



# Southern Gauteng Hockey Association

HOME OF CHAMPIONS

## OUTDOOR COMPETITIVE LEAGUE RULES 2019 SEASON 1.0

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## **1 SPORTSMANSHIP**

- 1.1 Our hockey leagues are run with sportsmanship and fair play top of mind. The game of hockey should be enjoyed for its own sake, with proper consideration for fairness, ethics, respect, and a sense of fellowship with one's competitors and match officials. The game of hockey needs "good sports" who know how to behave when winning but also how to respond when they lose. Qualities such as fairness, self-control, respect and inclusiveness towards hockey players and match officials needs to be encouraged if we are to continue growing this game we all love so much.

## **2 POWERS OF THE LEAGUE AUTHORITIES**

- 2.1 SGHA has placed the administration of the league under the authority of the Field Hockey Portfolio Holder (FHPH) on the SGHA EXCO. This portfolio holder will delegate certain responsibilities to other EXCO members and to the Disciplinary Committee (DC) to settle any disputes and/or any manipulation or violation of the league rules.
- 2.2 Wherever a term is used that is open to interpretation, the definition of the International Hockey Federation (FIH) and the South African Hockey Association (SAHA) shall provide guidance. In all cases the decision of the EXCO in ruling on the explanation and meaning thereof shall be final.
- 2.3 All teams submitting entries for any competition played under the auspices of the Southern Gauteng Hockey Association (SGHA) or any of its affiliates, by doing so, explicitly agree to abide by all the terms of these rules and regulations.

## **3 LEAGUE MANAGEMENT**

- 3.1 The following league competitions shall be open to all affiliated clubs who are in good standing with SGHA and apply both to a men's and a ladies' section.  
Note: Should a club be deemed to not be in a good standing with SGHA, the EXCO will outline the reason(s) for this in writing to said club.
- 3.2 Leagues generally consist of 10 teams, playing each team twice, in a home and away format. At SGHA's discretion, this format may be adjusted to suit the needs of the province, the leagues and/or clubs.
- 3.3 Teams are automatically entered into leagues based on the prior season's performance and related promotions and relegations.
- 3.4 For a club's 1st team to be entered into Premier League, a 2nd team is required (in any league).
- 3.5 A club may only have one team in Premier League.
- 3.6 A club may only have a maximum of 2 teams in Promotion League.
- 3.7 Clubs are required to confirm their teams, and may apply for new team entries, in writing up to 15 February before the season commences. New team entries will be entered into the lowest league available, unless there are vacancies in higher leagues available. The FHPH, at their discretion, may consider new team entries after the above deadline date.
- 3.8 The FHPH may require an advance registration fee for new team entries not exceeding the team entrance fees for that league from the prior season.
- 3.9 A withdrawal of any team after the deadline date indicated above, will result in a withdrawal fee of 20% of that team's league entry fee. If this amount is not paid in full by the time the season commences, all teams from that club will not score any league points until such time as the withdrawal fee has been paid.

- 3.10 All team entries incur a team entry fee communicated in advance of each season by SGHA. This communication includes team entry fees per league and payment terms. Clubs that have not made payments in time will incur the following penalties:
- 3.10.1 That club's teams will not score any further league points for all their teams until this amount is paid in full.
  - 3.10.2 Interest will be charged on outstanding amounts at commercial bank interest rates.
  - 3.10.3 The FHPH will consider applications for extensions in exceptional circumstances, based on a written application from the club concerned. Interest payable on outstanding amounts will always apply.
- 3.11 In support of fair play, clubs are expected to select players for teams such that a 1<sup>st</sup> team is stronger than the 2<sup>nd</sup> team, which is stronger than the 3<sup>rd</sup> team, etc.
- 3.12 In support of fair play, every player should only play one game for one team for each week's fixtures. A player may however play one additional game over a week's fixtures with the following conditions applicable:
- 3.12.1 It is in the interest of a club honouring all fixtures for that week, avoiding the need to postpone or cancel games.
  - 3.12.2 A player selected to play a second game must play up and not down. For example, a 2<sup>nd</sup> team player can be selected to play again for the 1<sup>st</sup> side but not the 3<sup>rd</sup> or 4<sup>th</sup> team.
  - 3.12.3 The team using a player for a second game has a maximum of 13 players.
  - 3.12.4 In the interest of youth development, clubs are encouraged to select school going players for 2<sup>nd</sup> games.
  - 3.12.5 These players must be clearly indicated as playing a 2<sup>nd</sup> game on the team sheet – insert "2<sup>nd</sup> game" next to the player's name or number.
  - 3.12.6 The opposition captain and all match officials must be informed before the game commences.
- 3.13 The FHPH will call for a disciplinary hearing, where there is evidence that clubs are not following the spirit of sportsmanship and fair play when selecting players for teams.
- 3.14 In the event that the DC finds any club or team in breach of team entry and player selection rules, that team(s) will be deemed to lose that match 10-0, an additional 3 points will be deducted from that team and the DC may apply further disciplinary action against the club, team and/or team captain.

### **Playing Kit**

- 3.15 Before the season commences, any change of colours must be submitted to the FHPH for approval.
- 3.16 All players must appear on the field in the uniform of their club. Any additional accessories worn must be the same colour as the playing uniform. Correct under garments to be worn. Ladies must wear skirts or skorts.
- 3.17 Goalkeepers' pads must be of a colour other than white.
- 3.18 All players must wear solid (not outlined) numbers on the back of their shirts. The size of the number should be 16cm to 20cm in height. All numbers must be "whole numbers", from 1 upwards.
- 3.19 In the Premier and Promotion leagues, the captain of each team is required to wear identification in the form of a captain's band or ribbon. For all other leagues, the captain must identify themselves to the umpires, Technical Officials (TO) and opposing captain and preferable wear a captain's band or ribbon.
- 3.20 If there is a potential clash of colours the away team (team named second) must change their strip (bibs are permitted). Clubs are to liaise with each other before the match.

## **4 PLAYER REGISTRATION AND TRANSFERS**

- 4.1 As part of season preparations, every club must provide a list to SGHA of their members from whom they have not been able to collect subs. SGHA will distribute an aggregated list to all clubs so that any player who still owes monies to their previous club can be identified and the issue resolved.
- 4.2 Clubs are required to have uploaded their registered player details to the SAHA database before the 4th game of the season, based on the league(s) that starts the latest. Clubs are required to update the database during the season as new players join and/or depart their club.
- 4.3 During the season, new player registrations (not a transfer) must be forwarded by clubs to SGHA in the prescribed format. Only once this has been completed, may the player now play for their new club.
- 4.4 Any player wishing to transfer from one SGHA club to another, at any time, may do so provided that a clearance certificate is issued by the old club to the new club and SGHA represented by the FHPH.
- 4.5 Any player moving from another province to this province requires both a club and provincial clearance certificate. In instances where a club clearance certificate is not able to be obtained, despite reasonable requests from the transferring player, a provincial clearance certificate will be sufficient.
- 4.6 The clearance certificate is required to include that the player is not financially indebted to the club nor the province and that there is no form of disciplinary action still to be served. If either or both conditions exist, the club and/or province may not give clearance.
- 4.7 In the event that a club disbands while still indebted to the SGHA, the registered players of that club will remain proportionately liable for the accumulated debt. A player will be allowed to transfer to a new club only once their proportion of the accumulated debt has been paid to SGHA.
- 4.8 Students normally resident in our province that return periodically during the season may play for any club with which they are a registered member.
- 4.9 Only players, 13 years or older on 1 January of that year, may register to play senior league hockey (this is effectively U14 age groups up).
- 4.10 Clubs must ensure that all players under the age of 18 have parent or guardian consent. SGHA expects clubs to place the needs of school hockey ahead of the club.
- 4.11 In the event that a team plays an unregistered player or a player who has not received the necessary clearance in a league match, that team will be deemed to lose that game 10-0 and an additional 3 points will be deducted from that team. Where a club or team repeats either of these offences, the FHPH may require a disciplinary hearing where further disciplinary action against the club, team and/or team captain is likely to be taken.

## **5 MATCH REGULATIONS**

### **Player numbers and Team sheets**

- 5.1 Teams with 1 goalkeeper (or no goalkeeper) may have a maximum of 16 players. Teams with 2 goalkeepers may have a maximum of 18 players. No player may take on the role of a 'Player with Goalkeeping Privileges' or 'Kicking Back' at any stage during the game.
- 5.2 A minimum of 7 players and a maximum of 11 players is required on the field at any one time. On-field players may be substituted according to the rules of hockey.
- 5.3 In the event of any team not being ready to commence a match (a minimum of 7 players is required) within 15 minutes prior to the start time, the opposing team may refuse to play the match. The Result sheet will be completed as a 10-0 win in favour of the team that was ready to play for that 15 minute period.

- 5.4 Team/Result sheets, as provided by the FPH, need to be completed before each game, including players' first names, surnames and their team number.
  - 5.4.1 The Team sheet must be presented to the TO or opposing team's captain, 15 minutes before the start of that game.
  - 5.4.2 Team sheets are available for scrutiny by the opposing team's captain, TOs, either umpire, SGHA representative or any office bearer of the home club.
  - 5.4.3 Any failure to comply with such request will result in the assumption that Team sheets include unregistered players, and that team will be deemed to lose that match 10-0 and an additional 3 points will be deducted from that team.
  - 5.4.4 Any time delay by any team in submitting their Team Sheet will result with the game commencing and the team whose sheet is incomplete will play with one less player until the Team Sheet has been completed. In the event of both teams not having complete Team Sheets, the game will be delayed.

### **Umpires**

- 5.5 Where SGHA does not provide umpires for the game, each team is required to provide a suitable umpire. Any team not providing an umpire will forfeit the match and will be deemed to have lost that match 10-0.
- 5.6 The umpires shall be the sole arbiters of fair play 15 minutes before the match, during the match and for 15 minutes after the match. During this time period, no protest can be lodged against any decision made by the umpires.

### **During the match**

- 5.7 It is the home team's (alternatively the team named first) responsibility to provide a regulation hockey ball.
- 5.8 The duration of matches will be as per the relevant FIH rules (Four 15 minutes quarters with a maximum 2-minute break after the first and third quarter, and 5 minutes between second and third) unless the local competition rules dictate otherwise. Premier and Reserve League matches are to stop time for a period no longer than 30 seconds between the award and start of a Penalty Corner (if teams are ready before the 30 seconds are up then the umpires will restart the game immediately).
- 5.9 Only players and team officials may enter the technical area. Team officials may include 1 manager, 1 coach and 1 medical officer who is suitably qualified, for example, doctor, physiotherapist, biokineticist.
- 5.10 In the event of a team commencing a match with fewer than eleven players, players included on the Team list may join their team at any time during the match. Players arriving after the game has started, should notify the TO or Umpire and in the case where the number of players is less than 11, wait for the Umpires signal to join the field of play if there is no Technical Official presiding over the game.
- 5.11 The Rules of Hockey permit teams to play with either a 'Fully Kitted Goalkeeper' to defend the goalbox or a 'Field Player' only. In the event of a Penalty Stroke being awarded and not Fully Kitted Goalkeeper being able to defend the Penalty Stroke, the Field Player is advised to wear a protective facemask whilst defending the Penalty Stroke. SGHA cannot be held responsible for any injury, whether correct safety equipment was used or not.
- 5.12 It is the responsibility of every player to ensure that the stick they use during any game complies with the rules of hockey and, if in any doubt, should seek approval from the TO on duty or the umpires before the commencement of the match. The use of an illegal hockey stick will result in the stick being confiscated for the duration of the match.
- 5.13 Any form of metal jewellery is not permitted. The wearing of a cap is not permitted unless the player has a doctor's certificate.

- 5.14 Any team, reduced to fewer than 7 players, through the disciplinary action of the umpires or TO, will forfeit the match and their opponents will win 10-0 or the actual score at the time of abandonment, whichever is the higher goal difference. If both teams are reduced to fewer than 7 players the match will be abandoned and referred to the DC for a hearing.
- 5.15 Should any match be one of several being played on any one ground, the early matches scheduled must be curtailed in order to finish at the time by which the next game is due to start.

### **After the match:**

- 5.16 Point allocation for all matches will be as follows:
  - 5.16.1 3 for a win
  - 5.16.2 1 for a draw
  - 5.16.3 0 for a loss
- 5.17 In the event of a match having to be abandoned for any reason, if the third quarter has been played, the game shall be deemed to have been completed. If it is abandoned earlier than this, the game will have to be replayed, not later than 2 weeks after the scheduled date, unless both captains agree to allow the result to stand as it was at the point of abandonment.
- 5.18 The umpires, in consultation with the captains, shall have the power to decide as to the fitness of the ground in all matches. In the event of a dispute, the decision of the umpires shall be final on the day and the matter may be referred in writing, within 48 hours, to the FHPH for a ruling.
- 5.19 Either during the match or immediately on completion of the match, the TO or both captains must complete the Team/Result sheet.
- 5.20 Completion of the Result sheet includes, amongst others, as indicated by the template, the final score, goal-scorers, all cards issued to players, any further comments and signatures confirming that details have been accurately and completely captured.
- 5.21 Either the TO or both team captains separately must deliver the Result sheet to the FHPH or League Administrator, by no later than Monday midday for all weekend matches, and within 48 hours for all other matches.
- 5.22 Any Result sheet not delivered in time may result, at the FHPH's discretion, in a 10-0 loss being awarded against that team for that particular match. Repeated late or non-delivery of Result Sheets may, at the FHPH's discretion, result in that team being suspended from the league.
- 5.23 If a false declaration is made in any Result sheet, a 10-0 loss will be awarded against the offending team and FHPH will refer the matter to the DC for a hearing.
- 5.24 Any team wishing to lodge a protest at the end of a match must declare their intention to do so immediately, by including a description and reason for their protest on the Result sheet.
- 5.25 That team must produce in writing, within 48 hours of the end of the match, the grounds of any protest and have made a deposit of R3500 into SGHA's bank account.

## **6 FIXTURE TIMES AND RESCHEDULING**

### **Before the season commences**

- 6.1 The FHPH will prepare draft fixtures, in advance of the season, for review by every club within a reasonable period, with a fixed deadline. Any hockey tournament dates provided by clubs in writing, before 31 January will be considered when drafting fixtures. Fixtures will thereafter be finalised and distributed by the FHPH including making the updated version available on the SGHA website.
- 6.2 The FHPH will endeavour to allocate fixtures in accordance with the following inter-provincial tournaments under the auspices of SAHA: U16, U18, U21, Country Districts, Senior IPTs and PHL.

- 6.3 Any team, having three or more players or a goalkeeper or a head coach on provincial duty either as players or officials, as per the tournaments listed above, may be granted a date change upon application to the FHPH. Such application must be made as per “Rescheduling of matches” below.
- 6.4 Aitken & Boden, St Mary’s Festival, Pullen and Howell, Varsity Cup, USSA and local Easter school’s hockey festivals will be considered when drafting fixtures.

### **Standard fixture times**

- 6.5 Sunday standard fixture times apply as follows: 08:15, 09:45, 11:15, 12:45, 14:15, 15:45.
- 6.6 The first permissible match time on a Saturday is 12:45 while the final game on a Saturday evening must commence by 18:45.

### **Rescheduling of matches**

- 6.7 Matches must be played on the prescribed date and times except where written permission from the FHPH has been obtained.
- 6.8 Any request to change a date and time must be submitted by a club representative in writing and must be received by the FHPH 14 days or more, prior to the date of the scheduled match. The FHPH, under exceptional circumstances, may waive the 14-day requirement.
  - 6.8.1 Agreed to by both teams, the match must be rescheduled and may be played in advance or must take place no more than 14 days after the original fixture. Rescheduled matches however, must be played before the last scheduled game of the season for that league, as indicated in the fixtures.
  - 6.8.2 The team that requested the rescheduling must notify the FHPH of the date, time and venue of the rescheduled match before the date of the original fixture.
  - 6.8.3 If the clubs concerned cannot agree on a date, the FHPH will set a date and time for such match to be played.
  - 6.8.4 Any additional costs (umpire, field hire & TO costs where applicable) as a result of the rescheduling of the match will be at the cost of the requesting club along with the organisation of the umpire, TO and field.

### **Cancellation of matches**

- 6.9 Any team, unable to field a team for a scheduled match, must notify the FHPH and the opposing team’s captain or club chairman, providing 48 hours (or more) notice.
- 6.10 In the event of a team having properly cancelled a match for valid reasons, that team will be deemed to have lost that match 10-0.
- 6.11 Any team that fails to fulfil a fixture without correct notification will be deemed to have lost that match 10-0 and will be deducted 3 points and will be subject to a fine not exceeding R2,000.
- 6.12 For repeat offences, SGHA will call for a DC with the Club Chairman.

## **7 PROMOTION AND RELEGATION**

- 7.1 At the end of the league competition and in the event of a tie in points in any competition affecting promotion or relegation:
  - 7.1.1 If two or more teams have the same number of points for any position, these teams will be ranked based on the higher number of matches won.
  - 7.1.2 If they remain equal, then these teams will be ranked based on the higher goal difference (“goals for” less “goals against”).
  - 7.1.3 If they still remain equal, then these teams will be ranked based on the higher goals for (goals scored).
  - 7.1.4 If they still remain equal, the FHPH will determine an appropriate manner on which to rank the teams.
- 7.2 The top 2 placed teams gain promotion to one league above, while the 2 bottom placed teams are relegated to one league below.
- 7.3 To determine promotion and relegation the following conditions apply:
  - 7.3.1 In the event that a club has 1 team in Premier or 2 teams in Promotion League, and another team from the same club finishes 1st or 2nd in the league below, that team will not be promoted.
  - 7.3.2 Promotion to Premier League requires that club to have a 2<sup>nd</sup> team entered into any league for the season to come.
  - 7.3.3 Teams finishing 3rd or lower may not be promoted. That is, in instances where a team is declined promotion, the team that was meant to be relegated, is not relegated, and maintains their current league status
  - 7.3.4 A team may not decline promotion.

## 8 MISCONDUCT AND DISCIPLINE

### Disciplinary Committee (DC)

- 8.1 SGHA shall appoint a DC to deal with any breach of rules.
- 8.2 By participating in any league, tournament or match of any kind played under the auspices of SGHA, or for any club affiliated to SGHA playing anywhere, every player, club official and match official (persons) involved acknowledges that they do so on the express condition that they have read, accepted and agree to be bound by the SGHA Code of Conduct.
- 8.3 Any above person(s) that contravenes any league rules, bye laws, Code of Conduct or brings the game into disrepute may be requested to appear before the DC.
- 8.4 The DC shall report back to the SGHA EXCO on its findings and recommended penalties.
- 8.5 The DC has the power to disqualify, penalise and/or take disciplinary action against any person(s) who may be proved guilty of misconduct or of any breach of the rules of hockey or of the SGHA Code of Conduct.
- 8.6 The FHPH and home club has the power to appoint Technical Officials (TO) for any game. If any disciplinary related incidents occur within the TO's technical area, the TOs may award yellow or red cards during or after matches and/or submit reports to the DC recommending further disciplinary action for breaches of the League Rules, SGHA Code of Conduct and/or the Rules of Hockey.
- 8.7 During a match, any player receiving a **green card** will be suspended for 2 minutes and must leave the field immediately. The time of the suspension will only start when the player is seated at the Tech Table.
- 8.8 During a match, any player receiving a **yellow card** will be suspended for a minimum of 5 minutes and must leave the field immediately. The time of the suspension will only start when the player is seated at the Tech Table.
- 8.9 Where TOs are present, the duration of the temporary suspension will be indicated by the umpire who issues the yellow card. Where no TOs are present, the duration of the temporary suspension will be managed by the umpire who issued the yellow card.
- 8.10 Where TOs are present, a **technical yellow card** may be issued by the TO to the captain for any ill-discipline by any player or team official on the bench for a minimum of 5 minutes.
- 8.11 During a match, any player receiving a **red card**, must leave the field and technical area immediately.
- 8.12 Any player, required to attend a DC for disciplinary purposes, may not play any further matches until the DC has been held, and if applicable, the appeal process concluded.
- 8.13 Match umpires and TOs may record any additional commentary on green, yellow and red cards and any related incidents for submission to the FHPH or DC if applicable on the Results Sheet. If additional documents are submitted, details of the person's name, contact details and signature must be included on this document.

### Green and Yellow card suspensions

- 8.14 Any player, receiving 5 green cards or 3 yellow cards, within 5 consecutive games in the same season, will be suspended for 1 game and a DC hearing does not apply. Players who are on 2 yellow cards will be given a warning by the Rules & Technical Committee in accordance with the FIH best practice at events. In certain circumstances a player may be suspended after receiving 2 yellow cards if the offences committed by the player in question are severe in nature that the suspension is warranted under FIH guidelines.
- 8.15 Any player, in the same season, previously suspended for 1 game, due to yellow and/or green cards only, that receives a further 5 green cards, or 3 yellow cards, will be suspended for a minimum of 2 matches and will be required to attend a DC hearing.

- 8.16 Any player, in the same season, previously suspended for 3 games or more, due to yellow and/or green cards only, that receives a further 5 green cards, or 3 yellow cards, will be suspended immediately and will be required to attend a DC hearing. The term of the suspension will be determined by the DC, however it is likely that the player will remain suspended for the remainder of the season.
- 8.17 Any period of suspension commences immediately after the last recorded offence and applies to all SGHA matches played by that team in which the last card was issued.

### **Red card suspensions**

- 8.18 Any player, receiving a red card will automatically appear before a DC and may not participate in any further matches until the DC has been held, and if applicable, the appeal process concluded.

### **Disciplinary Hearings**

- 8.19 The relevant player(s) will be notified in writing (includes electronic) of the date, time and venue for the hearing within a reasonable period of time.
- 8.20 The relevant player(s), umpires and TO, if applicable are required to be present, where each person has the right to place on record their version of events.
- 8.21 The DC will consider all relevant evidence, including, amongst others, additional cards received by the player, any threats, abuse, disrespect or any other bad behaviour displayed by or to a player concerned, before, during or after being sent off, both on and off the field.
- 8.22 The DC may at their discretion provide additional conditions stipulated in these rules to the original suspension. It may prescribe any further discipline it deems appropriate to achieve a satisfactory change of behaviour. This may include counselling, umpiring or TO duties, writing the umpire's examination and/or hockey community service.
- 8.23 The DC may consider a reduction of a suspension as indicated by these rules for good reason.
- 8.24 Steps taken by the club itself to discipline offending players over and above the penalties imposed by the SGHA will be taken into account when considering appropriate disciplinary action against the captain and/or club.
- 8.25 The Rules of Hockey read, "Captains shall be responsible for the behaviour of all their team players, substitutes and coaches". The captain of any team that has three or more players receive yellow cards, red cards, or a combination of both in the same match will be required to appear before the DC, together with the club chairperson.
- 8.26 The FHPH at their discretion, on review of any Result sheet and/or other ad hoc feedback, may at any time ask a club chairperson and relevant team captain(s) to attend a DC hearing if they feel that a team and/or club is bringing the game into disrepute.
- 8.27 Any cash costs incurred for the convening of any DC hearing, up to a maximum amount of R500, is for the cost of the club concerned.
- 8.28 The outcome of the DC will be communicated in writing, within 48 hours of the hearing to all parties concerned.
- 8.29 Any portion of disciplinary action not completed in the current season will carry over to the next season until completed. Disciplinary cards awarded in one season will not carry over into the next season.
- 8.30 Clubs are responsible for monitoring the cumulative suspensions of their own players and the imposition of the prescribed automatic penalties.
- 8.31 When suspending a player, the club is required to indicate that player's suspension on the relevant Team/Result Sheet(s).

- 8.32 Failure to suspend a player as required for each game that a suspension applies to, will result in that team, deemed to have lost that match 10-0 and will be deducted 3 points and will be subject to a fine not exceeding R2,000.

### **Appeals**

- 8.33 Any player who wishes to appeal the findings of the DC must do so in writing, to the President, within 48 hours of the outcome and must deposit the sum of R3500.00 before the appeal will be heard.
- 8.34 The player must provide a fully motivated grounds of appeal and indicate if the appeal is against the finding, or the penalty imposed, or procedural irregularity or any combination thereof.
- 8.35 The appeal process does not rehear evidence. It is limited to a review of the decision of the DC to ensure compliance with regulations, Code of Conduct and principles of natural justice. No fresh evidence may be provided without the express approval of the President. If approval is sought to present fresh evidence, particulars of such evidence and reasons why it was not presented at the DC must be included in the written notice of appeal.
- 8.36 The President will review all evidence and will publish a decision in writing within 7 days of receiving the appeal. The decision of the President is final and binding on all parties concerned.
- 8.37 The President has the power to allow or dismiss the appeal, to vary the decision of the DC, to increase or decrease any penalty, to impose such penalty or sanction as the President deems fit and can also make an order for payment of any costs incurred.
- 8.38 The President has the right to decide whether the deposit paid for the appeal be forfeited or not.
- 8.39 During a period of suspension and appeal, the player may still attend club and/or provincial practices. The suspended player however, may not take part in any other activity directly or indirectly related to hockey, without the written authority of the President.
- 8.40 Clubs may impose additional penalties on players that have transgressed, including fines, but must advise the DC in writing, of all such additional penalties imposed.

### **Complaints**

- 8.41 In addition to these rules, any team captain, club official or match official may make a written complaint for any reason to the FHPH within 48 hours of a match having been completed. The FHPH at their discretion will address the complaint and may call for a DC.
- 8.42 Any complaints by any other player or spectator, should submit their complaint via their team captain or club official.

## **9 SECURITY, SAFETY AND FIELDS**

- 9.1 All fields used by any club team will be of an acceptable playing surface and will not be of a dangerous nature that might cause injury to any player.
- 9.2 It is recommended that host clubs have a medical aid bag available for all matches.
- 9.3 As far as is reasonably practicable, host clubs must ensure the safety of visiting players and officials and spectators and supporters, including their motor vehicles.  
Host club supporters may not harass, intimidate, interfere or hurl abuse at visiting players and/or supporters in any way.