

VANCOUVER ISLAND FIELD HOCKEY LEAGUE
RULES & REGULATIONS
AUGUST 2017

1. CLUB COLOURS AND UNIFORMS

- 1.1. No player shall be permitted to play if he is not wearing his club's colours and approved club uniform.
- 1.2. Umpires have no discretion in enforcing this rule.
- 1.3. A team with less than 7 players ready to play and properly attired at game time shall forfeit the game.
- 1.4. All players in the Competitive division must have legible numbers permanently fixed or printed on their shirt backs. Numbers must be Arabic numerals no less than 5 inches in height. No two players on a team may have the same number on the pitch at the same time.
- 1.5. In the Competitive division, no player may take the field unless his shorts, shirt and socks are the League approved uniform for his team.
- 1.6. In the Recreational division, there is a "two-faults" rule wherein each team may field a maximum of 2 uniform faults. These faults may only concern wrong shorts and socks. No player may have wrong socks and wrong shorts at the same time. In addition, there is a \$5.00 fine for each of the two faults allowed. The umpires must note on the Game Sheet any player wearing either wrong shorts or socks. Such fines may not be appealed.
- 1.7. Club uniforms and colours must be approved by the League Executive (see addenda for current approved colours).
- 1.8. Should two teams have similar colours then the team that adopted their colours later shall wear a change strip (or pinnies) whenever the two teams play each other.

2. CLUB AND PLAYER REGISTRATION

- 2.1. Team registration shall occur at the annual start-of-season meeting.
- 2.2. At the start-of-season meeting Clubs register the teams they wish to field for the coming season, and provide contact information for each team and for the club.
- 2.3. Late registration is not guaranteed, and if permitted may require a \$25.00 late fee.
- 2.4. Players must be confirmed by FHBC as fully paid up player-category FHBC members for the current season before participating in any games or practices. This ensures that all players are covered by FHBC's sport liability insurance. As new players are recruited they must register and being paid in full with FHBC before participating.
- 2.5. Clubs must register all their player members with the League Administrator at least 5 days prior to the first game of the season. Clubs must register new players at least 48 hours before subsequent games.

3. PLAYER EQUIPMENT

- 3.1. Shin guards and mouth guards are mandatory. Shin guards must be worn under socks. Socks must be pulled up over the calf.
Any player injured in the mouth while not wearing a mouth guard is not covered

by the League's sport insurance.

Teams may play without a goal keeper.

3.2. Goal Keepers must wear full head and face protection

3.3. Player equipment shall be in accordance with FIH Rules and Regulations

4. PLAYER ELIGIBILITY AND DESIGNATION

4.1. GENERAL ELIGIBILITY: ALL PLAYERS

4.1.1. All players must be registered with FHBC & VIFHA.

4.1.2. Players must be registered with a team in VIFHA at the beginning of season meeting, or by the team captain adding the player to the team roster by email to the League Administrator. All team captains must supply the FHBC registration number for all players on their team roster.

4.1.3. Players may enter the league if they will turn 14 years of age between the start of the season and the end of the playing season.

4.1.4. Players must play a minimum of 6 games total (or three games in the second half of the season) in order to be eligible for any playoffs or season-end festival.

4.1.5. Players may not be added to the roster of any team in the last three weeks of the season nor may they play as a borrowed player.

4.1.6. Players registered with a premier team in the Vancouver Mens Field Hockey League will not be permitted to play in the recreational division unless:

4.1.7. They must be under the age of 20 on January 1 (January 1 will fall in the playing season).

4.1.8. They have the blessing of their Premier team coach.

4.1.9. Note: the purpose of these rules is (a) to encourage the young players to stay in the game, and (b) to give them extra playing time towards their development.

4.2. DESIGNATED PLAYERS: COMPETITIVE TEAMS ONLY

4.2.1. The names of 9 designated players per team for Competitive Division teams must be in the hands of the League Administrator before the first League game.

4.2.2. Teams may list all other players as undesignated. These players may play with their club's recreation team (or affiliate club)

4.2.3. Teams who do not belong to a club may affiliate with another team/club for the purposes of player sharing. Teams may not affiliate with multiple teams in the same division.

4.2.4. Exception: Goalies may play for any team in any division.

4.2.5. A designated player must play regularly, which means not less than 60% of his team's games and the player must play a full role in each of these games for the game to count as part of his required 60% minimum.

4.2.6. Designated players may not play on any team below their designated team.

- 4.2.7. Athletes who are Canadian Senior National Team players (capped internationally in the last two years) or who are Field Hockey Canada (“FHC”) carded athletes (hereinafter “National Team Athletes”) must play only in the competitive division until they have not played for a National team or been nationally carded for at least two years.
- 4.2.8. Any national team player of any nation other than Canada must also only play for their registered League club’s top team.
- 4.2.9. Teams that fail to comply with these rules will forfeit their games, will be penalized points, and/or will be suspended.

5. TEAM DISCIPLINE

- 5.1. Team captains, coaches and managers may report anything that concerns a game. All comments must be sent immediately to the President, with a copy to the League Administrator.
- 5.2. A team or an umpire may submit a complaint about a game, an individual or another team or club by:
 - 5.3. A complaint entered on the back of the Game Sheet
 - 5.4. A letter or email of complaint received by the President or the League Administrator, who will refer the complaint to the President, within seven days of the incident.
 - 5.5. Upon receiving a complaint, the President shall decide what action should be taken, if any.
 - 5.6. No game may be called off because of a technical dispute.
 - 5.7. No player may change teams during the League season unless he has the written consent of the two teams involved and the League’s consent, which may be denied if the proposed change gives rise to the possibility of an unfair advantage (real, perceived or otherwise).
 - 5.8. No player may change teams during the last three weeks of the regular season.
 - 5.9. Any team which uses, or agrees to the use of, any ineligible player will forfeit the game by a walk-over score of 5-0. If both teams breach this rule then both teams will record such a loss.

6. TEAM CAPTAINS AND HOME TEAMS

- 6.1. Each team captain must have his game sheet properly filled out with all required roster data.
- 6.2. The team first-mentioned in the schedule (the home team) will supply the game ball.
- 6.3. Team captains are responsible for the behaviour of his team’s on-field players, substitutes, sidelines and supporters.

7. GAME CARDS

- 7.1. Game cards must be filled out before the scheduled start time for each game.

- 7.2. A team that does not have its roster ready before the scheduled start time risks forfeiture if the umpires decide that this is causing an unnecessary delay.
- 7.3. Players who are not listed on the game card before the game starts may be added at half-time with the consent of the umpire.
- 7.4. Competitive Division teams may play up to 18 eligible players in each game.
- 7.5. Recreational Division teams may play an unlimited number of players.
- 7.6. All players who are listed on a game card but who do not play in the game must be crossed off the game sheet before the captains and umpires sign the sheets.
- 7.7. Captains must sign game cards at the end of the game acknowledging the score is correct, the players listed on both game cards are correct, and the names of scorers or players that received disciplinary cards during the game are noted.

8. SUSPENSION OF INDIVIDUALS

- 8.1. Any player under any suspension anywhere is suspended from participating in any capacity in any game anywhere in B.C. until after his suspension has ended.
- 8.2. An individual is suspended for the rest of the game he is currently involved in for receiving a Red Card. In addition he is suspended for a further period of 16 days or more. The length of the further suspension is according to the nature of the offence and will be communicated to the club by the Discipline Chairman in writing. A suspension of 16 days is for two full weekends of games that the player would have been eligible to play. Bye weekends or break periods are not counted as part of the suspension.
- 8.3. A Red Card is worth 12 points. Yellow Cards are worth 3 points.
- 8.4. Any player accumulating 12 points is suspended for a minimum of 16 days (two playing weekends). Upon returning from suspension the player has 6 of the accumulated points deleted and keeps 6 points against his name.
- 8.5. Any team accumulating 40 card points in League round-robin games is immediately penalised 3 points from the team's standings and is fined \$200.
- 8.6. The fine must be paid by 10:00 p.m. on the Wednesday before the team's next match or the match is forfeited.
- 8.7. The player's suspension begins immediately after the end of the match in which he got the card that caused him to be suspended.
- 8.8. An individual receiving a suspension at the end of the season (or over any break or bye period) will still have to sit out the remainder of his suspension at the re-start of League games.
- 8.9. Changing teams or clubs between seasons does not eliminate a player's suspension.
- 8.10. On each occasion that a player receives a suspension his club is also fined \$25.
- 8.11. A Discipline Committee does not have to meet to enforce these fines and suspensions.
- 8.12. If an individual wishes to appeal his suspension he must do so no later than the day after the game. Such appeals must be in writing and directed to the Discipline

Chairman and/or the League President. There is no appeal of any suspension of 30 days (minimum of 4 games) or less.

- 8.13. As Red Card and Yellow Card suspensions and fines are automatic the suspended individual and his club do not have to be notified by the League.
- 8.14. If a suspended player plays during his suspension his team automatically forfeits its game by the walk-over score of 5 – 0. In addition the suspended player must still serve his suspension, and the player and his team captain may be further disciplined.
- 8.15. **SUSPENSION OF TEAM MEMBERS AND SUPPORTERS ON THE SIDELINES:**
 - 8.15.1. Penalties such as Red Cards and Yellow Cards can be imposed on coaches, managers and other team members who are present at a game, including substitute players who are on the sidelines.
 - 8.15.2. If a sideline individual is carded then the team captain must nominate an on-field player to leave the pitch to serve the suspension. If the team captain does not immediately nominate an on-field player then the umpire will choose a player to serve the suspension.
 - 8.15.3. If the carded individual is not a player listed on the Game Sheet then the nominated player will have the Red or Yellow Card charged to him.
 - 8.15.4. If the carded individual is a substitute player who was on the sideline but was listed on the Game Sheet then the carded individual will have the card charged to him, and not to the player nominated to serve the suspension. The carded sideline player may not play until the nominated player's suspension has ended.

9. POSTPONEMENTS, NO-SHOWS AND FORFEITS

- 9.1. All games must be played as scheduled.
- 9.2. Any team not able to play as scheduled must notify the League Administrator by the Thursday before the game at 4 pm.
- 9.3. The team not able to play will forfeit the game by a 5-0 walkover score and will be fined \$50 (\$40 of which will be credited to the team which did not get its scheduled game).
- 9.4. The forfeiting team shall also bear the costs of field preparation and rental where that applies.
- 9.5. Any forfeiting team which does not give the League Administrator the required notice in advance will be assessed a \$100 "no-show" fine (\$70 of which will be credited to the opposition team for the expense and time lost in preparing for a game not played).
- 9.6. In a situation where a team claims a walkover 5-0 win, but where the game is played as a "friendly", the League may decline to fine the forfeiting team.
- 9.7. If the two teams play a "friendly" the umpires will only receive credit for the match if they stay and umpire.

- 9.8. Where no match takes place, due to an on field cancellation of the game, the umpires will be credited for officiating the game upon receipt by the League Administrator of a report detailing the events.
- 9.9. Umpires must send in the game card whether a game is played or not.
- 9.10. Team captains may not agree between themselves to postpone a game.
- 9.11. The League Administrator will not postpone or move games, without the consent of the team captains, except to reschedule games postponed because of weather, turf availability problems or exceptional circumstances.
- 9.12. The umpires may decide to abandon a match if they both decide that conditions make the game too dangerous to continue or if the field time booked for the game has ended and there is another field user waiting to start.
- 9.13. Games must end on time if there is a user for the field in the following time slot.
- 9.14. All games abandoned at half time or before will have to be replayed.
- 9.15. The scores of games abandoned in the second half will stand.
- 9.16. A team that walks off the field before a game is completed will be penalised points and/or money unless the League is satisfied such a fine is not appropriate in the circumstances.
- 9.17. To make up postponed games the League Administrator will assign fields, times and umpires, and then will notify the captains. The make up game is then a scheduled fixture.
- 9.18. The League Administrator may give priority in the scheduling of make-up games to those games that will have a bearing on divisional standings.
- 9.19. All games must start within 10 minutes of scheduled start times. If at least 7 players are not on the pitch ready to play (and on the game sheet) by this time the opposition shall claim a 5-0 forfeit. Umpires will start the game clock at the designated start time of the game.

10. THE SCHEDULE AND REPORTING GAME RESULTS

- 10.1. All games are to start within 10 minutes of the scheduled game time. Teams not ready to play by this time shall suffer a forfeiture.
- 10.2. Games are to end on time even if the 2nd half must be shortened to fit the game into the times booked for the game. This need not apply where no other user has booked the pitch immediately afterward.
- 10.3. Teams claiming a win or tie must e-mail to the Administrator immediately following the game. Scores must be reported to the Administrator on the day the game is played.
- 10.4. Both team captains must e-mail the score to the Administrator.
- 10.5. Failure to send in scores as required will incur a \$10 fine on each occasion.
- 10.6. Umpires must submit Game cards so that scores are officially confirmed and so that the League receives other necessary information concerning the game and who participated.
- 10.7. All umpires and TD's must send a report by e-mail to the League Administrator within 24 hours of the end of the game to confirm:

- The score,
 - Any Yellow or Red Cards,
 - Any serious injuries or incidents,
 - Any other information that the League Executive should have immediately postgame.
- 10.8. Umpires and TD's who fail to submit a report within 24 hours of the end of a game will have amounts deducted from their umpire's compensation.

11. STANDINGS

- 11.1. Teams earn 3 points for a win, and 1 point for a tie.
- 11.2. Teams are ranked in order of points/game played (P/GP).
- 11.3. If there is a tie on P/GP at the end of a round-robin competition then:
- 11.3.1. The team with the most games played shall be placed above the other.
 - 11.3.2. If the tied teams have played the same number of games then goal difference decides placement.
 - 11.3.3. If the teams are still tied then goals-for decides placement.
 - 11.3.4. If the teams are still tied then the scores of the games between the tied teams decides placement.
 - 11.3.5. If the teams are still tied and breaking the tie is deemed to be necessary then the League Executive shall select a tie-breaking method.