

APPENDIX 'A'

Eastern Goldfields Hockey Association Inc



JUNIOR HOCKEY RULES

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23rd October 2019

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30th March 2017

The following document contains the Playing Rules of JUNIOR HOCKEY under the umbrella of the Eastern Goldfields Hockey Association Incorporated.

JUNIOR HOCKEY RULES

Of the: Eastern Goldfields Hockey Association Incorporated

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1.0 APPLICATION OF RULES

- 1.1 These Rules apply to all junior hockey games played in competitions conducted by the Eastern Goldfields Hockey Association (Inc.)
- 1.2 Where not covered in these special Junior all competition shall be covered by the Constitution and By-laws of the Eastern Goldfields Hockey Association Incorporated.

2.0 PLAYING TEAM NUMBERS

- 2.1 There shall be no restriction on the number of players; of which eleven (11) are allowed on the field at any time.
- 2.2 Players may be interchanged at any time, subject to restrictions under the Rules of hockey.

3.0 BLOOD RULE

- 3.1 As per requirements of Association; Rules on Blood:
 - 3.1.1 If a player is bleeding they must immediately leave the field to receive treatment (substitution may be made).
 - 3.1.2 The player may return to the field once bleeding has been controlled, the wound covered and any blood contaminated clothing changed. Managers/Coaches need to have spare shirts available for players; if required.
 - 3.1.3 If the bleeding player does not leave the field voluntarily or when asked, the umpire may suspend them for misconduct.

4.0 COMPETITION GRADINGS & AGE QUALIFICATION

- 4.1 Where possible the Association shall provide structured competitions for the following age groups:
 - 4.1.1 Junior 3-8 Division – Boys and Girls Divisions
 - 4.1.2 Junior 9-12 Division – Boys and Girls Divisions
- 4.2 **AGE QUALIFICATIONS**
 - 4.2.1 J 3-8 Division – Players must be maximum age of 13 years as of 30th June in the year of competition.
 - 4.2.2 J 9-12 Division – Players must be maximum age of 17 years as of 30th June in the year of competition.
 - 4.2.3 A player who turns 18 before 30th June in the year of competition is not eligible to compete in the junior competition regardless of whether they are a bona fide school.
- 4.3 The junior division may in special circumstances re-structure for a determined period; special rules relating to the competition of any grade in any year to keep integrity of competition.

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5.0 PLAYER CONDUCT AND SUSPENSIONS

5.1 CODE OF CONDUCT

All teams play under the guidelines of the Players Code of Conduct and By-laws as applies to teams under the Eastern Goldfields Hockey Association Incorporated.

5.2 GREEN CARDS

5.2.1. Players of JUNIOR 9-12 Grades (at minimum) and JUNIOR 3-8 Grades; will be issued with a green card for acts of misconduct including bad sportsmanship, language or tackles.

5.2.2 This player can NOT be replaced with a substitute. The offender must stay out of the game for two (2) minutes.

5.2.3 Subsequent offences shall be as outlined per guidelines to umpires under the Rules of Hockey and Bylaws of Association.

6.0 MATCH TIMES

6.1 Junior 9-12 Grades:

6.1.1 – be played of:

- Four (4) Periods of Seventeen (17) Minutes
- Two (2) Minutes Break at the end of First and Third Quarters
- Five (5) Minutes Break for half-time
- *A thirty (30) seconds 'warning' whistle be made by umpires when calling teams back to field at each of the time breaks.*

6.2. Junior 3-8 Grades:

6.2.1 be played of:

- Two (2) Periods of Twenty-Five (25) Minutes
- Five (5) Minutes Break for half-time

6.3 These times are to be strictly adhered to.

6.4 Games should not be shortened for any reason, except when teams fail to take the field when called upon at the correct commencement of the set down time.

6.5 Time should not be deducted due to umpires not being at the game on time.

6.5.1 In such cases, Clubs should refer this to Association Management via the match card and in writing to be dealt with.

7.0 JUNIOR EQUIPMENT - MANDATORY

7.1 No Junior player shall participate in any hockey match, at Junior or Senior level without the use of shin-pads and mouth-guard.

7.1.1 A Junior player may play without a mouth-guard provided the junior players parent or legal guardian has submitted a letter to the EGHA Junior Director, and has taken all legal risk for the potential injury.

7.1.2 This applies to juniors at regular training sessions, local competitions, State Championships or similar events.

7.1.3 The shin-pads must provide FULL protection to the shin of the players.

7.2 Team Coaches, Manager and Umpires must check all players are wearing correct protective equipment before and during the game/training.

7.3 All teams must have a first-aid kit available.

7.4 In the event of no goal keeper being available before the commencement of a game, the offending team will only be allowed 10-minutes after the scheduled fixture time before the game is declared a forfeit. Refer By-law 5.7.6

7.5 Defender face masks are to be worn on short corners. This applies to all four (4) defenders.

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8.0 GIRLS IN BOYS COMPETITIONS

- 8.1 In both Junior 3-8 and Junior 9-12 competitions, girls may only play to make a maximum team number of 12.
- 8.2 The team using junior girls to make up numbers may not have more players than the other team.
- 8.3 For Junior 9-12 games only, the girl's parent/legal guardian must give their consent in writing to the EGHA Junior Director before she may participate and do so at their own risk.

9.0 BOYS IN GIRLS COMPETITIONS

- 9.1 A team playing in the Junior 3-8 girls may include a boy under the age of 11 years if:
 - 9.1.1 There are no more than 2 boys in the team.
 - 9.1.2 There are no more than 12 players in the team.
 - 9.1.3 The team using junior boys to make up numbers may not have more players than the other team.
- 9.2 A boy under the age of 12 may play in the Junior 9-12 Girls competition with the number capped at 2 boys in the team and the team number capped at 12.
- 9.3 The team using junior boys to make up numbers may not have more players than the other team.

10.0 FIXTURE CARDS

- 10.1 The first named team (via the coach or manager) shall be responsible for collection of fixture card and given to umpires whom shall return at end of play, following verification by participating teams.
- 10.2 The full names of all players must be entered on the fixture card and following completion of the game, be signed by Coach or Manager of each team and by the umpires.
- 10.3 The completed fixture card must be either:
 - 10.3.1 Placed in the designated fixture card box at the Stadium, following completion the game, or
 - 10.3.2 Returned to the offices of the Association by the Tuesday following the game.
- 10.4 A team shall not enter a false name on the fixture card.

11.0 PLAYER QUALIFICATIONS

- 11.1 As with guidelines Bylaw 5.5.2 - There shall be no restriction on the number of games a junior player may play in any one round with their registered club.
- 11.2 A player is permitted to play for another junior club in a different grade provided there is no team at their club in that grade. No clearance or permission is needed; however, a Player Permit Form must be lodged for records.
 - 11.2.1 Player should be marked with an Asterix P (*P) on card front and noted in umpire comments on the card as "EGHA Permits Player".

12.0 ABANDONED GAMES

- 12.1 Where a game shall be called off due to weather or ground conditions; the matter shall be referred to the Association for a determination; in line with its policies on Storms or Ground Conditions.

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13 FORFEITURE

- 13.1 If a team does not have the required minimum numbers in any competition, then shall forfeit the game. Refer By-law 5.7.5
- 13.2 If a game starting time is delayed by a lack of umpires; then umpires shall advise participating teams of a new start time, while observing a suitable warm-up or team preparation period.
- 13.3 If a Club forfeits a game then it must do so from its lowest team in that age group.
- 13.4 A team whom forfeits a game shall notify the opposing team and the umpires in a reasonable time prior to the nominated starting time.
- 13.5 If a team withdraws after the commencement of the season, all games in which that team had previously played shall be deemed cancelled.
- 13.6 **PREVENTION OF FORFEITS – JUNIOR 3-8 GRADES**
- 13.6.1 To prevent a forfeit in Junior 3-8 games only, (if both coaches in liaison with umpires agree), player/s may play for the opposing team.
- 13.6.2 The score from the game will stand and premiership points allocated as per normal.
- 13.6.3 All Votes and Goals attained by the player shall also be retained against their name in the Association records.
- 13.6.4 The players' name should be marked with an Asterix (*) on front of card and noted in umpire comments on the card as "Forfeit Permits Player".

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14 SPECIAL RULES – JUNIOR GRADES

14.1 STICK ABOVE THE SHOULDER – ALL GRADES

- 14.1.1 Reference to the FIH Rule 9.7 permitting players to play the ball in a controlled manner with the stick above their shoulder, will be implemented in JUNIOR 9-12 Grades.
- 14.1.2 **For JUNIOR 3-8 GRADES**, players shall not be permitted to use their stick above their shoulder at any time.

14.2 NINE-A-SIDE COMPETITIONS – JUNIOR 9-12 GRADES

14.2.1 RULES OF GAME

- The standard rules of hockey shall be applied, with the exception as below being variations within these rules.

14.2.2 GAME TIMES – be played of:

- Four (4) Periods of Fifteen (15) Minutes
- Two (2) Minutes Break at the end of First and Third Quarters
- Five (5) Minutes Break for half-time
- *A thirty (30) second 'warning' whistle be made by umpires when calling teams back to field at each of the time breaks.*

14.2.3 TEAM NUMBERS

In accordance and alignment with Rule 2.0

- There shall be no restriction on the number of players;
- **Exception Being**; of which nine (9) are allowed on the fields at any time.
- Teams with extra players; shall play them as interchange players.
- Players may be interchanged at any time, subject to restrictions under the Rules of hockey.

14.3 GOALKEEPERS - JUNIOR COMPETITIONS

- 14.3.1 Each team must play with a goalkeeper with goalkeeping privileges wearing full protective equipment comprised of at least protective headgear (see rules definition), leg guards and kickers and a different coloured shirt to teams participating.
- 14.3.2 Where a goal-keeper becomes incapacitated and in the event of no replacement equipped goal-keeper being ready to substituted, then game shall be halted with time allowed to speedily ready a fully equipped keeper. No time shall be lost from the allocated match time.

The FIH Rule that allows teams to play without a goalkeeper does not apply to any Eastern Goldfields Hockey Junior Competition.

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15 SPECIAL RULES – JUNIOR 3-8 DIVISIONS

15.1 **DANGEROUS PLAY**

15.1.1 Rules do not preclude the use of skills, however, the rule against dangerous play shall be strictly enforced in Junior 3-8 Competitions.

15.1.1.1 **Raised Ball:**

Play is considered dangerous when the lifting of a ball causes legitimate evasive action by players. In this case, a free hit should be awarded to the opposition.

15.1.1.2 **Raised Stick:**

Play is considered dangerous when the lifting of a stick causes legitimate evasive action by players.

If the danger is caused by the player lifting their stick; then a free hit should be awarded to the opposition.

If the danger is caused by the opposition player entering the contest from the wrong side, then a free hit should be awarded to the team in possession.

15.1.1.3 **Tomahawk:**

Play is considered dangerous when the lifting of the stick in follow-through or lifting of the ball, in playing a tomahawk (shot or pass), causes legitimate evasive action by players. In these cases, a free hit should be awarded to the opposition.

15.1.1.4 **Tackling from behind:**

Play is considered dangerous when a player swings their stick from behind the player in possession, trying to hinder their progression up the field (tackling from behind).

15.1.1.5 **Overheads played from Free Hits**

Players shall only be permitted to play 'overhead passes' when directly from a Free Hit in all J3-8 matches. ***Should any player attempt such a pass in open play, a free hit should be awarded to the opposition.***

15.2 **BREAKING AT PENALTY CORNER**

15.2.1 The FIH Tournament Rule penalising players for "Breaking" at a Penalty Corner SHALL NOT apply to the JUNIOR 3-8 Competition.

15.2.2 In such instance that a player in a JUNIOR 3-8 match enters the circle before the ball is played, and advantage is lost, play should be stopped and the Penalty Corner replayed.

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15.3 COACHES ON THE FIELD – Including Side-line Coaches

- 15.3.1. This ruling shall only apply to the JUNIOR 3-8 Competitions.
- 15.3.2 The coach may be permitted to move on to the field under the guidelines of the Association (refer 15.4).
- 15.3.3. Coaching staff should not impede the game through interference of the Umpire or the players playing the game including handling of the ball.
- 15.3.4 In the final series, coaches are only allowed to move as a side-line coach (refer 15.5).

15.4 COACHES ENTERING THE FIELD - to coach during the game

- 15.4.1. Only one (1) "Coach" per team is permitted to enter the field at any one time. The Coach is to be marked on the card.
- 15.4.2 The entry of the coach should be done in a manner that shall not interfere with playing of the game.
- 15.4.3 Coaches are not permitted on the area where the ball is being played;
As a general guide –
 - The 23 Metre (25 yard) to the backline is an exclusion zone.
 - However, the coach may enter the exclusion zone and/or circle to assist positioning players setting up for a short corner. This should be done in a speedy matter and then the coach should move back to the side-line out of play.
 - Any breaches of these Rules the umpire should warn the offending coach.
 - Breaches include Coaches acting in an intimidating manner to players and/or umpires.
 - Repeated breaches shall result in a green card being issued to the captain.

15.5 SIDE-LINE COACHES (Running the side-lines)

- 15.5.1 Where teams have a Side-line Coach (in addition to their "coach") those members should be wearing their Club Shirts (where have) and ARE REQUIRED to wear a 'Hi-Vis Vest' to identify them to match officials. These vests should be of different colour to the umpires tops.
- 15.5.2 Only one (1) coaching member per side can move up and down.
- 15.5.3 It is recommended the "coach" runs the sidelines on the bench side and the "side-line coach" runs the opposite side.
- 15.5.4 If there are further coaching assistants or guides, they must remain within the bench area.
- 15.5.5 Side-line Coaches are limited to running the side-lines only from the attacking 23 Metre to the defending 23 Metre.
- 15.5.6 A side-line coach may elect to coach the goalie, in lieu of running the side-lines, and may stand behind the goals to do so. For the final series they must stand behind the fence line to coach.

16 CHALLENGE CUPS

- 16.1 Challenge Cups are to be played only in:
 - i) JUNIOR 9-12s
 - ii) JUNIOR 3-8s
- 16.2 The two (2) highest placed teams on the premiership table, at the completion of:
 - 16.2.1 For grades comprising of five (5) or more teams – Qualification period shall be at the completion of the first round of fixtures.
 - 16.2.2 For grades comprising of four (4) or less teams – Qualification period shall be at the completion of the second round of fixtures.

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17.0 FINALS

17.1 Finals shall be played in all Junior 3-8 and Junior 9-12 Grades. Refer to by-law 5.12 for guidelines.

18.0 QUALIFICATIONS FOR FINALS - PLAYERS

18.1 No player may take part in the finals Series unless they have played three (3) games for their Club at Junior level during the season in progress or met By-Laws of Grading.

19.0 CUPS/FINALS – EXTRA TIME TIE-BREAKERS

19.1 TIE BREAKER RULES

19.1.1 Rules as per By-law 5.13 shall apply

19.1.2 The exception to this will be the JUNIOR 3-8 competitions.

19.1.2.1 In the event that such "finals" still be drawn, at end of Extra Time Periods, a shoot-out competition will take place as specified in Appendix 5 of the Hockey Australia Tournament Regulations, will be played to establish the winner of the game. A copy of this Appendix is attached referred to as Attachment 1.

20.0 STADIUM RULES

20.1 TEAM MEMBERS

20.1.1 Only members allowed on to the stadium pitch area (also known as the "bunkers"):

- Team Manager
- Team Medical Officer
- Team Coaching Staff
- And the Players

20.2 PLAYER INTERCHANGES

20.2.1 All interchange of players must be managed as per the Rules of Hockey.

20.2.2 That is for field players, this must be made at the centreline.

20.2.3 If involves changing of goalkeepers, then timeout be called by the umpire to assist in this substitution by walking the new keeper to the backline to switch.

20.2.4 **NOTE** - During the normal fixture rounds of the season, the clock shall not be stopped; **except** for the replacement of incapacitated keepers (Rule 14.0).

20.2.5 Teams using a Goal-keeper coach are advised:

20.2.5.1 During the playing of the Penalty Corners and Corners, that coach should step back to the fence and crouch down OR move to the side of the field so as not to interfere or be imposing to the opposition team.

20.2.5.2 In the event of a Penalty Stroke given during course of the game, may assist (with umpire's support) speedily to get their keeper set and then must remove themselves to the side-line.

21.0 SITUATIONS NOT COVERED BY THESE RULES

21.1 Any situation not provided for explicitly in these Junior Rules shall be referred to Eastern Goldfields Hockey Association for consideration and determined in conjunction with the rules provided by the governing body that are appropriate to the individual case.

21.2 Eastern Goldfields Hockey Association reserves the right to review rules to ensure that the premise behind that rule is upheld in the best interest of the Competition.

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22 DEFINITIONS

- Association refers to the name of the Eastern Goldfields Hockey Association Incorporated
- EGHA Refers to Eastern Goldfields Hockey Association Inc.
- HA Refers to Hockey Australia
- HWA Refers to Hockey WA (Western Australia)
- FIH Refers to International Hockey Federation
- Rules of Hockey Refer to the FIH Rules of Hockey
- Bylaws Refers to Bylaws of Eastern Goldfields Hockey Association Inc.
- Player Refers to any player regardless of their position, includes field players and goalkeepers
- Competitions Means the grades controlled by EGHA
- Grade Means the specific grade within the age group
- Age Group Means the whole school year group (ie J 3-8)
- Division Means the specific division within the grade (ie J 3-8)
- J 3-8 Refers to Junior Grades of School Years 3 to 8
- J 9-12 Refers to Junior Grades of School Years 9 to 12

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ATTACHMENT I

SHOOT-OUT COMPETITION RULES

In a shoot-out competition, five (5) players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this Regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.

The following sets out both the playing Rules and the procedures to be followed.

1. If the shoot-out competition takes place after the end of a match, the first shoot-out should take place within five (5) minutes of the end of the match.
2. The respective Team Managers provide five (5) players to take and one (1) player to defend the shoot-outs from those on the Match Report except as excluded below. A player nominated to defend the shootouts can also be nominated to take a shoot-out. No substitutions / replacements are permitted during the shoot-out competition other than as specified below.
3. A player who is still serving a disciplinary suspension by the Tech Bench at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, cannot take part in that shoot-out competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shout-out competition even if the period of their suspension has not been completed at the end of the match.
4. The Tech Bench will specify the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
5. The Tech Bench will specify the goal to be used.
6. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
7. All persons listed on the Match Report other than any player who has been excluded permanently (red card) during the match which leads to the shoot-out competition 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.
8. The goalkeeper / defending player of the team taking a shoot-out shall wait on the back-line outside the circle.
9. A player taking or defending a shoot-out may enter the 23m area for that purpose.
10. Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment.
11. Five players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 10 shoot-outs.
12. 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 start time;
 - e. the Tech bench official at the technical table starts the clock;
 - f. the attacker and the goalkeeper / defending player may then move in any direction;
 - g. the shoot-out is completed when:

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- i. Eight (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/defending player;
 - 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.
13. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the Match Report subject to the provisions of Articles 17, 18 and 19 of this Appendix.
14. The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
15. A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
16. If during a shoot-out competition (including during any penalty stroke which is awarded) a player is suspended by a yellow or red card:
 - a. that player takes no further part in that shoot-out competition and, unless a goalkeeper/defending player, cannot be replaced;
 - b. the replacement for a suspended goalkeeper / defending player can only come from the five players of that team nominated to take part in the shoot-out competition:
 - i. the replacement goalkeeper / defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player they are replacing was wearing;
 - ii. for taking their own shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
 - c. any shoot-out due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as a goal.
17. 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 Match Card;
 - 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 their shoot-out and subsequently to put it on again.
18. 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 Match Card for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.
19. 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 Appendix;

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- 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 shootouts, that team is the winner.
- 20 If an equal number of goals are scored after a second series of five shoot-outs, additional series of shoot-outs are taken with the same player's subject to the conditions specified in this Appendix:
- a. the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - b. the team which starts each shoot-out series alternates for each series.