**ATHA FINALS RULES**

Coaches, parents and players are reminded that all players MUST be registered with both ATHA and Hockey Qld, playing a minimum of **7 games** to eligible for the quarter, semi and grand finals - any team where a player takes the field and does not meet this requirement will be disqualified. The ATHA Committee may exempt a player from the 7-game rule: Coaches/captains are to notify the ATHA executive in writing no later than the 20th of August, detailing all reasons why the player has not reached 7 games. Coaches/captains will be advised of the Committee’s decision as soon as possible. No further correspondence will be accepted into once the decision is made.

* **All substitutions** are to be conducted from the half way line.
* **All jewellery** is to be removed or taped (watches or Fitbits may be covered by a sweatband)
* **Stick check:** Bow not to exceed 25mm, no rough or sharp edges and the stick must be able to pass through a ring with an interior diameter of 51mm.
* **Uniform:** Correct team uniform to be worn, including socks.
* All other standard **FIH Rules** will apply.
* All games will be played with 30-minute halves and a 5-minute half time.
* All games will be timed by the hooter - in the event of extra time, all games will be controlled by the hooter unless otherwise stated by the technical official.

**GENERAL PENALTY STROKE**

* A penalty stroke is awarded for certain serious offences committed inside the circle by the defending team.
* All players other than the attacker taking the stroke and the player defending the stroke must stand outside of the 23-metre area.
* Penalty strokes are taken by a player on the attacking team from the penalty spot, positioned **6.40 metres** in front of the goal. They are defended by the opposing team’s goalkeeper.
* Match time is stopped when a penalty stroke is being taken.
* Penalty strokes must be only pushed, flicked or scooped. The ball is not to be hit or slapped.
* The ball may cross the goal-line at any height.

**SHOOTOUTS**

**Shootouts** will come into effect should there be a tied score where a result is required in the Semi or Grand Final:

In a shoot-out competition, five players from each team take a one-on-one shoot-out alternately against a goalkeeper from the other team as set out in this regulation. The following sets out both the playing rules and the procedures to be followed.

1. Respective team managers nominate five players to take and one player to defend the shoot-outs from those eligible to play in the match as listed on the game card.

2. The above procedures must be carried out promptly as the first shoot-out will begin within five (5) minutes of the completion of the match.

3. A player who has been excluded permanently (red card) during the match cannot take part in the shoot-out competition. A player who has been awarded a green or yellow card may take part in the shoot-out competition.

4. The Technical Officer appointed for the match will specify the goal to be used.

5. A coin is tossed; the team which wins the toss has the choice to attack or defend first.

6. All players listed on the game card for the final series match (excluding a red card excluded player) are permitted to enter the field of play outside the 23m area used for the shoot-out but must be at least 10 metres from the spot where the ball is placed at the start of the shoot-out, but only the players nominated to take part in the Shoot-out may take their sticks onto the field.

7. Five players from each team take a shoot-out alternately against the goalkeeper of the other team in the sequence nominated, making a total of 10 shoot-outs.

8. Taking a shoot-out:

(a) The goalkeeper/defending player starts on or behind the goal-line between the goal posts;

(b) The ball is placed on the nearest 23m line opposite the centre of the goal;

(c) An attacker stands outside the 23m area near the ball;

(d) The umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper/defending player may then move in any direction;

(e) The shoot-out is completed when:

i. 8 seconds has elapsed since the starting signal;

ii. A goal is scored;

iii. The attacker commits an offence;

iv. The goalkeeper/defending player commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper;

v. The goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;

vi. The ball goes out of play over the back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.

9. The team scoring the most goals (or ahead by more goals than the other team has untaken shootout available) is the winner.

10. If during a shoot-out competition, a defending goalkeeper/defending player is incapacitated;

(a) That goalkeeper/defending player may be replaced by another player from among the players listed on the game card for that match, except as excluded in this rule or unless suspended by an umpire during the shoot-out competition;

(b) The replacement goalkeeper;

(i) Is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;

(ii) If this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off their protective equipment to take his shoot-out and subsequently to put it on again.

11. If during a shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the game card for the finals series match, except as excluded above in this rule or unless suspended by an umpire during the shoot-out competition.

12. If an equal number of goals are scored after each team has taken five shoot-outs

(a) A second series of five shoot-outs is taken with the same players, subject to the conditions specified in this section;

(b) The sequence in which the attackers take the shoot-outs need not be the same as in the first series;

(c) The team whose player took the first shoot-out in a series defends the first shoot-out of the next series;

(d) When one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.

13. If an equal number of goals are scored after a second series of five shoot-outs, we will then proceed to sudden death penalty flicks to get a result.

14. The Rules of Hockey apply during a shootout.