

APPENDIX 1

SCHEDULE OF REGULATIONS APPLICABLE TO INTER-NATIONS EVENTS

Below is a list of Regulations which supersede the Rules of Hockey and they apply to all inter-nations matches including test matches and under 21 junior inter-nations test matches.

1 BALL COLOUR

Rule 4.8: The ball is spherical, hard and white (or an agreed colour which contrasts with the playing surface).

Regulation: The ball may be yellow or white as agreed with FIH

2 GREEN CARD – TWO MINUTES SUSPENSION

Rule 14.1.b: For any offence, the offending player may be warned and temporarily suspended for 2 minutes of playing time (indicated by a green card).

Regulation: For any offence, the offending player may be warned and temporarily suspended for 2 minutes of playing time (indicated by a green card).

- a For the duration of each temporary suspension, the offending team plays with one fewer player.
- b If a field player receives a green card, the Umpires stop the match (but not necessarily the time) to issue the card; if time has been stopped, the Umpires restart it immediately after issuing the card.
- c If a goalkeeper or player with goalkeeping privileges receives a green card, the Umpires stop the time and re-start it immediately after that player has left the field of play.
- d The offending player leaves the field immediately; if he / she interferes with play on their way to the designated suspension area the Umpire may further penalise the player in accordance with the Rules of Hockey.
- e The 2 minutes temporary suspension starts when the player is seated in the designated area.
- f Timing of the suspension is controlled by a Technical Official on duty.
- g The offending player is permitted to resume play when the Technical Official on duty indicates that the period of suspension has been completed.
- h If the offending player is a goalkeeper or player with goalkeeping privileges, the Technical Official on duty notifies the Umpires when the period of suspension has been completed; the Umpires stop the time at the next stoppage of play to enable that player to resume play.

3 YELLOW CARD – TEMPORARY SUSPENSION

Rule 14.1.c: For any offence, the offending player may be temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card).

Regulation: For any offence, the offending player may be temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card).

- a The duration of temporary suspension is indicated to the Technical Official on duty by the Umpire who issues the yellow card.
- b For the duration of each temporary suspension, the offending team plays with one fewer player.
- c If a field player receives a yellow card, the Umpires stop the match (but not necessarily the time) to issue the card; if time has been stopped, the Umpires restart it immediately after issuing the card.
- d If a goalkeeper or player with goalkeeping privileges receives a yellow card, the Umpires stop the time and re-start it immediately after that player has left the field of play.
- e The offending player leaves the field immediately; if they interfere with play on their way to the designated suspension area the Umpire may further penalise the player in accordance with the Rules of Hockey.
- f The temporary suspension commences when the player is seated in the designated area.
- g Timing of the suspension is controlled by a Technical Official on duty.
- h The offending player is permitted to resume play when the Technical Official on duty indicates that the period of suspension has been completed.
- i If the offending player is a goalkeeper or player with goalkeeping privileges, the Technical Official on duty notifies the Umpires when the period of suspension has been completed; the Umpires stop the time at the next stoppage of play to enable that player to resume play.

4 MATCH PERIODS

Rule 5.1: A match consists of two periods of 35 minutes and a half time interval of 5 minutes

- Regulation:
- a A match consists of 4 periods of 15 minutes.
 - b At the end of the first and third period there shall be an interval of 2 minutes. During this interval, teams are not permitted to leave the field of play.
 - c At the end of the second period there shall be an interval of 10 minutes. During this interval Team officials and players may leave the technical facility area surrounding the field of play only with the prior permission of the Technical Officer on duty. Play is resumed by a centre pass which is taken by the team that did not take the centre pass for the first period.
 - d Play for the second period is resumed by a centre pass taken by the team that started the first period. Play for the fourth period is resumed by a centre pass is taken by the team that started the third period.
 - e The match is prolonged at the end of each period to allow the completion of a penalty corner or any subsequent penalty corner or penalty stroke
 - f When a penalty corner is awarded, time is stopped for 40 seconds, except in the case of re-awards or penalty corners awarded after a Video Umpire referral.

- g In the case of a re-awarded penalty corner time will be immediately stopped but the teams will not be allowed an additional 40 seconds. The umpire will re-start play at the earliest possible opportunity, ensuring that any delay is kept to a minimum.
- h After a goal is scored time is stopped for 40 seconds, except in the case of goals awarded after a Video Umpire Referral and a Penalty Stroke. The umpire will then re-start play as soon as possible, unless time has to be stopped for another reason.
- j In tournaments or matches where there is no broadcast, after a goal is scored time is stopped and the umpire re-starts play either after a time as agreed at the Event Briefing or as soon as the players are ready.

5 PENALTY CORNER COUNTDOWN CLOCK

Regulation: When an initial penalty corner is awarded, the timing of the match shall be stopped for 40 seconds, as specified in Article 4 above, (inter alia to permit defenders to put on protective gear etc) before allowing the penalty corner to commence. The engaged Umpire shall advise both the defence and the attackers as the countdown clock approaches zero. After 40 seconds the Umpire will re-start play by blowing the whistle and the ball shall be injected immediately or very shortly thereafter.

In the event that a team is not ready the umpire is to identify and issue a personal penalty (i.e. a green card) to the player who is responsible for the delay, with an increased personal penalty (i.e. a yellow card) for repeated offences. If this player is a defender, the defending team defends the particular Penalty Corner with one player fewer. For any offence of this rule by a defending goalkeeper or player with goalkeeping privileges, the defending team defends the penalty corner with one fewer player: ie the corner is defended by one fewer player than before this incident. The defending team nominates which defender will be subject to a personal penalty.