be awarded for each match :

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

In each pool, teams will be ranked according to the number of points each has accumulated in the competition.

2.2 (a) If at the end of the pool matches two or more teams have the same number of points for any place in a pool, these teams will be ranked according to their respective number of matches won.

(b) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference (which means "goals for" less "goals against").

A positive goal difference always takes precedence over a negative one.

(c) If there still remain equality among two or more teams, then these teams will be ranked according to their respective number of 'goals for'.

(d) Should there still remain equality among two teams, then the result of the match played between those teams will be taken into consideration to determine the ranking of the tied teams.

If more than two teams are involved, then a ranking based upon the results of the matches among (only) them shall determine their respective position (Clause 2.1 of this Appendix). If there remains equality, then the teams involved shall be ranked according to Clauses 2.2(a), (b), (c), and (d) of this Appendix.

- (e) Should there still remain equality among two teams, then the matter will be settled by a penalty stroke competition between those teams (Clause 4 of this Appendix).

If more than two teams are involved, then each team will play a penalty stroke competition against the other teams in the same sequence of play as per the order of play in the tournament, in accordance with paragraph 4 (but with 5 strokes only to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.

A ranking will then be established based upon the results of the round of penalty strokes only, with the award for each play of the respective penalty stroke competitions of 3 points to the team having scored or been awarded the highest number of goals, 1 point to each team having scored or been awarded an equal number of goals and 0 points to the team having scored or been awarded the lowest number of goals.

If equality remains then teams having an equal number of points shall be ranked according to Clauses 2.2(a), (b), (c) and (d) of this Appendix as applied to goals recorded during the penalty stroke competition.

If an equal position of three (or more) teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty strokes are required.

3. CLASSIFICATION MATCHES

- 3.1 The semi-finals will be as follows:

1st Pool A v. 2nd Pool B
1st Pool B v. 2nd Pool A

- 3.2 Classification matches for 5th to 8th places will be as follows :

After completion of the pool matches (Pool A and Pool B) the 3rd and 4th placed teams from each pool will be placed into Pool C comprising four (4) teams.

The number of points, goals for and goals against that each of these two teams have accumulated in either Pool A or Pool B, based only upon the results of the matches played between them, will be carried forward into Pool C.

The four teams in Pool C will then play against each of the two teams that they have not played in the Preliminary Pool Round.

The following points will be awarded for the additional matches played by each team in Pool C:

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

Teams will be ranked according to the number of points each has accumulated in the competition both in the Preliminary Round Pool (see Clause 2.1 of this Appendix) and Pool C. If there is equality between two or more teams, then the teams involved will be ranked according to Clause 2.2 of this Appendix on the basis of the total points for all matches played in the tournament.

The final rankings of the teams in Pool C will be determined in accordance with Clause 2 of this Appendix.

4. PENALTY STROKE COMPETITION

- 4.1 (a) Five players from each of the two teams, chosen by their respective team manager from the players listed on the entry form, or, in the case of a classification match, from the players nominated for that match, except as excluded hereunder, shall take a penalty stroke alternately against one and the same defending goalkeeper of the other team unless the latter has been incapacitated and replaced, making a total of ten penalty strokes, five for each team. The players must take the penalty strokes in the same sequence as the list of five players nominated and communicated by the team managers to the Technical Officer on duty prior to the start of the penalty stroke competition.
- (b) No player who has been suspended by the Tournament Director, or in the case of a classification match, has been permanently suspended (red card) by the umpires during that same match, shall to take part in a penalty stroke competition.
- (c) If during a penalty stroke competition a player (either a stroke taker or a defending goalkeeper) is suspended, then that player shall take no further part in that penalty stroke competition and, unless a defending goalkeeper, cannot be replaced.

If a stroke taker, any stroke the player should have been entitled to take will be counted as no goal. If a defending goalkeeper, the replacement may only be from one of the nominated stroke takers. The player replacing the defending goalkeeper may continue to take penalty strokes but, when required to defend penalty strokes, must wear protective headgear. This player may also wear other approved protective equipment.

- 4.2 The umpires, after consultation with the Technical Officer on duty, shall choose the goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke. The team having scored or been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.
- 4.3 In the event of an equal number of goals having been scored or awarded, a second series of penalty strokes shall be started with the same players, subject to incapacitated defending goalkeeper(s) being replaced, and shall cease after a team shall have scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team. That team shall be the winner of the second series.

The sequence of stroke takers does not need to be the same as in the previous series and the team manager has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke.

- 4.4 The team whose player has taken the first penalty stroke of the first series (see Clause 4.1(a) of this Appendix) must defend the first penalty stroke of the second (unlimited) series.
- 4.5 During a penalty stroke competition all persons on the Team Entry Form are permitted on the field of play in an area designated by the Technical Officer appointed for the match which area shall be outside the 23 metre area. A player who is authorised by an umpire or technical official on duty to take or defend a penalty stroke may enter the 23 metre area for that purpose.

APPENDIX IV

TWO TEAM PLAY-OFF COMPETITION

1. RANKING IN THE COMPETITION

- 1.1 The two teams shall play three times against each other, being understood that there shall be at least one day rest during the competition and that there shall be at least 22 hours time difference between the start times of matches on consecutive days.

However, with the permission of the FIH, the requirement to have the rest day may be waived providing that the request for waving that day is made to the FIH by the host country prior to the competition commencing and with the agreement of the other participating country.

- 1.2 The following points shall be awarded for each match:

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

Teams shall be ranked according to the number of points each has accumulated in the competition.

- 1.3 If at the end of the competition, the two teams have the same number of points, they shall be ranked according to their respective goal difference (which means "goals for" less "goals against").

A positive goal difference always takes the precedence over a negative one.

- 1.4 If there remains equality among the two teams (same number of points and same goal difference), then they shall be ranked according to their respective number of "goals for".

- 1.5 Should the number of "goals for" having been scored by or having been awarded to the two teams be equal, then the duration of the third match shall be extended. After a 5 minute rest the umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. The extension of time shall consist of two periods of 7½ minutes each in between which teams shall change ends, without a rest period.

The extra-time shall cease, however, once a team has scored or been awarded a goal. That team will be the winner of the competition.

- 1.6 If the score is still a draw at the end of the extra-time, a penalty stroke competition (Clause 2 of this Appendix) shall be played to establish the winner of the competition. In case the same team wins the two first matches, it will not be compulsory to play the third match.

- 1.7 If the same team wins the first two matches, it will not be compulsory to play the third match.

2. PENALTY STROKE COMPETITION

- 2.1 (a) Five players from each of the two teams, chosen by their respective team manager from the players nominated for the third (3rd) match, but excluding any player who has been permanently suspended (red card) by the umpires during that same match, shall take a penalty stroke alternately against one and the same defending goalkeeper of the other team unless the latter has been incapacitated and replaced, making a total of ten penalty strokes, five

for each team. The players must take the penalty strokes in the same sequence as the list of five players nominated and communicated by the team managers to the Technical Officer on duty prior to the start of the penalty stroke competition.

- (b) If during a penalty stroke competition a player (either a stroke taker or a defending goalkeeper) is suspended, then that player shall take no further part in that penalty stroke competition and, unless a defending goalkeeper, cannot be replaced.

If a stroke taker, any stroke the player should have been entitled to take will be counted as no goal. If a defending goalkeeper, the replacement may only be from one of the nominated stroke takers. The player replacing the defending goalkeeper may continue to take penalty strokes but, when required to defend penalty strokes, must wear protective headgear. This player may also wear other approved protective equipment.

- 2.2 The umpires, after consultation with the Technical Officer on duty, shall choose the goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke. The team having scored or been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.

- 2.3 In the event of an equal number of goals having been scored or awarded, a second series of penalty strokes shall be started with the same players, subject to incapacitated defending goalkeeper(s) being replaced, and shall cease after a team shall have scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team. That team shall be the winner of the second series.

The sequence of stroke takers does not need to be the same as in the previous series and the team manager has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke.

- 2.4 The team whose player has taken the first penalty stroke of the first series (see Clause 2.1(a) of this Appendix) must defend the first penalty stroke of the second (unlimited) series.

- 2.5 During a penalty stroke competition all persons on the Team Entry Form are permitted on the field of play in an area designated by the Technical Officer appointed for the match which area shall be outside the 23 metre area. A player who is authorised by an umpire or technical official on duty to take or defend a penalty stroke may enter the 23 metre area for that purpose.

APPENDIX V

UNIFORM ADVERTISING

1. MANUFACTURER IDENTIFICATION

An article of clothing or equipment may display as follows the manufacturer's identification: the name, trademark, logo, or any other distinctive sign of the manufacturer of the item, when worn or used by a player, official or umpire whilst playing or officiating in any event:

1.1 At Olympic Games

Refer to IOC Rule 51 for full text of definitions and regulations. The display may appear once only on any article and the size thereof may not exceed the following overall areas:-

<i>Clothing</i>	<i>20 sq.cm</i>
<i>Sticks</i>	<i>Exempt from IOC Rule 51, hence no restriction</i>
<i>Other Equipment</i>	<i>Less than 10% of the surface area of the item, with a maximum size of 60 sq.cm.</i>
<i>Accessories</i>	<i>(gloves, sunglasses and eyewear, socks, towels, helmets and hats) 6 sq.cm</i>
<i>Shoes</i>	<i>6 sq.cm (normal distinctive design pattern shall be permitted)</i>

1.2 At Other Inter-Nations Events (Applies also to Olympic Qualifying Events)

The display may appear once only on any article of clothing, except on shirts/blouses where it may be repeated in the one or two figure(s) of the number(s) on the back of the shirts/blouses. Any such display may not exceed the overall size of 20 sq.cm per article.

No restriction on equipment, headgear or shoes.

2. SPONSOR'S ADVERTISMENT

2.1 At Olympic Games

Advertising is not permitted on clothing or equipment during these events – see also paragraph D.1 and D1.1 of this Bye-Law

2.2 At Other Inter-Nations Events (Applies also to Olympic Qualifying Events)

(a) Interpretation

- (i) The definition of "sponsor advertising" is to include all funding bodies such as national lotteries, National Olympic Committees and public or private companies. Uniforms may carry up to five advertisements from a maximum of four team sponsors, the same for all players of the team as per the sites displayed in the attached diagrams.
- (ii) All measurements are taken as the area within a rectangle drawn around the advertisement. Please refer to the diagrams below for further information on the positions of the advertising sites.
- (iii) Advertising must conform to all domestic legislation and regulations in force at the venue at which the team is competing. It is the responsibility of the National Association (NA) of each participating team to ensure compliance.

- (iv) No advertising will be permitted that is deemed by the FIH to be detrimental to the positive image of the game.
 - (v) Temporary skin tattoos are not permitted as advertising media.
- (b) Procedure for Approval
- (i) The FIH must be advised by the NA not less than three weeks prior to the date of the first event during which the NA wishes to advertise on the players' or umpires'/officials' uniforms, as to the following:
 1. the specific team(s) for which the advertising is to be applied
 2. the company(s)/organisation(s) product(s)/business type and country(s) of origin;
 3. the size of advertisement(s) (sample in full scale to be submitted);
 4. the text of the advertisement(s); and
 5. the position(s) of the advertisement(s) on the players uniform.
 - (ii) Only written approval by the FIH is valid. Approval will be given (or denied) within one week after submission to the FIH. The approval, when given, is valid for any subsequent event.
 - (iii) Changes to approved advertisements must be approved by FIH in the same manner.
 - (iv) FIH will ensure publication of the list of approved advertisements for the benefit of host organisers of FIH events on its official website (www.WorldHockey.org). Host organizers who wish to register a conflict of interest between a tournament sponsor and a participating team's sponsor must advise FIH in writing not less than one week prior to the start of the event. A decision will be made at the discretion of the FIH.

(c) Athletes' Uniforms

Advertising in the form of a company's name, logo or trademark is permitted when expressly authorised by the FIH, as described below.

- (i) On the front of the athlete's shirts/blouses – size not exceeding 350sq cm.
- (ii) Uniforms with sleeves - on the upper arm of both sleeves – size not exceeding 80sq cm.
- (iii) Uniforms without sleeves – on both side panels of the shirt/blouse (see diagram) – size not exceeding 80sq cm.
- (iv) on the front of the collar – size not exceeding 40sq cm.
- (v) men's shorts – on the back of the right leg – size not exceeding 100sq cm.
- (vi) women's skirts –on the back below the waistline.

(vii) a further site, positioned below the collar on the reverse of the shirt/blouse is to be reserved for FIH/tournament use, effective from 1st June 2006.

(viii) There are no restrictions on the size of the national emblem of the team.

(d) Umpires/Officials' Uniforms

Advertising in the form of a company's name, logo or trademark is permitted when expressly authorised by the FIH, as described below.

(i) on the front of the umpires' shirts/blouses – size not exceeding 350 sq cm.

(ii) on the back of the umpires shirts/blouses, below the umpire's name – size not exceeding 350 sq cm.

(iii) the host organizer or FIH may add a tournament, National Association or FIH logo to the uniform, in place of the national emblem, with no restriction on size of the logo.

(c) Other Clothing and Equipment

Advertising that conforms to paragraphs D2.2(a) above, is permitted at any event not under the IOC jurisdiction on training clothing (tracksuits, etc.), sports bags, medical bags, etc.

2.3 Continental Club Events and other events

Advertising guidelines for these events are the responsibility of the respective Continental Federations or relevant body.

Illustrations of Uniform Advertising

<http://www.worldhockey.org/vsite/vfile/page/fileurl/0,11040,1181-174174-191392-104323-0-file,00.pdf>

APPENDIX 6

SCHEDULE OF VARIATION TO RULES OF HOCKEY APPLICABLE FOR TOURNAMENTS

There are no variations to the Rules of Hockey as at May 2009.

APPENDIX 7

FIH CODE OF CONDUCT

Under FIH Statutes and Bye-Laws the FIH has full jurisdiction and authority over everything concerning hockey and playing of hockey effectively, therefore, any person or National Association involved in any hockey competition agree to comply with all Statutes and Bye-Laws, Rules of Hockey and Tournament Regulations, and rules and directives of the present Code of Conduct:

The Code of Conduct is applicable for participants at any approved FIH tournament or any tournament approved by a Continental Federation or controlled by the IOC.

Participants shall be considered:

- All National Association team members and officials including players, team management, coach and coaching staff, including technical staff, medical staff and the duly appointed representatives of the National Associations of the participating teams.
- All FIH tournament officials including the FIH Representatives, Technical Delegates, Technical Officers, Umpires' Manager, Medical Officer, Media Officer, Judges and Umpires, and any other ad hoc officials appointed by the FIH or the organising committee.
- The host National Association representatives and the members of the organising committee.
 - I. The code is established to create awareness of and accountability for the promotion of the game of hockey amongst the participants of the above-mentioned events.
 - II. All participants are responsible for their own behaviour and conduct, and as such, accountable. They must abide by the FIH Statutes, Bye-Laws, Rules of Hockey, FIH Tournament Regulations, FIH Anti-Doping Regulations, FIH Image Rights Policy and the Rules and Directives of the Code of Conduct as set out hereafter.
 - III. It is therefore the responsibility of the National Associations of the participating teams to instruct their players and team officials in the requirement. The National Associations shall share liability with their players and team officials should breaches occur of the terms of the FIH Statutes and Bye-Laws, all FIH Rules and Regulations, FIH Anti-Doping Regulations, FIH Image Rights Policy and the FIH Rules and Directives of the Code of Conduct as mentioned in II above.
 - IV. Complaints in relation to either misconduct or breaches of the terms of the Statutes and Bye-Laws and Rules and Regulations, etc as mentioned in II above, shall in the first instance be dealt with by the Technical Delegate during the competition, or after the competition, by the FIH Hon. Secretary General, who in turn may refer and involve the FIH Judicial Commission.

All participants are therefore subject to the jurisdiction of the FIH (see FIH Statutes Article 18.1 and 18.2). FIH is committed in maintaining the highest standards of behaviour and conduct of those subject to this jurisdiction. In pursuance of these standards, all participants shall observe also the following Rules and Directives:

1. Participants shall at all times conduct themselves fairly and properly on the field of play and any part of the hockey venue/accommodation. No person may conduct himself in a manner or commit any act or omission which may prejudice the interest of hockey or which may bring the game of hockey into disrepute.
2. Without prejudice to the generality of the foregoing, the following shall be regarded as conduct which is improper, unfair, and unacceptable:
 - (a) Verbal/physical abuse or hostility towards any other participant, person or any other member of the public.

- (b) Disputing, protesting and/or reacting in a provocative or disapproving manner in an inappropriate way toward any decision made by an umpire or official.
 - (c) Charging or advancing towards an umpire or technical official in an aggressive manner when appealing.
 - (d) Using rude or abusive language or hand signals.
 - (e) Abuse of hockey equipment or clothing, venue equipment or fixtures and fittings.
 - (f) Any verbal or physical abuse or hostility towards an accredited Anti-Doping Control Test Officer.
3. It shall be compulsory for a team coach and team captain (or other nominated player as required by the Media Manager) to attend a media conference if requested.
4. (a) Public statements must be fair, constructive and reasonable and must not involve a personal attack on another player, umpire, appointed official or administrator.
- (b) The FIH recognises that fair and reasonable comments on the game in general are essentially in the interests of everyone. However, it further recognises that in the interest of maintaining the generally excellent relations that currently exist between players, umpires and officials, it is necessary to ensure that any such comment and criticism be constructive. Any public statement therefore by a participant shall not comprise "a personal attack" upon any similar participant like himself also subject to the jurisdiction of the FIH.
- (c) The FIH defines a "public statement" as follows:
- Any statement in which the whole, part or essence, is made public. Such a statement may be made in a newspaper, magazine, periodical or by any electronic (Internet, E-mail, etc.) or other means through the medium of television, radio or in any other manner whatsoever, regardless of the circumstances in which the statement was made.
5. Each player and team staff member shall comply with the FIH Anti-Doping Regulations and they shall not direct any verbal or physical abuse or hostility towards Doping Control Test Officials. Any possession of dope-related drugs or drugs on the list of prohibited substances as mentioned in the FIH Anti-Doping Regulations and/or the WADA List of Prohibited Methods and Prohibited Substances, or the commission of any criminal offence relating to drugs, shall be handled in accordance with the FIH Anti-Doping Regulations.
- No player, coaching staff, management team or any support staff who is currently serving any active sanction/punishment for a positive drug test shall be permitted to be involved in this tournament.
6. Betting and Gaming
- Participants shall not participate in any form of betting or gaming activities, including online betting or gaming activities, related to the event in which they are participants.

APPENDIX 8

FIH CODE OF CONDUCT – GUIDELINES OF OFFENCES AND PENALTIES

Level 1

The penalty for a Level 1 offence shall be an official reprimand and/or a suspension of the individual for a minimum of one match.

Examples of behaviour which may result in a Level 1 penalty:

- Verbal abuse or hostility towards any other participant, person or any other member of the public
- Disputing/protesting, reacting in a provocative or disapproving manner in an inappropriate way toward any decision made by an umpire or official.
- Charging or advancing towards an umpire or technical official in an aggressive manner when appealing
- Excessive appealing of an umpire's decision
- Throwing a stick or ball at or near a player, umpire or official in an inappropriate and/or dangerous manner
- Inappropriate and deliberate physical contact between players in the course of play
- Using rude or abusive language, gestures or hand signals gestures which are considered to be obscene, offensive, or insulting
- Abuse of hockey equipment or clothing, venue equipment or fixtures and fittings
- Making public statements which are not fair, constructive or reasonable and involve a personal attack on another player, umpire, appointed official or administrator
- Failure to attend media conferences as requested

Level 2

The penalty for a Level 2 offence shall be a suspension of the individual for a minimum of two matches or more matches.

Examples of behaviour which may result in a Level 2 penalty:

- Threat of assault on an umpire
- Physical assault, without injury, of another player, umpire, official or spectator
- Any act of violence on the field of play
- Using language or gestures which seriously offends, insults, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, gender, colour, descent or national or ethnic origin
- Recurrent breaches of Level 1 behaviour

Level 3

The penalty for a Level 3 offence shall be a suspension of the individual for a minimum of five or more matches.

Examples of behaviour which may result in a Level 3 penalty:

- Physical assault causing bodily injury to another player, umpire, official or spectator
- Recurrent breaches of Level 2 behaviour

APPENDIX 9

FIH CODE OF CONDUCT – GUIDELINES TO TOURNAMENT DIRECTORS ON PROCESS FOR HEARING AND DETERMINING ANY REPORTED OFFENCE

1. The Report

All reports of any offence against the FIH Code of Conduct shall be made to the Technical Delegate.

The TD is to determine the level of the offence.

A report can be received by the TD from any person but if received later than 24 hours after the occurrence of the conduct said to constitute the offence the TD must exercise a discretion to accept such a report.

2. Principles of Natural Justice

Principles of natural justice apply in the following way:

The TD will advise the Team Manager of

- ◆ The fact of the report of an offence
- ◆ The identity of the team member(s) reported
- ◆ The level of the offence
- ◆ The time and place of the hearing.
- ◆ Details of the conduct and the mode of proof of it
- ◆ If the report was received later than 24 hours after the occurrence of the conduct said to constitute the offence the TD must state the reasons for the exercise of the discretion to accept the report. No appeal from the exercise of that discretion is available.

3. The Hearing

The TD must chair the meeting (subject to delegation for reason of conflict of interest).

The hearing must be attended by the person the subject of the report and one representative if he desires (in addition the person the subject of the charge may be assisted by an interpreter).

The TD must outline the evidence relied on to support the report including showing any video footage.

The team member is to be asked for his response to the report – i.e. does he accept the offence charged or not. The team member **must** be permitted to present material as to either or both of the fact of the offence or penalty.

Should the person the subject of the report fail to attend the hearing the hearing shall take place in the absence of that person and the fact of the failure to attend shall be taken into account in the determination of the appropriate penalty in the event that an offence is found to have been committed.

4. The decision

Should be in writing and read to the person the subject of the report by the TD (thru an interpreter if necessary). It should deal (at least) with the following matters

- (i) Whether or not the team member accepts the breach of the code of conduct.
- (ii) If the team member does not accept the breach, a finding as to whether a breach has occurred and why.

Should it be found (or agreed) that an offence has been committed either the minimum penalty is imposed or if a greater penalty then details of

- (i) The disciplinary history of the team member
- (ii) The attitude of the team member at the hearing
- (iii) Any penalty already incurred, e.g. if a card was given during the game the length of time of any suspension served under that card.
- (iv) Comment on the seriousness of the offence by comparison with other offences within that level.

5. Clear definition of the penalty

- (i) The number of matches for which the team member is suspended
- (ii) The date of commencement of the suspension
- (iii) The match or matches to which the suspension shall apply must be specified (e.g. world level events, any match played by the team member's NA etc)
- (iv) Any terms of the penalty in addition to suspension, for example referral to the HSG for further consideration of the behaviour constituting the offence by the Judicial Commission.

APPENDIX 10

GUIDELINES FOR GOALKEEPING PRIVILEGES AND SUBSTITUTION

These guidelines provide interpretation of goalkeeping roles and substitution.

These guidelines distinguish between three types of player as defined in the Rules of Hockey:

- a goalkeeper with goalkeeping privileges wearing full protective equipment comprised of at least headgear, leg guards and kickers and a different colour shirt – referred to below as **a goalkeeper wearing full protective equipment**; or
- a goalkeeper with goalkeeping privileges wearing only protective headgear and a different colour shirt – referred to below as **a goalkeeper with headgear**; or
- only field players and no player with goalkeeping privileges and therefore no player wearing protective headgear or different colour shirt – referred to below as **a field player**.

Changes between these roles only take place by substitution. For avoidance of doubt, changes may not take place on the field of play by a player changing their equipment or shirt.

Time:

- is stopped only for substitution of goalkeepers wearing full protective equipment either entering or leaving the field.
- is not stopped if the players entering or leaving the field are only a goalkeeper with headgear or a field player.

Goalkeeper Wearing Full Protective Equipment:

- must wear a shirt different in colour to other players throughout the time they are on the pitch.
- may enter or leave the field for substitution purposes near the goal they are defending.
- must wear the protective equipment at all times – except that the headgear and any hand protectors may be removed when taking (but not when defending) a penalty stroke.
- has full goalkeeping privileges as defined in the Rules of Hockey.
- must not take part in the match outside the 23 metres area they are defending (except when taking a penalty stroke).

Goalkeeper With Headgear:

- must wear a shirt different in colour to other players throughout the time they are on the pitch.
- may enter or leave the field for substitution purposes near the goal they are defending.
- may leave the headgear near the goal they are defending when entering the field as a substitute or at other times when they choose not to wear it.
- must wear the headgear when defending a penalty corner or a penalty stroke.
- has full goalkeeping privileges as defined in the Rules of Hockey; they do not need to be wearing the headgear to use these privileges.
- must not take part in the match outside the 23 metres area they are defending when wearing the headgear but may remove the headgear and take part in the match anywhere on the field; they continue to wear the different colour shirt.

Field Player:

- wears a shirt of the same colour as teammates throughout the time they are on the pitch.
- must leave or enter the field for substitution purposes within 3 metres of the centre-line on the specified side of the field.

- may choose to wear a face mask (but no other protective equipment) when defending a penalty corner or penalty stroke.
- does not have any goalkeeping privileges.

Injury or Suspension at a Penalty Corner or Penalty Stroke

- of a goalkeeper wearing full protective equipment: may only be substituted by another goalkeeper wearing full protective equipment – otherwise, the penalty corner is defended by the field players already on the pitch.
- of a goalkeeper with protective headgear: may only be substituted by another goalkeeper with protective headgear – otherwise, the penalty corner is defended by the field players already on the pitch.
- of a field player: no substitution is permitted – the penalty corner is defended by the field players already on the pitch.
- any form of substitution may take place at a penalty stroke.

APPENDIX 11
Protocols for Match Schedules

For consistency in all tournaments the following protocols for the order in which matches are to be played (based upon rankings of teams) shall be fully implemented.

MATCH SCHEDULES – ORDER IN WHICH MATCHES TO BE PLAYED
4, 5, 6, 7, 8, 12 AND 16 TEAM COMPETITIONS

Round	4 or 16 teams 1 pool x 4 teams OR 4 pools x 4 teams (3 teams: 4 = Bye)	6 or 12 teams 1 pool x 6 teams OR 2 pools x 6 teams (5 teams: 6 = Bye)	8 or 16 teams 1 pool x 8 teams OR 2 pools x 8 teams (7 teams: 8 = Bye)
Round 1	1 v 3 2 v 4	1 v 6 2 v 5 3 v 4	1 v 8 2 v 7 3 v 6 4 v 5
Round 2	3 v 4 2 v 1	1 v 5 2 v 4 6 v 3	1 v 7 2 v 6 3 v 5 4 v 8
Round 3	1 v 4 3 v 2	6 v 2 4 v 5 3 v 1	1 v 6 2 v 5 3 v 4 7 v 8
Round 4		4 v 6 2 v 1 5 v 3	1 v 5 2 v 4 3 v 8 6 v 7
Round 5		1 v 4 5 v 6 3 v 2	1 v 3 2 v 8 4 v 7 5 v 6
Round 6			1 v 2 3 v 7 4 v 6 8 v 5
Round 7			1 v 4 2 v 3 5 v 7 6 v 8