



TOURNAMENT REGULATIONS OUTDOOR COMPETITIONS

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**FÉDÉRATION INTERNATIONALE DE HOCKEY
INTERNATIONAL HOCKEY FEDERATION**

CONTENTS

1. Rules of competition
2. Tournament Officials
3. Team Entry
4. Pre-tournament briefing meeting with Tournament Director
5. Composition of team
6. Team clothing/equipment and colours
7. Duration of matches
8. Interchange of players
9. Admission to field of play
10. Time-keeping
11. Interruptions of a match
12. Disqualification/Failure to play
13. Protests
14. Appeal Jury
15. Appeals
16. Doping testing
17. Unforeseen events

APPENDICES

- | | |
|-------------|---------------------------------------------------------------------------------------------------------------|
| Appendix 1 | One Pool Competition |
| Appendix 2 | Two Pool Competition (cross-over classification matches) |
| Appendix 3 | Two Pool 8-team Competition (Pool C classification matches) |
| Appendix 4 | Two Pool 8-team Competition (Pools C & D plus classification matches) |
| Appendix 5 | Two Pool 8-team Competition (Knock Out classification matches) |
| Appendix 6 | Two Team Play-Off Competition |
| Appendix 7 | Uniform Advertising |
| Appendix 8 | Schedule of Variation to Rules of Hockey applicable for specific nominated FIH World Level Event Tournaments. |
| Appendix 9 | FIH Code of Conduct |
| Appendix 10 | FIH Code of Conduct – Guidelines of Offences and Penalties |
| Appendix 11 | FIH Code of Conduct – Guidelines to TDs on Process for Hearing and Determining any Reported Offence |
| Appendix 12 | Protocols for Match Schedules |

1. RULES OF THE COMPETITION

- 1.1 The tournament shall be conducted in accordance with the Rules of Hockey in force on the first playing day of the tournament except as varied by Appendix 8 to these Regulations and with the Tournament Regulations of the International Hockey Federation ('FIH').
- 1.2 The Tournament Regulations will be sent by the FIH to the host National Association. A copy of the Regulations must be sent to all participating countries by the host National Association at least 28 days prior to the start of the tournament. In addition, it is also required to make copies available for the participation teams and the technical officials at the pre-tournament briefing meetings.
- 1.3 If an Under 21 junior competition a junior shall be defined as a player who is under 21 years of age on the 31 December of the year preceding the tournament.
- 1.4 If an Under 18 junior competition a junior shall be defined as a player who is under 18 years of age on the 31 December of the year preceding the tournament.
- 1.5 The FIH Code of Conduct, established to create awareness of and accountability for the promotion of the game of hockey amongst the participants of the tournament will apply.
- 1.6 The FIH Image Rights Policy, established to allow the FIH to use images taken at its world level events for non-commercial purposes only, will apply at all FIH world level events (i.e. World Cup, Indoor World Cup, World Cup Qualifying tournaments, Champions Trophy, Champions Challenge I, Champions Challenge II, Olympic Qualifying tournaments and Junior World Cup).

2. TOURNAMENT OFFICIALS

- 2.1 The President and/or the Hon. Secretary General of the FIH (or, in their absence, one or more officials formally designated by the FIH), shall be the FIH Representative(s) during the tournament.
- 2.2 If the FIH Representative is not the President or Hon. Secretary General and any doubt arises at any time during a tournament as to his/her authority or any other matter affecting his duties, (s)he must immediately contact the President or Hon. Secretary General for guidance and instructions.
- 2.3 A Tournament Director shall be appointed by the FIH. The Tournament Director has the full power and authority of the FIH in relation to all matters concerning the conduct of the tournament in accordance with these regulations
- 2.4 The Tournament Director shall:
 - (a) Appoint the match umpires, video umpire (if applicable), technical officers and judges for each match from amongst those previously selected or approved by the FIH to officiate in the tournament provided that:
 - (i) Match umpires may not be appointed to a match in which their country is playing. Whenever possible, the same principle will apply to any official on duty for such a match.
 - (iii) A team official of a participating team is not permitted to be a technical official of the tournament.
 - (b) Ensure that all participants abide by the FIH Code of Conduct (Appendix 9)
 - (c) Have authority to suspend for one or more matches, players, team officials and other officials who, in the opinion of the Tournament Director, are guilty of misconduct before, during or after a match wherever that misconduct occurred. Such suspended persons may not enter the field of play, or the technical facility areas (including the team bench, coach's box and video tower) surrounding the same during the match(es) of suspension until the match(es) is/are finished.

- (d) In deciding on the length of any suspension the Tournament Director is not limited to the remaining matches in the tournament but may impose a suspension that has effect for matches beyond the conclusion of the tournament.

Note: This Regulation should be read in conjunction with 'FIH Code of Conduct – Guidelines of Offences and Penalties' (Appendix 10) and 'FIH Code of Conduct – Guidelines to TDs on Process for Hearing and Determining any Reported Offences' (Appendix 11)

- 2.5 With the consent of the FIH Representative, the Tournament Director may delegate the exercise of his/her powers and authorities, in whole or in part and for such duration as the Tournament Director deems necessary, to a Technical Officer. In the absence of the FIH Representative, such power of delegation may only be exercised with the consent of an FIH Office Bearer.
- 2.6 Any player or official who is suspended by the Tournament Director under Regulation 2.4(c) may appeal against the suspension to the Appeal Jury.
- 2.7 In the case of an appeal under Regulation 2.6, the provisions of Regulation 15 apply save and except that in respect of suspensions for matches beyond the conclusion of the tournament, any player or official aggrieved by the decision of the Appeal Jury may, notwithstanding the provisions of Regulation 15.10, lodge a further appeal to the Judicial Commission.
- 2.8 Pending the hearing of an appeal by the Judicial Commission, any suspension imposed by the Tournament Director as confirmed by the Appeal Jury stands and the player or official remains suspended and ineligible to participate in the tournament pending the decision of the Judicial Commission.
- 2.9 In the case of an appeal to the Judicial Commission under Regulation 2.7, the provisions of Articles 14 and 15 of the Statutes apply.
- 2.10 The decision of the Judicial Commission shall be final and binding and no appeal may be made to the Court of Arbitration for Sport.

3. **TEAM ENTRY**

- 3.1 A maximum of 18 (eighteen) players per team may be entered by each country.
- 3.2 The official Team Entry Form must be forwarded by all participating countries to both the FIH and the Organising Committee not later than 14 days before the start of the tournament.
- 3.3 The Team Entry Form must include:
- the names of up to 18 players wishing to take part in the tournament identified by their respective playing shirts numbered from 1-32;
 - the name of the team manager, not being the team coach, assistant team coach or team medical doctor;
 - the name of a stand-in team manager not being the team coach, assistant team coach or medical doctor, and who may act as team manager or take over the duties and responsibilities of the team manager if the latter is incapacitated or suspended;
 - the name(s) of the team coach, assistant team coach, team physiotherapist and team medical doctor, if present and wishing to be authorized to sit on the team bench;
 - details as to primary and alternate colours of field players clothing (the primary set must comprise of at least 80% single colour per piece and the alternate set must consist of a colour(s) completely different from the dominant one(s) in the primary set for shirt, shorts/skirt and socks); and
 - details as to primary and alternate colours of goalkeeper's shirts which must consist of colours completely different from the primary and alternate colours of the field players' shirts / blouses.
- 3.4 In the event that the tournament is played at the same time as another tournament at the same venue the team manager named in the Team Entry Form must be a different team manager to the one named in the Team Entry Form for that other tournament.

- 3.5 The Organising Committee must hand a copy of all entry forms to the Tournament Director upon his/her arrival at the venue.
- 3.6 Notification in writing of any amendment to entry forms must be delivered by the team managers to the Tournament Director not later than 24 hours prior to the first match of the tournament or at the pre-tournament briefing meeting, whichever is the later. No further amendments will be accepted after the deadline concerned.
- 3.7 In the case of withdrawal of one or more teams the participation of reserve teams is:
 - to be approved by the FIH in the case of an invitation tournament
 - the prerogative of the FIH in any other case.

The host country, the participating countries and the media will be notified accordingly prior to the tournament commencing.

4. PRE-TOURNAMENT BRIEFING MEETING WITH THE TOURNAMENT DIRECTOR

- 4.1 Team managers must attend the meeting.
- 4.2 Team managers must bring to the meeting, or to such other meeting as the Tournament Director may specify, samples of the clothing of their field players and goalkeepers (primary and alternate colours) and all playing equipment for approval prior to the commencement of an event. This includes goalkeepers' headgear, hand protectors, leg guards and kickers together with any protective equipment such as face masks and hand protectors worn by field players.
- 4.3 The Tournament Director, at his/her absolute discretion, shall advise the team managers of the clothing of their field players and goalkeepers for each game.
- 4.4 The passports of the players must be produced at the meeting by the team managers and/or, if required, by the individuals themselves at another time and place to be agreed upon, for proof of identity, nationality and, if a junior tournament, age. A valid passport is the only document that will be accepted as proof of identity, nationality and, if relevant, age.
- 4.5 The 'Acknowledgement and Agreement Form' required by the FIH Code of Conduct, FIH Anti-Doping Regulations and FIH Image Rights Policy must be signed by each individual participant (i.e. all team members and officials, including players, managers, coaches, medical and para-medical staff and all FIH tournament officials) and submitted to the Tournament Director before the end of the meeting.

5. COMPOSITION OF A TEAM

- 5.1 At a time and place to be agreed upon with the Tournament Director during the pre-tournament briefing meeting, each team manager must before every match complete the appropriate form nominating from the players and support staff whose names appear on the Team Entry Form, excluding any player who has been suspended from playing in the match by the Tournament Director (Regulation 2.4 (c)):
 - the eleven players who will be on the field of play at the commencement of the match
 - up to five players who are to start on the team bench (unless one or more players have been suspended for that game in which case the number of players is reduced accordingly).
 - the captain and goalkeeper(s) for the match
 - team manager for the match
 - the coach for the match
 - physiotherapist (if any)
 - medical doctor (if any)
- 5.2 The remaining players and support staff, with the exception of suspended players, if any, may warm-up and practice with their team up to 10 minutes prior to the scheduled start time of the match. The team manager shall be responsible to ensure that these players and support staff

then go and remain outside the technical facility areas surrounding the field of play until the match is finished.

5.3 A nominated player who becomes incapacitated during warm-up or practice may be replaced by a player whose name appears on the Team Entry Form up to 10 minutes prior to the scheduled starting time of the match. The team manager must notify the Technical Officer on duty accordingly, who will inform the team manager of the opposing team and the media.

5.4 Each team must have a captain, on the field of play or on the team bench during a match.

6. TEAM CLOTHING/EQUIPMENT AND COLOURS

6.1 Each team must wear the colours of its country as directed by the Tournament Director (Regulation 4.3).

6.2 Any additional items of clothing worn by a player during a match must be of the same colour specified for the adjoining piece of clothing.

6.3 For clear vision of the ball the following rules apply:

- Players must not wear white socks.
- Shoes must be predominantly dark in colour, but not green. Shoes containing white manufacturer's logos, white lace-hole trims and/or white bottom and sides of the soles will be permitted.
- Goalkeepers must wear a shirt of a colour different from that of their own team and that of their opponents. The shirt may not be white. Leg guards, kickers and hand protectors may not be white.
- The stick, including tape added to it, may not be coloured white or green over the lowest 100 mm, as measured from the lowest part of the stick.

6.4 Each field player's number must remain the same throughout the competition. This number must appear in filled (not outlined) distinctive figure(s) and be:

- not less than 16 cm and not more than 20 cm in height, on the back of the player's shirt
- not less than 7 cm and not more than 9 cm in height, on the front of the player's shorts/skirt at left thigh level.

6.5 Each goalkeeper's number must remain the same throughout the competition. This number must appear in filled (not outlined) distinctive figure(s) and be:

- not less than 16 cm and not more than 20 cm in height, on the back of the goalkeeper's shirt
- not less than 7 cm and not more than 20 cm in height, on the front of the goalkeeper's shirt.

6.6 The display of the name of the player is compulsory in the Olympic Games and any FIH World Level Event (i.e. World Cup, Indoor World Cup, World Cup Qualifier, Champions Trophy, Champions Challenge I, Champions Challenge II, Olympic Qualifier and Junior World Cup). The name must appear in filled distinctive (not outlined) letters of minimum 6 cm and maximum 10 cm in height on the back of each player's shirt, positioned above the player's number so that the number remains clearly visible.

6.7 Two spare sets of players clothing should be with each team involved in a match, including a shirt, skirt / shorts without number, plus suitable material for numbering in an emergency.

6.8 All players must be uniformly and neatly dressed at all times during a match.

6.9 In relation to playing equipment worn by field players they must:

- wear shin guards, worn inside the socks and below the knee, at all times during a match;
- wear any body protection (including leg protection) underneath / inside normal playing clothing;

- in relation to any requirement in the Rules of Hockey related to 'medical reasons' provide the Tournament Director with a medical certificate setting out nature of equipment to be worn and medical reasons to justify it and obtain the written approval of the Tournament Director prior to wearing of equipment .

6.10 No advertisement may appear on any item of clothing or equipment used by any player, umpire or official except as may be permitted by these Regulations (refer to Appendix 7).

6.11 Manufacturer identification(s) on a particular item of clothing worn by players or equipment used by players whilst playing may be permitted by the FIH in accordance with these Regulations (refer to Appendix 7).

6.12 No player on the field of play will use or be equipped with any device to receive communication.

7. DURATION OF MATCHES

7.1 A match shall consist of a regulation time of two periods of 35 minutes each, separated by an interval of 10 minutes. The score at the end of the regulation time will be registered by the FIH as the result of the match.

7.2 Extra-Time:

- To establish an outright winner of a classification match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw.
- After a 5-minute rest the umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. The extension of time will consist of two periods of 7½ minutes each in between which teams must change ends, without a rest period.
- The extra-time shall cease, however, once a team has scored or been awarded a goal. That team will be the winner of the match.
- If the score is still equal at the end of the extra-time, a penalty shoot-out competition will be played to establish the winner of the match.
- The Rules of Hockey will apply to extra time.

8. INTERCHANGE (SUBSTITUTION) OF PLAYERS

8.1 The interchange player(s) will be chosen from amongst the players nominated for that match.

8.2 Any player entering the field of play as an interchange must display a board bearing the number of the player to come off.

8.3 The interchange will be carried out under the supervision of a technical official on duty.

8.4 After leaving the pitch having been interchanged, a player must immediately go to the team bench.

8.5 The team manager of the players concerned is responsible for the proper application of the procedure.

9. ADMISSION TO THE FIELD OF PLAY

9.1 The team coach or assistant team coach may not enter the field of play at any time under any circumstances with the exception of a penalty shoot-out competition.

9.2 The team manager, team coach or assistant team coach (but not both), the physiotherapist and substitute players nominated for that match, up to a maximum of eight persons, plus the team medical doctor, if registered, must remain seated on the team bench during regulation time, including time stoppages, unless the Technical Officer on duty or umpire(s) direct otherwise or when following the interchange procedures. The team manager, who is responsible for the conduct of all persons occupying the bench, must be present on the bench during the match and occupy the seat nearest to the technical officials' table.

- 9.3 Vocal communication by team officials and/or players on the team bench must not in any way be directed at the technical officials seated at the table, the umpires and/or the players of the opposing team. The Technical Officer on duty, after warning a team manager of acts of misconduct by a person or persons on that team bench is empowered, should misconduct continue, to order that person or persons involved to go and stay in the team changing room for the remainder of the match. Further disciplinary action may be taken by the Tournament Director after the match, depending upon the circumstances.
- 9.4 No incapacity treatment will be permitted on the field of play except for goalkeepers as provided below.
- (a) If a player becomes incapacitated on the field of play, one of the umpires may stop the match and assess whether or not the player requires attention.
 - (b)
 - (i) In the case of an injury to a field player, the umpire may authorise the registered team medical doctor and/or physiotherapist, or, if a team does not have such registered officials, the on-duty tournament doctor and/or team manager, to enter the field of play to assist and remove the player concerned from the field of play as soon as it is safe to do so. The umpire may also authorise, if necessary, the stretcher bearers to enter the field of play.
 - (ii) In the case of an injury to a goalkeeper, the umpire may authorise the registered team medical doctor and/or physiotherapist, or, if a team does not have such registered officials, the on-duty doctor and/or team manager, to enter the field of play – with material for treatment – to assess and as appropriate provide brief treatment or remove the goalkeeper concerned from the field of play as soon as it is safe to do so. The umpire may also authorise, if necessary, the stretcher bearers to enter the field of play.
 - (c) If any person from the team bench and/or the on-duty tournament doctor enters the field of play to attend to a player other than a goalkeeper, that player must leave the field of play and return to the team bench area for a minimum of two minutes. The two minute period will be managed by the technical officials on duty. The player required to leave the field may be interchanged, subject to the provisions of the Rules of Hockey.
- 9.5 If blood staining to the field of play occurs then immediate cleaning must take place by using a *Non-Acid Disinfectant Surface Cleaner* which is effective against antibiotic-resistant bacteria or, if such a material is not available, an 80% alcohol solution. During this operation there must be a time stoppage of play.
- 9.6 No liquid or other refreshment may be consumed on the field of play. Any player wishing to take refreshment during a match, including during time stoppages, must leave the field of play and is permitted to re-enter as specified in the Rules of Hockey. A goalkeeper may leave and re-enter the field of play only adjacent to the goal.
- 9.7 Team officials and players may leave the technical facility area surrounding the field of play during half time only with prior permission of the Technical Officer on duty but, in doing so players must leave their sticks and goalkeepers their sticks, hand protectors and headgear at or near the team bench and must return not less than two minutes before the match is due to be restarted.

10. TIME-KEEPING

- 10.1 Time-keeping will be controlled by the technical officials on duty whose responsibility it will be to signal the end of the periods of regulation time and, if necessary, extra time, at half time and full time. However, in the case of an extension of any period of regulation time to permit the completion of a penalty corner, the umpires will signal the end of that period.
- 10.2 The umpires must blow a whistle to start or re-start the match; they must also signal to the technical officials on duty every stoppage they may order and the subsequent re-start.

11. INTERRUPTIONS OF A MATCH

11.1 If a match is interrupted by the umpires (e.g. because of weather or field of play conditions) or the technical table officials because of thunderstorm with lightning, this match must be resumed as soon as possible (not necessarily on the same field of play or on the same day), under the following conditions:

- (a) The match must be completed up to the regulation full time (see Regulation 7.1) or the completion of extra time as the case may be (see Regulation 7.2), the score on the resumption being that at the time the interruption took place.
- (b) On resumption, Regulation 8 relating to the interchange (substitution) of players shall apply as though there had been no interruption to the match.

12. DISQUALIFICATION / FAILURE TO PLAY

12.1 During the pool matches:

- (a) A team either disqualified or refusing to play or to complete a match shall be deemed to have withdrawn from the tournament.
- (b) If a team so withdraws from the tournament, any matches it has played until then, as well as all the matches it has still to play, will be recorded as a 5-0 loss and that team shall be ranked last in the pool (and in the tournament). The pool points table will be corrected accordingly.
- (c) No goals will be awarded to any player in all matches played or to be played by the team that has been disqualified or has failed to play.

12.2 During the classification matches:

- (a) A team either disqualified or refusing to play or to complete a match will be deemed to have withdrawn from the tournament at that stage and to have lost the match in question.
- (b) The team will be ranked last in the tournament and will not receive, or will not be allowed to keep any medals and trophies to which it was entitled or which it had already received.
- (c) All teams ranked below the team at the time of the withdrawal will be advanced by one place in the final ranking. Where appropriate after such revision of the ranking, the next highest ranked team(s) at the time of the withdrawal will be awarded any medals and trophies as appropriate.
- (d) No goals will be awarded to any player in all matches played or to be played by the team that has been disqualified or has failed to play.

13. PROTESTS

13.1 If a team wishes to lodge a protest at the end of a match or at the end of a penalty shoot-out competition then the team manager must:

- (a) Declare the intention to do so immediately under the signature when signing the match or penalty shoot-out competition report, and
- (b) Produce in writing the grounds of the protest and must hand that document to the Technical Officer on duty within 15 (fifteen) minutes of the completion of the match or of the penalty shoot-out competition, and
- (c) Deposit five hundred Euros (€500) (or equivalent in freely convertible currency) with the same Technical Officer within thirty (30) minutes of the completion of the match or of the penalty shoot-out competition. Failure to comply with any part of this regulation will result in the dismissal of the protest.

13.2 The deposit will be forfeited to the FIH unless the protest is allowed, in the absence of a decision of the FIH Executive Board.

- 13.3 The Tournament Director must make a decision in writing and publish it at the latest two hours after the end of the match or of the penalty shoot-out competition in question. It is the obligation of the team manager to make arrangements with the Tournament Director to be available so that the Tournament Director can give his/her decision to the team manager.
- 13.4 Notwithstanding any of the other provisions of this Regulation, no protest may be made to or considered by the Tournament Director from a decision of an umpire or video umpire during a match.

14. APPEAL JURY

- 14.1 At FIH world level tournaments (World Cup, Indoor World Cup, World Cup Qualifying tournament, Champions Trophy, Champions Challenge I, Champions Challenge II, Olympic Games Qualifying tournament and Junior World Cup) the FIH Representative shall appoint an Appeal Jury
- 14.2 At Continental Federation tournaments which are qualifying tournaments for the Olympic Games, World Cup, Indoor World Cup and Junior World Cup an Appeal Jury shall be appointed by the Continental Federation and advised to the FIH.
- 14.3 The Appeal Jury shall appoint a Chair from its numbers. The Appeal Jury for a particular hearing shall consist of three (3) persons. No persons so appointed shall have taken part in any previous proceedings relating to the same matter.
- 14.4 In appointing an Appeal Jury for a particular hearing all reasonable steps shall be taken to ensure that at least one member has played international hockey within the previous 15 years.

15. APPEALS

- 15.1 Where an appeal is contemplated from a decision of the Tournament Director under Regulations 2.4(c); 13.3 or 17 the team manager(s) must give written notice within thirty (30) minutes after the Tournament Director's decision has been published. It is the obligation of the team manager to make arrangements with the Tournament Director to be available so that the Tournament Director can give his decision to the team manager. If no such appeal is lodged then the decision of the Tournament Director is final.
- 15.2 In the case of an appeal from a decision made under Rule 2.4(c) or Regulation 17, the written notice of appeal must contain a statement outlining the grounds of appeal and indicating whether the appeal is against:
- (a) the finding that a breach occurred;
 - (b) the penalty; or
 - (c) both that a breach occurred and the penalty
 - (d) procedural irregularities of the Tournament Director's hearing
- 15.3 The written Notice of Appeal must be handed to the Tournament Director together with a deposit of €500 (five hundred) (or equivalent in freely convertible currency) within sixty (60) minutes of the Tournament Director's decision having been published.
- 15.4 If an appeal is lodged the Tournament Director must immediately inform the FIH Representative and/or the Chair of the Appeal Jury.
- 15.5 All appeals shall be conducted in accordance with the provisions of this Regulation.
- 15.6 The appeal shall not be by way of re-hearing of the evidence. It shall be limited to a review of the decision of the Tournament Director to ensure compliance with the Guidelines and the principles of natural justice. The parties shall be entitled to make oral representations to the Appeal Jury at the hearing
- 15.7 No fresh evidence shall be presented to the Appeal Jury without its approval.
- 15.8 If approval is sought to present fresh evidence to the Appeal Jury, particulars of such evidence and the reasons why it was not presented to the earlier decision-maker must be included in the written notice of appeal.

- 15.9 The Appeal Jury must publish a decision in writing. A copy must be provided to the FIH Representative and the Tournament Director and it must be published as soon as possible but not later than two hours before the start of the first match on the next day that games are played.
- 15.10 The decision of the Appeal Jury shall be final and binding on all parties concerned subject to Regulation 3.5 hereto and to Article 14.2 of the FIH Statutes.
- 15.11 The decision of the Appeal Jury shall be based on the balance of probabilities (more likely than not).
- 15.12 The Appeal Jury may conduct the hearing in such a manner and at such time as it considers desirable and/or suitable. If any party fails to attend at the hearing, the Appeal Jury may proceed in its absence.
- 15.13 An Appeal Jury shall have the power:
- (a) to allow or dismiss the appeal;
 - (b) to vary the decision and/or penalty imposed by the Tournament Director in such a manner as it sees fit;
 - (c) to increase, decrease or remit any penalty included in such decision of the Tournament Director;
 - (d) to impose such other penalty or sanction as the Appeal Jury deems fit;
 - (e) to order that the deposit be refunded or forfeited; and
 - (f) to make any order for payment of costs.

16. DOPE TESTING

- 16.1 All dope tests must be carried out strictly in accordance with the World Anti-Doping Code in force on the first playing day of the tournament and the FIH Anti Doping Regulations in force on the first playing day of the tournament.
- 16.2 All international matches and competitions, senior and junior, men and women, will be subject to dope testing as the FIH may direct. The team managers will be advised at the Tournament Director's pre-tournament briefing meeting of details of the dope testing procedure.
- 16.3 Any player (Nos. 1-32) nominated for a selected match may be subjected to a dope test after the match even if that player has remained on the team bench throughout that match. A player may be subjected to more than one dope test during the tournament.
- 16.4 A positive test or a refusal to submit to a test will render the player concerned and the player's team and officials subject to the disciplinary provisions as to sanctions and penalties, and the procedures and rights as stated in the FIH Anti-Doping Regulations.

17. UNFORESEEN EVENTS

- 17.1 If circumstances arise which are not provided for in these Regulations, the Tournament Director will determine any actions necessary to deal with those circumstances.
- 17.2 If any team affected by the decision of the Tournament Director under Regulation 17.1 wishes to appeal, it may do so following the same procedures set out in Regulation 15.

APPENDIX 1

ONE POOL COMPETITION PLAN AND RANKING

1. PLAN OF THE COMPETITION

1.1 All the teams will play against each other, and the following points will be awarded for each match:

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

Teams will be ranked according to the number of points each has accumulated in the competition.

- 1.2 (a) If at the end of the competition two or more teams have the same number of points for any place, these teams will be ranked according to their respective number of matches won.
- (b) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference (which means “goals for” less “goals against”). A positive goal difference always takes precedence over a negative one.
- (c) If there still remains equality among two or more teams, then these teams will be ranked according to their respective number of “goals for”.
- (d) Should there still remain equality among two teams, then the result of the match played between those teams will be taken into consideration to determine the ranking of the tied teams.
- (e) If more than two teams are involved, then a ranking based upon the results of the matches among (only) them shall determine their respective position (see Clause 1.1 above). If there remains equality, then the teams involved shall be ranked according to Clauses 1.2(a), (b), (c), and (d) of this Appendix.
- (f) Should there still remain equality among two teams, then the result will be settled by a penalty shoot-out competition in accordance with Clause 3 of this Appendix between those teams.
- (g) If more than two teams are involved, then each team will play a penalty shoot-out competition against the other teams in the same sequence of play as per the order of play in the tournament, in accordance with Clause 3 of this Appendix, (but with 5 (five) shots only to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.
- (h) A ranking will then be established based upon the results of the round of penalty shoot-outs only, with the award for each play of the respective penalty shoot-out competitions of 3 points to the team having scored or been awarded the highest number of goals, 1 point to each team having scored or been awarded an equal number of goals and 0 points to the team having scored or been awarded the lowest number of goals.
- (i) If equality remains then teams having an equal number of points shall be ranked according to Clauses 1.2(a), (b), (c) and (d) of this Appendix as applied to goals recorded during the penalty shoot-out competition.
- (j) If an equal position of three (or more) teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty strokes are required.

2. RANKING WITH FINAL CLASSIFICATION PLAY-OFF COMPETITION

2.1 This regulation applies only to the final classification play-off competition that is to be played after the one pool competition.

- 2.2 Finals will be played as follows based on the final ranking in the one pool competition:
- 1st Ranked Team v 2nd Ranked Team (to determine 1st and 2nd places)
 - 3rd Ranked Team v 4th Ranked Team (to determine 3rd and 4th places)
 - 5th Ranked Team v 6th Ranked Team (to determine 5th and 6th places)
 - 7th Ranked Team v 8th Ranked Team (to determine 7th and 8th places)
- 2.3 The score at the end of the regulation time of any match shall be registered by the FIH as the result of the match.
- 2.4 In order to establish an outright winner of a match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw. After 5 minutes rest a coin is tossed; the team which wins the toss has the choice of ends or possession of the ball to re-start the match. The extension of time shall consist of two periods of 7½ minutes each. In between teams shall change ends, without a rest period.
- 2.5 The extra-time shall cease once a team has scored or been awarded a goal. That team shall be the winner of the match.
- 2.6 If the score is still a draw at the end of the extra-time, a penalty shoot-out competition shall be played to establish the winner of the match.

3. PENALTY SHOOT-OUT COMPETITION

- 3.1 5 players from each team take a one-on-one penalty shoot-out alternately against the goalkeeper of the other team making a total of 10 penalty shoot-outs. The players take the penalty shoot-out in the sequence nominated and communicated by the team managers to the Technical Officer on duty before the start of the penalty shoot-out competition. Players are chosen by their respective team manager from those listed on the team entry form for that particular match except as excluded hereunder.
- 3.2 After consultation with the Technical Officer on duty, the umpires choose the goal to be used.
- 3.3 A coin is tossed. The team which wins the toss has the choice to take or defend the first penalty shoot-out.
- 3.4 The team scoring or awarded the most goals is the winner and the competition ceases once an outright winner is determined.
- 3.5 During a penalty shoot-out competition, all persons who appear on the team entry form and who are entitled to sit on the team bench for that match are permitted to enter the field of play but only in the area outside the 23m area used for the shoot-out. The goalkeeper of the team taking a penalty shoot-out may be on the goal-line outside the circle if so directed by the umpire. A player who is authorised by an umpire or technical official to take or defend a penalty shoot-out may enter the 23m area for that purpose.
- 3.6 A player who has been suspended by the Tournament Director or has been excluded permanently (red card) from the field of play during that same match, cannot take part in a penalty shoot-out competition.
- 3.7 The penalty shoot-out is taken under the following conditions:
- i the defending goalkeeper starts behind their own goal line between the goal posts;
 - ii the ball is placed on the nearest 23m line opposite the centre of the goal;
 - iii an attacker starts behind the 23m line near the ball;
 - iv the umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper may then move in any direction;
 - v the shoot-out is completed when one of the following occurs:
 - 8 seconds has elapsed;
 - the attacker scores a goal;
 - the attacker commits an offence;
 - the goalkeeper commits an offence in which case the shoot-out is re-taken;
 - the goalkeeper commits an intentional offence, in which case a goal is awarded;

- the ball goes out of play over the back-line or side-line; this includes the goalkeeper intentionally playing the ball over the back-line.
- 3.8 If during a penalty shoot-out competition a player (either an attacker or a goalkeeper) is suspended, that player takes no further part in that penalty shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If the defending goalkeeper is suspended, the replacement can only come from the 5 players nominated to take part in the penalty shoot-out competition. The replacement goalkeeper is allowed reasonable time to put on protective equipment. If an attacker is suspended during the penalty shoot-out competition, any further penalty shoot-out the player was entitled to take counts as no goal.
 - 3.9 If during a penalty shoot-out competition, a defending goalkeeper is incapacitated, that goalkeeper may be replaced by another player from within the players listed on the team entry form for that particular match, except as excluded above in sub-clause 3.6 or sub-clause 3.8. If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.
 - 3.10 If an equal number of goals are scored or awarded after each team has taken 5 shoot-outs, a second series of penalty shoot-outs is taken with the same players, subject to an incapacitated defending goalkeeper being replaced. When one team has scored or been awarded one more goal than the opposing team after an equal number of shoot-outs (no minimum, no maximum) have been taken by each team, that team shall be the winner.
 - 3.11 The same players take part in a second (unlimited) series of penalty shoot-outs except that an incapacitated goalkeeper can be replaced. The sequence in which the attackers take the penalty shoot-outs does not need to be the same as in the first series; before each penalty shoot-out series, the team manager chooses the order in which the nominated players take the particular penalty shoot-out. In this second series, all five nominated players shall take a penalty shoot-out before any of them are eligible to take a further penalty shoot-out.
 - 3.12 The team whose player has taken the first penalty shoot-out of the first series must defend the first penalty shoot-out of the second (unlimited) series

APPENDIX 2

TWO POOL COMPETITION PLAN AND RANKING

1. PLAN OF THE COMPETITION

1.1 There will be two pools, each comprising half of the number of the participating teams. Should the numbers be uneven, one of the pools will comprise one more team than the other.

1.2 The two pools will be composed in ranking order as follows:

POOL A	POOL B
1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

1.3 The reserve teams will be named in order of priority.

1.4 In the case of non-participation of one or more team(s), the reserve team(s), if called upon, will, in principle, automatically take the place of the defaulting team(s) without changing the pools or the match programme. However, the FIH reserve to exercise an unfettered discretion to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE POOLS

2.1 In each pool, all the teams will play against each other, and the following points will be awarded for each match :

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

In each pool, teams will be ranked according to the number of points each has accumulated in the competition.

- 2.2
- (a) If at the end of the pool matches two or more teams have the same number of points for any place in a pool, these teams will be ranked according to their respective number of matches won.
 - (b) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference (which means “goals for” less “goals against”). A positive goal difference always takes precedence over a negative one.
 - (c) If there still remains equality among two or more teams, then these teams will be ranked according to their respective number of ‘goals for’.
 - (d) Should there still remain equality among two teams, then the result of the match played between those teams will determine the ranking of these teams.
 - (e) If more than two teams are involved, then a ranking based upon the results of the matches among (only) them shall determine their respective position (see Clause 2.1 above). If there remains equality, then the teams involved shall be ranked according to Clauses 2.2(a), (b), (c), and (d) of this Appendix.
 - (f) Should there still remain equality among two teams, then the result will be settled by a penalty shoot-out competition in accordance with Clause 4 of this Appendix between those teams.

- (g) If more than two teams are involved, then each team will play a penalty shoot-out competition against the other teams in the same sequence of play as per the order of play in the tournament, in accordance with Clause 4 of this Appendix, (but with 5 (five) shots only to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.
- (h) A ranking will then be established based upon the results of the round of penalty shoot-out only, with the award for each play of the respective penalty shoot-out competitions of 3 points to the team having scored or been awarded the highest number of goals, 1 point to each team having scored or been awarded an equal number of goals and 0 points to the team having scored or been awarded the lowest number of goals.
- (i) If equality remains then teams having an equal number of points shall be ranked according to Clauses 2.2(a), (b), (c) and (d) of this Appendix as applied to goals recorded during the penalty stroke competition.
- (j) If an equal position of three (or more) teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty shoot-outs are required.

3. CLASSIFICATION MATCHES

3.1 The semi-finals will be as follows:

1 st Pool A	v	2 nd Pool B
1 st Pool B	v	2 nd Pool A

The winners of these matches will play for 1st and 2nd places (the final) and the losing teams will play for 3rd and 4th places.

3.2 Classification matches for 5th to 8th places will be as follows :

3 rd Pool A	v	4 th Pool B
3 rd Pool B	v	4 th Pool A

The winners of these matches will play for 5th and 6th places and the losing teams will play for 7th and 8th places.

3.3 Classification matches for 9th to 12th places will be as follows :

5 th Pool A	v	6 th Pool B
5 th Pool B	v	6 th Pool A

The winners of these matches will play for 9th and 10th places and the losing teams will play for 11th and 12th places.

3.4 Classification matches for 13th to 16th places will be as follows :

7 th Pool A	v	8 th Pool B
7 th Pool B	v	8 th Pool A

The winners of these matches will play for 13th and 14th places and the losing teams will play for 15th and 16th places.

3.5 In the case of there being an odd but equal number of teams in each pool, the two teams finishing at the bottom of each pool, will play against each other for the two last places in the tournament.

3.6 In the case of there being an odd number of teams in one pool and an even number of teams in the other pool, classification matches for the last three places in the tournament will be as follows :

Bottom Pool A	v	Bottom Pool B
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The losing team of this match will be ranked in the last place in the tournament and, to determine the next two higher places, the winner will then play the team that finished in the penultimate place in the pool which had the even number of teams. However, where there are either 9, or 13 teams in the tournament, the team finishing bottom of the pool which had the odd number of teams will not play classification matches, and will be automatically ranked in the last place in the tournament.

- 3.7 The score at the end of the regulation time of any match shall be registered by the FIH as the result of the match.
- 3.8 In order to establish an outright winner of a match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw. After 5 minutes rest a coin is tossed; the team which wins the toss has the choice of ends or possession of the ball to re-start the match. The extension of time shall consist of two periods of 7½ minutes each. In between teams shall change ends, without a rest period.
- 3.9 The extra-time shall cease, once a team has scored or been awarded a goal. That team shall be the winner of the match.
- 3.10 If the score is still a draw at the end of the extra-time, a penalty shoot-out competition shall be played to establish the winner of the match.

4. PENALTY SHOOT-OUT COMPETITION

- 4.1 5 players from each team take a one-on-one penalty shoot-out alternately against the goalkeeper of the other team making a total of 10 penalty shoot-outs. The players take the penalty shoot-out in the sequence nominated and communicated by the team managers to the Technical Officer on duty before the start of the penalty shoot-out competition. Players are chosen by their respective team manager from those listed on the team entry form for that particular match except as excluded hereunder.
- 4.2 After consultation with the Technical Officer on duty, the umpires choose the goal to be used.
- 4.3 A coin is tossed. The team which wins the toss has the choice to take or defend the first penalty shoot-out.
- 4.4 The team scoring or awarded the most goals is the winner and the competition ceases once an outright winner is determined.
- 4.5 During a penalty shoot-out competition, all persons who appear on the team entry form and who are entitled to sit on the team bench for that match are permitted to enter the field of play but only in the area outside the 23m area used for the shoot-out. The goalkeeper of the team taking a penalty shoot-out may be on the goal-line outside the circle if so directed by the umpire. A player who is authorised by an umpire or technical official to take or defend a penalty shoot-out may enter the 23m area for that purpose.
- 4.6 A player who has been suspended by the Tournament Director or has been excluded permanently (red card) from the field of play during that same match, cannot take part in a penalty shoot-out competition.
- 4.7 The penalty shoot-out is taken under the following conditions:
 - i the defending goalkeeper starts behind their own goal line between the goal posts;
 - ii the ball is placed on the nearest 23m line opposite the centre of the goal;
 - iii an attacker starts behind the 23m line near the ball;
 - iv the umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper may then move in any direction;
 - v the shoot-out is completed when one of the following occurs:
 - 8 seconds has elapsed;
 - the attacker scores a goal;
 - the attacker commits an offence;
 - the goalkeeper commits an offence in which case the shoot-out is re-taken;
 - the goalkeeper commits an intentional offence, in which case a goal is awarded;
 - the ball goes out of play over the back-line or side-line; this includes the goalkeeper intentionally playing the ball over the back-line.

- 4.8 If during a penalty shoot-out competition a player (either an attacker or a goalkeeper) is suspended, that player takes no further part in that penalty shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If the defending goalkeeper is suspended, the replacement can only come from the 5 players nominated to take part in the penalty shoot-out competition. The replacement goalkeeper is allowed reasonable time to put on protective equipment. If an attacker is suspended during the penalty shoot-out competition, any further penalty shoot-out the player was entitled to take counts as no goal.
- 4.9 If during a penalty shoot-out competition, a defending goalkeeper is incapacitated, that goalkeeper may be replaced by another player from within the players listed on the team entry form for that particular match, except as excluded above in sub-clause 4.6 or sub-clause 4.8. If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.
- 4.10 If an equal number of goals are scored or awarded after each team has taken 5 shoot-outs, a second series of penalty shoot-outs is taken with the same players, subject to an incapacitated defending goalkeeper being replaced. When one team has scored or been awarded one more goal than the opposing team after an equal number of shoot-outs (no minimum, no maximum) have been taken by each team, that team shall be the winner.
- 4.11 The same players take part in a second (unlimited) series of penalty shoot-outs except that an incapacitated goalkeeper can be replaced. The sequence in which the attackers take the penalty shoot-outs does not need to be the same as in the first series; before each penalty shoot-out series, the team manager chooses the order in which the nominated players take the particular penalty shoot-out. In this second series, all five nominated players shall take a penalty shoot-out before any of them are eligible to take a further penalty shoot-out.
- 4.12 The team whose player has taken the first penalty shoot-out of the first series must defend the first penalty shoot-out of the second (unlimited) series

APPENDIX 3

TWO POOL 8-TEAM COMPETITION PLAN AND RANKING (POOL C CLASSIFICATION MATCHES)

1. PLAN OF THE COMPETITION

1.1 There will be two pools, each comprising four teams.

1.2 The two pools will be composed as follows:

POOL A	POOL B
1	2
4	3
5	6
8	7

1.3 The reserve teams will be named in order of priority.

1.4 In the case of non-participation of one or more team(s), the reserve team(s), if called upon, will, in principle, automatically take the place of the defaulting team(s) without changing the pools of the match programme. However, the FIH reserve the right to exercise an unfettered discretion to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE POOLS

2.1 In each pool, all the teams will play against each other, and the following points will be awarded for each match:

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

In each pool, teams will be ranked according to the number of points each has accumulated in the competition.

- 2.2 (a) If at the end of the pool matches two or more teams have the same number of points for any place in a pool, these teams will be ranked according to their respective number of matches won.
- (b) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference (which means “goals for” less “goals against”). A positive goal difference always takes precedence over a negative one.
- (c) If there still remains equality among two or more teams, then these teams will be ranked according to their respective number of ‘goals for’.
- (d) Should there still remain equality among two teams, then the result of the match played between those teams will determine the ranking of these teams.
- (e) If more than two teams are involved, then a ranking based upon the results of the matches among (only) them shall determine their respective position (Clause 2.1 of this Appendix). If there remains equality, then the teams involved shall be ranked according to Clauses 2.2(a), (b), (c), and (d) of this Appendix.
- (f) Should there still remain equality among two teams, then the result will be settled by a penalty shoot-out competition in accordance with Clause 4 of this Appendix between those teams
- (g) If more than two teams are involved, then each team will play a penalty shoot-out competition against the other teams in the same sequence of play as per the order of play in the tournament, in accordance with Clause 4 of this Appendix, (but with 5 (five) shots only to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.

- (h) A ranking will then be established based upon the results of the round of penalty shoot-out only, with the award for each play of the respective penalty shoot-out competitions of 3 points to the team having scored or been awarded the highest number of goals, 1 point to each team having scored or been awarded an equal number of goals and 0 points to the team having scored or been awarded the lowest number of goals.
- (i) If equality remains then teams having an equal number of points shall be ranked according to Clauses 2.2(a), (b), (c) and (d) of this Appendix as applied to goals recorded during the penalty shoot-out competition.
- (j) If an equal position of three (or more) teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty shoot-outs are required.

3. CLASSIFICATION MATCHES

3.1 The semi-finals will be as follows:

1 st Pool A	v	2 nd Pool B
1 st Pool B	v	2 nd Pool A

The winners of these matches will play for 1st and 2nd places (the final) and the losing teams will play for 3rd and 4th places.

- 3.2 The score at the end of the regulation time of these matches shall be registered by the FIH as the result of the match.
- 3.3 In order to establish an outright winner of a match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw. After 5 minutes rest a coin is tossed; the team which wins the toss has the choice of ends or possession of the ball to re-start the match. The extension of time shall consist of two periods of 7½ minutes each. In between teams shall change ends, without a rest period.
- 3.4 The extra-time shall cease, however, once a team has scored or been awarded a goal. That team shall be the winner of the match.
- 3.5 If the score is still a draw at the end of the extra-time, a penalty shoot-out competition shall be played to establish the winner of the match.
- 3.6 The classification matches for 5th to 8th places will be as follows:
 - (a) After completion of the pool matches (Pool A and Pool B) the 3rd and 4th placed teams from each pool will be placed into Pool C comprising four (4) teams.
 - (b) The number of points, goals for and goals against that each of these two teams have accumulated in either Pool A or Pool B, based only upon the results of the matches played between them, will be carried forward into Pool C.
 - (c) The four teams in Pool C will then play against each of the two teams that they have not played in the Preliminary Pool Round.
 - (d) The following points will be awarded for the matches played by each team in Pool C:
 - three points to the winner
 - one point to each team, in the event of a draw
 - no points to the loser
 - (e) Teams will be ranked according to the number of points each has accumulated in Pool C. If there is equality between two or more teams, then the teams involved will be ranked according to Clause 2.2 of this Appendix.

4. PENALTY SHOOT-OUT COMPETITION

- 4.1 5 players from each team take a one-on-one penalty shoot-out alternately against the goalkeeper of the other team making a total of 10 penalty shoot-outs. The players take the penalty shoot-out in the sequence nominated and communicated by the team managers to the Technical Officer on duty before the start of the penalty shoot-out competition. Players are chosen by their respective team manager from those listed on the team entry form for that particular match except as excluded hereunder.
- 4.2 After consultation with the Technical Officer on duty, the umpires choose the goal to be used.
- 4.3 A coin is tossed. The team which wins the toss has the choice to take or defend the first penalty shoot-out.
- 4.4 The team scoring or awarded the most goals is the winner and the competition ceases once an outright winner is determined.
- 4.5 During a penalty shoot-out competition, all persons who appear on the team entry form and who are entitled to sit on the team bench for that match are permitted to enter the field of play but only in the area outside the 23m area used for the shoot-out. The goalkeeper of the team taking a penalty shoot-out may be on the goal-line outside the circle if so directed by the umpire. A player who is authorised by an umpire or technical official to take or defend a penalty shoot-out may enter the 23m area for that purpose.
- 4.6 A player who has been suspended by the Tournament Director or has been excluded permanently (red card) from the field of play during that same match, cannot take part in a penalty shoot-out competition.
- 4.7 The penalty shoot-out is taken under the following conditions:
- i the defending goalkeeper starts behind their own goal line between the goal posts;
 - ii the ball is placed on the nearest 23m line opposite the centre of the goal;
 - iii an attacker starts behind the 23m line near the ball;
 - iv the umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper may then move in any direction;
 - v the shoot-out is completed when one of the following occurs:
 - 8 seconds has elapsed;
 - the attacker scores a goal;
 - the attacker commits an offence;
 - the goalkeeper commits an offence in which case the shoot-out is re-taken;
 - the goalkeeper commits an intentional offence, in which case a goal is awarded;
 - the ball goes out of play over the back-line or side-line; this includes the goalkeeper intentionally playing the ball over the back-line.
- 4.8 If during a penalty shoot-out competition a player (either an attacker or a goalkeeper) is suspended, that player takes no further part in that penalty shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If the defending goalkeeper is suspended, the replacement can only come from the 5 players nominated to take part in the penalty shoot-out competition. The replacement goalkeeper is allowed reasonable time to put on protective equipment. If an attacker is suspended during the penalty shoot-out competition, any further penalty shoot-out the player was entitled to take counts as no goal.
- 4.9 If during a penalty shoot-out competition, a defending goalkeeper is incapacitated, that goalkeeper may be replaced by another player from within the players listed on the team entry form for that particular match, except as excluded above in sub-clause 4.6 or sub-clause 4.8. If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.
- 4.10 If an equal number of goals are scored or awarded after each team has taken 5 shoot-outs, a second series of penalty shoot-outs is taken with the same players, subject to an incapacitated defending goalkeeper being replaced. When one team has scored or been awarded one more goal than the opposing team after an equal number of shoot-outs (no minimum, no maximum) have been taken by each team, that team shall be the winner.

- 4.11 The same players take part in a second (unlimited) series of penalty shoot-outs except that an incapacitated goalkeeper can be replaced. The sequence in which the attackers take the penalty shoot-outs does not need to be the same as in the first series; before each penalty shoot-out series, the team manager chooses the order in which the nominated players take the particular penalty shoot-out. In this second series, all five nominated players shall take a penalty shoot-out before any of them are eligible to take a further penalty shoot-out.
- 4.12 The team whose player has taken the first penalty shoot-out of the first series must defend the first penalty shoot-out of the second (unlimited) series

APPENDIX 4

FOUR POOL 8-TEAM COMPETITION PLAN AND RANKING (POOLS C & D PLUS CLASSIFICATION MATCHES)

1. PLAN OF THE COMPETITION

1.1 Teams will be originally placed in two pools, each comprising four teams.

The two pools will be composed as follows:

POOL A	POOL B
1	2
4	3
5	6
8	7

1.2 The reserve teams will be named in order of priority.

1.3 In the case of non-participation of one or more team(s), the reserve team(s), if called upon, will, in principle, automatically take the place of the defaulting team(s) without changing the pools of the match programme. However, the FIH reserve the right to exercise an unfettered discretion to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE A AND B POOLS

2.1 In each pool, all the teams will play against each other, and the following points will be awarded for each match:

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

In each pool, teams will be ranked according to the number of points each has accumulated in the competition.

- 2.2 (a) If at the end of the pool matches two or more teams have the same number of points for any place in a pool, these teams will be ranked according to their respective number of matches won.
- (b) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference (which means “goals for” less “goals against”). A positive goal difference always takes precedence over a negative one.
- (c) If there still remains equality among two or more teams, then these teams will be ranked according to their respective number of ‘goals for’.
- (d) Should there still remain equality among two teams, then the result of the match played between those teams will determine the ranking of these teams.
- (e) If more than two teams are involved, then a ranking based upon the results of the matches among (only) them shall determine their respective position (Clause 2.1 of this Appendix). If there remains equality, then the teams involved shall be ranked according to Clauses 2.2(a), (b), (c), and (d) of this Appendix.
- (f) Should there still remain equality among two teams, then the result will be settled by a penalty shoot-out competition in accordance with Clause 4 of this Appendix between those teams
- (g) If more than two teams are involved, then each team will play a penalty shoot-out competition against the other teams in the same sequence of play as per the order of play in the tournament, in accordance with Clause 4 of this Appendix, (but with 5 (five) shots only to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.

- (h) A ranking will then be established based upon the results of the round of penalty shoot-out only, with the award for each play of the respective penalty shoot-out competitions of 3 points to the team having scored or been awarded the highest number of goals, 1 point to each team having scored or been awarded an equal number of goals and 0 points to the team having scored or been awarded the lowest number of goals.
- (i) If equality remains then teams having an equal number of points shall be ranked according to Clauses 2.2(a), (b), (c) and (d) of this Appendix as applied to goals recorded during the penalty shoot-out competition.
- (j) If an equal position of three (or more) teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty shoot-outs are required.

3. CLASSIFICATION MATCHES

- 3.1 After the completion of the initial pools (A and B), the top two (2) teams from each of these pools will be placed in pool C and the bottom two (2) teams will be placed in pool D.
- 3.2 Each team in Pool C and in Pool D will carry forward to the new pool the result of the match against that other team (only) in their original pool (A or B) who also goes forward with them into Pool C or Pool D.
- 3.3 Each team will play the other 2 teams in the new pool, that is the teams which they have not already played in Pool A or B.
- 3.4 The sequence of matches will be as follows

Pool C			Pool D		
2 nd Pool A	v	2 nd Pool B	4 th Pool A	v	4 th Pool B
1 st Pool A	v	1 st Pool B	3 rd Pool A	v	3 rd Pool B
1 st Pool B	v	2 nd Pool A	3 rd Pool B	v	4 th Pool A
1 st Pool A	v	2 nd Pool B	3 rd Pool A	v	4 th Pool B

- 3.5 The following points will be awarded for the matches played by each team in Pools C and D:
 - three points to the winner
 - one point to each team, in the event of a draw
 - no points to the loser
- 3.6 Teams will be ranked according to the number of points each has accumulated in Pools C or D. If there is equality between two or more teams, then the teams involved will be ranked according to Clause 2.2 of this Appendix in respect of results in Pools C & D.
- 3.7 The classification match for 7th and 8th place will be as follows:

3 rd Pool D	v	4 th Pool D
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- 3.8 The classification match for 5th and 6th place will be as follows:

1 st Pool D	v	2 nd Pool D
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- 3.9 The classification match for 3rd and 4th place will be as follows:

3 rd Pool C	v	4 th Pool C
------------------------	---	------------------------
- 3.10 The final will be as follows:

1 st Pool C	v	2 nd Pool C
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- 3.11 The score at the end of the regulation time of these matches shall be registered by the FIH as the result of the match.

- 3.12 In order to establish an outright winner of a classification match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw. After 5 minutes rest a coin is tossed; the team which wins the toss has the choice of ends or possession of the ball to re-start the match. The extension of time shall consist of two periods of 7½ minutes each. In between teams shall change ends, without a rest period.
- 3.13 The extra-time shall cease, however, once a team has scored or been awarded a goal. That team shall be the winner of the match.
- 3.14 If the score is still a draw at the end of the extra-time, a penalty shoot-out competition shall be played to establish the winner of the match.

4. PENALTY SHOOT-OUT COMPETITION

- 4.1 5 players from each team take a one-on-one penalty shoot-out alternately against the goalkeeper of the other team making a total of 10 penalty shoot-outs. The players take the penalty shoot-out in the sequence nominated and communicated by the team managers to the Technical Officer on duty before the start of the penalty shoot-out competition. Players are chosen by their respective team manager from those listed on the team entry form for that particular match except as excluded hereunder.
- 4.2 After consultation with the Technical Officer on duty, the umpires choose the goal to be used.
- 4.3 A coin is tossed. The team which wins the toss has the choice to take or defend the first penalty shoot-out.
- 4.4 The team scoring or awarded the most goals is the winner and the competition ceases once an outright winner is determined.
- 4.5 During a penalty shoot-out competition, all persons who appear on the team entry form and who are entitled to sit on the team bench for that match are permitted to enter the field of play but only in the area outside the 23m area used for the shoot-out. The goalkeeper of the team taking a penalty shoot-out may be on the goal-line outside the circle if so directed by the umpire. A player who is authorised by an umpire or technical official to take or defend a penalty shoot-out may enter the 23m area for that purpose.
- 4.6 A player who has been suspended by the Tournament Director or has been excluded permanently (red card) from the field of play during that same match, cannot take part in a penalty shoot-out competition.
- 4.7 The penalty shoot-out is taken under the following conditions:
- i the defending goalkeeper starts behind their own goal line between the goal posts;
 - ii the ball is placed on the nearest 23m line opposite the centre of the goal;
 - iii an attacker starts behind the 23m line near the ball;
 - iv the umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper may then move in any direction;
 - v the shoot-out is completed when one of the following occurs:
 - 8 seconds has elapsed;
 - the attacker scores a goal;
 - the attacker commits an offence;
 - the goalkeeper commits an offence in which case the shoot-out is re-taken;
 - the goalkeeper commits an intentional offence, in which case a goal is awarded;
 - the ball goes out of play over the back-line or side-line; this includes the goalkeeper intentionally playing the ball over the back-line.
- 4.8 If during a penalty shoot-out competition a player (either an attacker or a goalkeeper) is suspended, that player takes no further part in that penalty shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If the defending goalkeeper is suspended, the replacement can only come from the 5 players nominated to take part in the penalty shoot-out competition. The replacement goalkeeper is allowed reasonable time to put on protective

equipment. If an attacker is suspended during the penalty shoot-out competition, any further penalty shoot-out the player was entitled to take counts as no goal.

- 4.9 If during a penalty shoot-out competition, a defending goalkeeper is incapacitated, that goalkeeper may be replaced by another player from within the players listed on the team entry form for that particular match, except as excluded above in sub-clause 4.6 or sub-clause 4.8. If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.
- 4.10 If an equal number of goals are scored or awarded after each team has taken 5 shoot-outs, a second series of penalty shoot-outs is taken with the same players, subject to an incapacitated defending goalkeeper being replaced. When one team has scored or been awarded one more goal than the opposing team after an equal number of shoot-outs (no minimum, no maximum) have been taken by each team, that team shall be the winner.
- 4.11 The same players take part in a second (unlimited) series of penalty shoot-outs except that an incapacitated goalkeeper can be replaced. The sequence in which the attackers take the penalty shoot-outs does not need to be the same as in the first series; before each penalty shoot-out series, the team manager chooses the order in which the nominated players take the particular penalty shoot-out. In this second series, all five nominated players shall take a penalty shoot-out before any of them are eligible to take a further penalty shoot-out.
- 4.12 The team whose player has taken the first penalty shoot-out of the first series must defend the first penalty shoot-out of the second (unlimited) series

APPENDIX 5

TWO POOL 8-TEAM COMPETITION PLAN AND RANKING (KNOCK OUT CLASSIFICATION MATCHES)

1. PLAN OF THE COMPETITION

1.1 There will be two pools, each comprising four teams.

1.2 The two pools will be composed as follows:

POOL A	POOL B
1	2
4	3
5	6
8	7

1.3 The reserve teams will be named in order of priority.

1.4 In the case of non-participation of one or more team(s), the reserve team(s), if called upon, will, in principle, automatically take the place of the defaulting team(s) without changing the pools of the match programme. However, the FIH reserve the right to exercise an unfettered discretion to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE POOLS

2.1 In each pool, all the teams will play against each other, and the following points will be awarded for each match:

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

In each pool, teams will be ranked according to the number of points each has accumulated in the competition.

- 2.2 (a) If at the end of the pool matches two or more teams have the same number of points for any place in a pool, these teams will be ranked according to their respective number of matches won.
- (b) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference (which means “goals for” less “goals against”). A positive goal difference always takes precedence over a negative one.
- (c) If there still remains equality among two or more teams, then these teams will be ranked according to their respective number of ‘goals for’.
- (d) Should there still remain equality among two teams, then the result of the match played between those teams will determine the ranking of these teams.
- (e) If more than two teams are involved, then a ranking based upon the results of the matches among (only) them shall determine their respective position (Clause 2.1 of this Appendix). If there remains equality, then the teams involved shall be ranked according to Clauses 2.2(a), (b), (c), and (d) of this Appendix.
- (f) Should there still remain equality among two teams, then the result will be settled by a penalty shoot-out competition in accordance with Clause 4 of this Appendix between those teams
- (g) If more than two teams are involved, then each team will play a penalty shoot-out competition against the other teams in the same sequence of play as per the order of play in the tournament, in accordance with Clause 4 of this Appendix, (but with 5 (five) shots only to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.

- (h) A ranking will then be established based upon the results of the round of penalty shoot-out only, with the award for each play of the respective penalty shoot-out competitions of 3 points to the team having scored or been awarded the highest number of goals, 1 point to each team having scored or been awarded an equal number of goals and 0 points to the team having scored or been awarded the lowest number of goals.
- (i) If equality remains then teams having an equal number of points shall be ranked according to Clauses 2.2(a), (b), (c) and (d) of this Appendix as applied to goals recorded during the penalty stroke competition.
- (j) If an equal position of three (or more) teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty shoot-outs are required.

3. CLASSIFICATION MATCHES

3.1 The quarter-finals will be as follows:

1 st Pool A	v	4 th Pool B	Match 1
2 nd Pool B	v	3 rd Pool A	Match 2
2 nd Pool A	v	3 rd Pool B	Match 3
1 st Pool B	v	4 th Pool A	Match 4

The winners of these matches will play for 1st to 4th places and the losing teams will play for 5th to 8th places.

3.2 The semi-finals will be as follows:

Winner Match 1	v	Winner Match 2	
Winner Match 3	v	Winner Match 4	

The winners of these matches will play for 1st and 2nd places (the final) and the losing teams will play for 3rd and 4th places.

3.3 The classification matches for 5th to 8th places will be as follows:

Loser Match 1	v	Loser Match 2	
Loser Match 3	v	Loser Match 4	

The winners of these matches will play for 5th and 6th places and the losing teams will play for 7th and 8th places.

3.4 The score at the end of the regulation time of these matches shall be registered by the FIH as the result of the match.

3.5 In order to establish an outright winner of a match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw. After 5 minutes rest a coin is tossed; the team which wins the toss has the choice of ends or possession of the ball to re-start the match. The extension of time shall consist of two periods of 7½ minutes each. In between teams shall change ends, without a rest period.

3.4 The extra-time shall cease, however, once a team has scored or been awarded a goal. That team shall be the winner of the match.

3.6 If the score is still a draw at the end of the extra-time, a penalty shoot-out competition shall be played to establish the winner of the match.

4. PENALTY SHOOT-OUT COMPETITION

4.1 5 players from each team take a one-on-one penalty shoot-out alternately against the goalkeeper of the other team making a total of 10 penalty shoot-outs. The players take the penalty shoot-out in the sequence nominated and communicated by the team managers to the Technical Officer on duty before the start of the penalty shoot-out competition. Players are chosen by their respective team manager from those listed on the team entry form for that particular match except as excluded hereunder.

- 4.2 After consultation with the Technical Officer on duty, the umpires choose the goal to be used.
- 4.3 A coin is tossed. The team which wins the toss has the choice to take or defend the first penalty shoot-out.
- 4.4 The team scoring or awarded the most goals is the winner and the competition ceases once an outright winner is determined.
- 4.5 During a penalty shoot-out competition, all persons who appear on the team entry form and who are entitled to sit on the team bench for that match are permitted to enter the field of play but only in the area outside the 23m area used for the shoot-out. The goalkeeper of the team taking a penalty shoot-out may be on the goal-line outside the circle if so directed by the umpire. A player who is authorised by an umpire or technical official to take or defend a penalty shoot-out may enter the 23m area for that purpose.
- 4.6 A player who has been suspended by the Tournament Director or has been excluded permanently (red card) from the field of play during that same match, cannot take part in a penalty shoot-out competition.
- 4.7 The penalty shoot-out is taken under the following conditions:
- 8 seconds has elapsed;
 - the attacker scores a goal;
 - the attacker commits an offence;
 - the goalkeeper commits an offence in which case the shoot-out is re-taken;
 - the goalkeeper commits an intentional offence, in which case a goal is awarded;
 - the ball goes out of play over the back-line or side-line; this includes the goalkeeper intentionally playing the ball over the back-line.
- 4.8 If during a penalty shoot-out competition a player (either an attacker or a goalkeeper) is suspended, that player takes no further part in that penalty shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If the defending goalkeeper is suspended, the replacement can only come from the 5 players nominated to take part in the penalty shoot-out competition. The replacement goalkeeper is allowed reasonable time to put on protective equipment. If an attacker is suspended during the penalty shoot-out competition, any further penalty shoot-out the player was entitled to take counts as no goal.
- 4.9 If during a penalty shoot-out competition, a defending goalkeeper is incapacitated, that goalkeeper may be replaced by another player from within the players listed on the team entry form for that particular match, except as excluded above in sub-clause 4.6 or sub-clause 4.8. If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.
- 4.10 If an equal number of goals are scored or awarded after each team has taken 5 shoot-outs, a second series of penalty shoot-outs is taken with the same players, subject to an incapacitated defending goalkeeper being replaced. When one team has scored or been awarded one more goal than the opposing team after an equal number of shoot-outs (no minimum, no maximum) have been taken by each team, that team shall be the winner.
- 4.11 The same players take part in a second (unlimited) series of penalty shoot-outs except that an incapacitated goalkeeper can be replaced. The sequence in which the attackers take the penalty shoot-outs does not need to be the same as in the first series; before each penalty shoot-out series, the team manager chooses the order in which the nominated players take the particular penalty shoot-out. In this second series, all five nominated players shall take a penalty shoot-out before any of them are eligible to take a further penalty shoot-out.
- 4.12 The team whose player has taken the first penalty shoot-out of the first series must defend the first penalty shoot-out of the second (unlimited) series

APPENDIX 6

TWO TEAM PLAY-OFF COMPETITION

1. RANKING IN THE COMPETITION

- 1.1 The two teams shall play three times against each other, being understood that there shall be at least one day rest during the competition and that there shall be at least 22 hours time difference between the start times of matches on consecutive days. However, with the permission of the FIH, the requirement to have the rest day may be waived providing that the request for waiving that day is made to the FIH by the host country prior to the competition commencing and with the agreement of the other participating country.
- 1.2 The following points shall be awarded for each match:
 - three points to the winner
 - one point to each team, in the event of a draw
 - no points to the loser

Teams shall be ranked according to the number of points each has accumulated in the competition.
- 1.3 If at the end of the competition, the two teams have the same number of points, they shall be ranked according to their respective goal difference (which means “goals for” less “goals against”). A positive goal difference always takes the precedence over a negative one.
- 1.4 If there remains equality among the two teams (same number of points and same goal difference), then they shall be ranked according to their respective number of “goals for”.
- 1.5 Should the number of “goals for” having been scored by or having been awarded to the two teams be equal, then the duration of the third match shall be extended. After 5 minutes rest a coin is tossed; the team which wins the toss has the choice of ends or possession of the ball to re-start the match. The extension of time shall consist of two periods of 7½ minutes each. In between teams shall change ends, without a rest period.
- 1.6 The extra-time shall cease, once a team has scored or been awarded a goal. That team will be the winner of the competition.
- 1.7 If the score is still a draw at the end of the extra-time, a penalty shoot-out competition (Clause 2 of this Appendix) shall be played to establish the winner of the competition.
- 1.8 If the same team wins the first two matches, it will not be compulsory to play the third match.

2. PENALTY SHOOT-OUT COMPETITION

- 2.1 5 players from each team take a one-on-one penalty shoot-out alternately against the goalkeeper of the other team making a total of 10 penalty shoot-outs. The players take the penalty shoot-out in the sequence nominated and communicated by the team managers to the Technical Officer on duty before the start of the penalty shoot-out competition. Players are chosen by their respective team manager from those listed on the team entry form for that particular match except as excluded hereunder.
- 2.2 After consultation with the Technical Officer on duty, the umpires choose the goal to be used.
- 2.3 A coin is tossed. The team which wins the toss has the choice to take or defend the first penalty shoot-out.
- 2.4 The team scoring or awarded the most goals is the winner and the competition ceases once an outright winner is determined.
- 2.5 During a penalty shoot-out competition, all persons who appear on the team entry form and who are entitled to sit on the team bench for that match are permitted to enter the field of play but only in the area outside the 23m area used for the shoot-out. The goalkeeper of the team taking a penalty shoot-out may be on the goal-line outside the circle if so directed by the umpire. A

player who is authorised by an umpire or technical official to take or defend a penalty shoot-out may enter the 23m area for that purpose.

- 2.6 A player who has been suspended by the Tournament Director or has been excluded permanently (red card) from the field of play during that same match, cannot take part in a penalty shoot-out competition.
- 2.7 The penalty shoot-out is taken under the following conditions:
- i the defending goalkeeper starts behind their own goal line between the goal posts;
 - ii the ball is placed on the nearest 23m line opposite the centre of the goal;
 - iii an attacker starts behind the 23m line near the ball;
 - iv the umpire blows the whistle to signal the start of the shoot-out; the attacker and the goalkeeper may then move in any direction;
 - v the shoot-out is completed when one of the following occurs:
 - 8 seconds has elapsed;
 - the attacker scores a goal;
 - the attacker commits an offence;
 - the goalkeeper commits an offence in which case the shoot-out is re-taken;
 - the goalkeeper commits an intentional offence, in which case a goal is awarded;
 - the ball goes out of play over the back-line or side-line; this includes the goalkeeper intentionally playing the ball over the back-line.
- 2.8 If during a penalty shoot-out competition a player (either an attacker or a goalkeeper) is suspended, that player takes no further part in that penalty shoot-out competition and, unless a defending goalkeeper, cannot be replaced. If the defending goalkeeper is suspended, the replacement can only come from the 5 players nominated to take part in the penalty shoot-out competition. The replacement goalkeeper is allowed reasonable time to put on protective equipment. If an attacker is suspended during the penalty shoot-out competition, any further penalty shoot-out the player was entitled to take counts as no goal.
- 2.9 If during a penalty shoot-out competition, a defending goalkeeper is incapacitated, that goalkeeper may be replaced by another player from within the players listed on the team entry form for that particular match, except as excluded above in sub-clause 2.6 or sub-clause 2.8. If the replacement goalkeeper is a field player, that player is allowed reasonable time to put on protective equipment.
- 2.10 If an equal number of goals are scored or awarded after each team has taken 5 shoot-outs, a second series of penalty shoot-outs is taken with the same players, subject to an incapacitated defending goalkeeper being replaced. When one team has scored or been awarded one more goal than the opposing team after an equal number of shoot-outs (no minimum, no maximum) have been taken by each team, that team shall be the winner.
- 2.11 The same players take part in a second (unlimited) series of penalty shoot-outs except that an incapacitated goalkeeper can be replaced. The sequence in which the attackers take the penalty shoot-outs does not need to be the same as in the first series; before each penalty shoot-out series, the team manager chooses the order in which the nominated players take the particular penalty shoot-out. In this second series, all five nominated players shall take a penalty shoot-out before any of them are eligible to take a further penalty shoot-out.
- 2.12 The team whose player has taken the first penalty shoot-out of the first series must defend the first penalty shoot-out of the second (unlimited) series

APPENDIX 7

UNIFORM ADVERTISING

1. MANUFACTURER IDENTIFICATION

An article of clothing or equipment may display as follows the manufacturer's identification: the name, trademark, logo, or any other distinctive sign of the manufacturer of the item, when worn or used by a player, official or umpire whilst playing or officiating in any event:

1.1 At Olympic Games

Refer to IOC Rule 51 for full text of definitions and regulations. The display may appear once only on any article and the size thereof may not exceed the following overall areas:-

<i>Clothing</i>	<i>20 sq.cm</i>
<i>Sticks</i>	<i>Exempt from IOC Rule 51, hence no restriction</i>
<i>Other Equipment</i>	<i>Less than 10% of the surface area of the item, with a maximum size of 60 sq.cm.</i>
<i>Accessories</i>	<i>(gloves, sunglasses and eyewear, socks, towels, helmets and hats) 6 sq.cm</i>
<i>Shoes</i>	<i>6 sq.cm (normal distinctive design pattern shall be permitted)</i>

1.2 At Other Inter-Nations Events (applies also to Olympic Qualifying Events)

The display may appear once only on any article of clothing, except on shirts/blouses where it may be repeated in the one or two figure(s) of the number(s) on the back of the shirts/blouses. Any such display may not exceed the overall size of 20 sq.cm per article.

No restriction on equipment, headgear or shoes.

2. SPONSOR'S ADVERTISEMENT

2.1 At Olympic Games

Advertising is not permitted on clothing or equipment

2.2 At other inter-nations events (applies also to Olympic Qualifying Events)

(a) Interpretation

- (i) The definition of "sponsor advertising" is to include all funding bodies such as national lotteries, National Olympic Committees and public or private companies. Uniforms may carry up to five advertisements from a maximum of four team sponsors, the same for all players of the team as per the sites displayed in the attached diagrams.
- (ii) All measurements are taken as the area within a rectangle drawn around the advertisement. Please refer to the diagrams below for further information on the positions of the advertising sites.
- (iii) Advertising must conform to all domestic legislation and regulations in force at the venue at which the team is competing. It is the responsibility of the National Association (NA) of each participating team to ensure compliance.
- (iv) No advertising will be permitted that is deemed by the FIH to be detrimental to the positive image of the game.
- (v) Temporary skin tattoos are not permitted as advertising media.

(b) Procedure for Approval

- (i) The FIH must be advised by the NA not less than three weeks prior to the date of the first event during which the NA wishes to advertise on the players' or umpires'/officials' uniforms, as to the following:

1. the specific team(s) for which the advertising is to be applied
 2. the company(s)/organisation(s) product(s)/business type and country(s) of origin;
 3. the size of advertisement(s) (sample in full scale to be submitted);
 4. the text of the advertisement(s); and
 5. the position(s) of the advertisement(s) on the players' uniform.
- (ii) Only written approval by the FIH is valid. Approval will be given (or denied) within one week after submission to the FIH. The approval, when given, is valid for any subsequent event.
- (iii) Changes to approved advertisements must be approved by FIH in the same manner.
- (iv) FIH will ensure publication of the list of approved advertisements for the benefit of host organisers of FIH events on its official website (www.fih.ch). Host organizers who wish to register a conflict of interest between a tournament sponsor and a participating team's sponsor must advise FIH in writing not less than one week prior to the start of the event. A decision will be made at the discretion of the FIH.

(c) Athletes' Uniforms

Advertising in the form of a company's name, logo or trademark is permitted when expressly authorised by the FIH, as described below.

- (i) On the front of the athlete's shirts/blouses – size not exceeding 350sq cm.
- (ii) Uniforms with sleeves - on the upper arm of both sleeves – size not exceeding 80sq cm.
- (iii) Uniforms without sleeves – on both side panels of the shirt/blouse (see diagram) – size not exceeding 80sq cm.
- (iv) On the front of the collar – size not exceeding 40sq cm.
- (v) On the reverse of the athlete's shirt below the athlete's number - size not exceeding 200 sq cm;
- (vi) Men's shorts – on the back of the right leg – size not exceeding 100sq cm.
- (vii) Women's skirts – on the back below the waistline – size not exceeding 100sq cm.
- (viii) A further site, positioned below the collar on the reverse of the shirt/blouse is to be reserved for FIH/tournament use.
- (ix) There are no restrictions on the size of the national emblem of the team.

(d) Umpires/Officials' Uniforms

Advertising in the form of a company's name, logo or trademark is permitted when expressly authorised by the FIH, as described below.

- (i) on the front of the umpires' shirts/blouses – size not exceeding 350 sq cm.
- (ii) on the back of the umpires shirts/blouses, below the umpire's name – size not exceeding 350 sq cm.
- (iii) the host organizer or FIH may add a tournament, National Association or FIH logo to the uniform, in place of the national emblem, with no restriction on size of the logo.

(c) Other Clothing and Equipment

Advertising that conforms to Clause 2.2(a) above, is permitted at any event not under the IOC jurisdiction on training clothing (tracksuits, etc.), sports bags, medical bags, etc.

2.3 Continental Club Events and other events

Advertising guidelines for these events are the responsibility of the respective Continental Federations or relevant body.

Illustrations of Uniform Advertising

<http://www.fih.ch/files/Sport/Event%20Management/Uniform%20Advertising.pdf>

APPENDIX 8

SCHEDULE OF VARIATION TO RULES OF HOCKEY APPLICABLE FOR SPECIFIC NOMINATED FIH WORLD LEVEL EVENT TOURNAMENTS

The following variations to the Rules of Hockey and Tournament Regulations will apply to the Olympic Games Qualifying Tournaments, Champions Trophy, Champions Challenge I, Champions Challenge II Tournaments and any competitions that lead to qualification of the aforementioned tournaments, unless otherwise stated.

1. GREEN CARD – TWO MINUTE SUSPENSION

For any offence, the offending player may be warned (indicated by a green card).

- Where a green card is issued the offending player shall be temporarily suspended for two (2) minutes.
- During the period of temporary suspension of a player, the team shall play with one less player.
- The umpire shall immediately restart the game after the issue of the green card.
- The offending player must leave the field immediately. If the player interferes with play on the way to the technical table area the umpire will further penalise the player in accordance with the Rules of Hockey.
- The two minute temporary suspension shall commence when the player is seated at the technical table area.
- The timing of the suspension shall be controlled by the technical officials on duty at the technical table.

2. YELLOW CARD – TEMPORARY SUSPENSION

For an offence where the offending player is temporarily suspended (indicated by a yellow card)

- Where a yellow card is issued the offending player shall be temporarily suspended for a minimum of five (5) minutes.
- During the period of temporary suspension of a player, the team shall play with one less player.
- The umpire shall restart the game after the issue of the yellow card.
- The offending player must leave the field immediately. If the player interferes with play on the way to the technical table area the umpire will further penalise the player in accordance with the Rules of Hockey.
- The exact length of suspension shall be indicated to the technical table by the umpire who issued the yellow card
- The period of temporary suspension shall commence when the player is seated at the technical table area.
- The timing of the suspension shall be controlled by the technical officials on duty at the technical table.

3. BREAKING AT PENALTY CORNER

- 3.1 Until the ball has been played, no attacker other than the one taking the push or hit from the back-line is permitted to enter the circle and no defender is permitted to cross the centre-line or back-line.
- 3.2 For any offence of this rule by a defender, other than the goalkeeper, the offending player(s) shall be required to go beyond the centre-line and cannot be replaced by another defender.
- 3.3 For any offence of this rule by a defending goalkeeper, the defending team defends the penalty corner with one less player.
- 3.4 For an offence of this rule by an attacker who enters the circle before the ball is played, the offending player(s) shall be required to go beyond the centre line.
- 3.5 The player who pushes or hits the ball from the back-line must not feint at playing the ball. For an offence of this rule the offending player shall be replaced by another attacker.

4. HOCKEY STICK SPECIFICATION

NOTE: This Regulation only applies to FIH World Level Events in 2011 and 2012, that is Champions Trophy, Champions Challenge 1 and Champions Challenge 2 in 2011 and Olympic Games, the Olympic Games Qualification Tournaments, Champions Trophy, Champions Challenge 1 and Champions Challenge 2 in 2012.

4.1 This section specifies the properties of the stick. Properties outside the specifications are not permitted. Although the properties are described as explicitly as possible, the FIH reserves the right to prohibit any stick which, in the opinion of the Hockey Rules Board, is unsafe or likely to have a detrimental impact on playing the game.

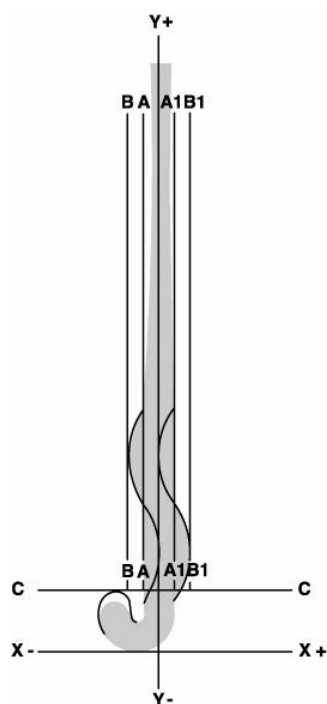


Figure 1: The stick

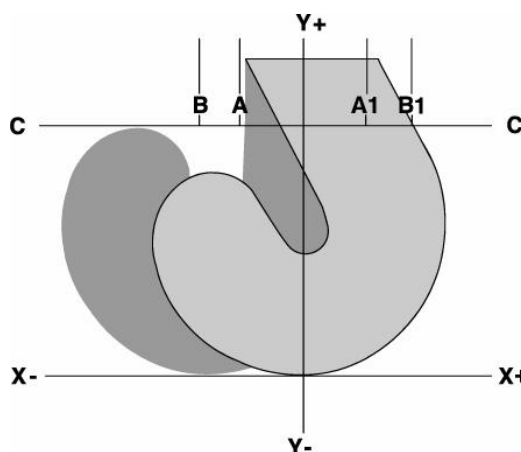


Figure 2: The head of the stick

4.2 The shape and dimensions of the stick are tested by placing the stick playing side downwards on a flat surface marked with the lines shown in figures 1 and 2. Lines A, A1, B, B1 and Y are parallel and are perpendicular to lines C and X. The dimensions in figures 1 and 2 are:

line A to line A1	51mm
line A to line B	20mm
line A1 to line B1	20mm
line A to line Y	25.5mm
line C to line X	100mm

4.3 The stick has a traditional shape, consisting of the handle and the head:

- The stick is positioned in figures 1 and 2 so that the line Y passes through the centre of the top of the handle; the handle of the stick starts at line C and continues in the direction Y+.
- The base of the head of the stick is positioned touching line X; the head of the stick starts at line X and terminates at line C.

- 4.4 The stick is assessed with any covering, coating or fixing belonging to the stick.
- 4.5 In any of the specifications below, the following definitions apply:
- “smooth” means without any rough or sharp parts. The surface must be even and regular, free from perceptible projections or indentations and not rough, wrinkled, pitted, grooved or scored. No edge shall have an angle with radius smaller than 3 mm.
 - “flat” means without any curved, high or hollow parts having a radius smaller than 2 m, transforming smoothly to an edge with a radius not smaller than 3 mm.
 - “continuous” means all along the defined subject without interruption.
- 4.6 The playing side of the stick is the entire side shown in figures 1 and 2 and the edges of that side.
- 4.7 The transition from handle to head must be smooth and continuous without any unevenness or other discontinuity.
- 4.8 The head must be a ‘J’ or ‘U’ shape the upturned or open end of which is limited by the line C.
- 4.9 The head is not limited between lines C and X in the direction X- or X+.
- 4.10 The head must be flat on the left hand side only (the side which is to the player’s left when the stick is held with the open end of the head pointing directly away from the player’s front, i.e. the side shown in the diagrams).
- 4.11 A single convex or concave deviation with a smooth continuous profile and of maximum 4 mm at any point is permitted across the otherwise flat playing side of the head of the stick and any continuation of it along the handle.
- *Deviation is tested by placing a straight edge of length 53mm across the stick at any point along the playing side and using a standard pointed depth gauge; the device used to measure bow or rake and shown in figure 3 can also be used for this purpose. The depth of concave curvature below the straight edge must not exceed 4 mm.*
 - *Other indentations or grooves are not permitted on the playing side of the stick.*
- 4.12 The flat playing side of the head of the stick and any continuation of it along the handle must be smooth.
- 4.13 A twist or twists along the flat playing side of the stick from the head and any continuation of it along the handle are not permitted; i.e. the intersection of the plane comprising the flat playing side of the stick with any plane comprising all or part of the flat side of the handle must remain parallel to line C-C.
- 4.14 It is permitted for the handle to be bent or curved to protrude beyond the line A once only to the limiting line B at maximum or but not also to be bent or curved to protrude beyond the line A1 once only to the limiting line B1 at maximum.
- 4.15 Any curvature along the length of the stick (the bow or rake) must have a continuous smooth profile along the whole length, must occur along the playing side or the back of the stick but not both and is limited to a depth of 25 mm. The point of maximum bow must not be closer to the base of the head (line X in figure 1) than 200mm. Multiple curves are not permitted.
- *The stick is laid playing side downwards on a flat surface in its natural resting position. The device shown in figure 3 is used to measure the bow or rake and is placed with its base on the testing surface. The 25mm high end of the device must not pass freely more than 8mm under the stick at any point; i.e. this end of the device must not pass freely under the stick to the extent that the edge of the stick touches the remaining part of the device.*

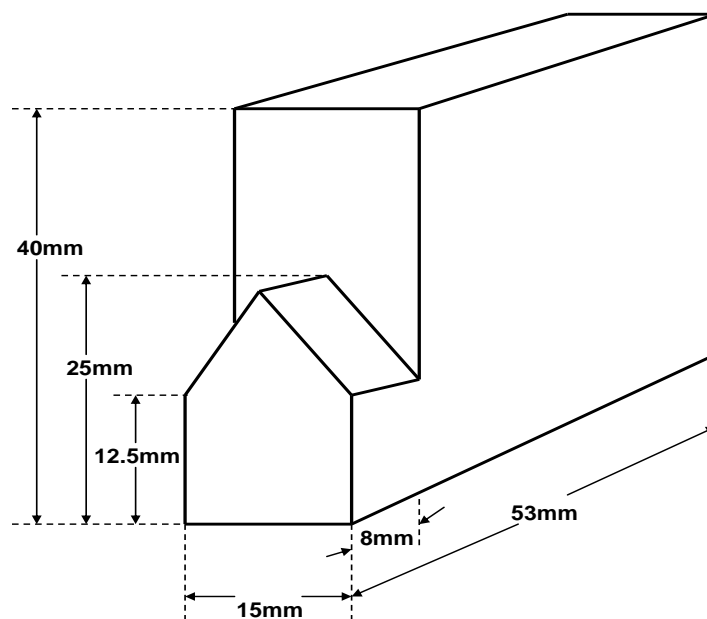


Figure 3: Device for measuring stick bow or rake

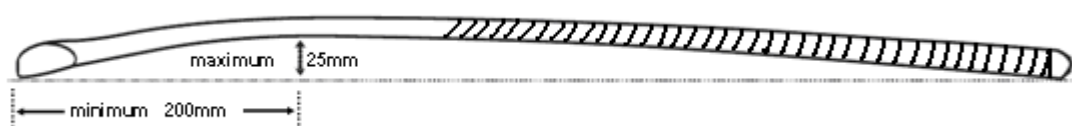


Figure 4: Maximum bow measurement

- 4.16 The edges and the non-playing side (back) of the stick must be rounded and must have a continuous smooth profile. Flat sections along the edges or back of the stick are not permitted.
- *Smooth and shallow undulations or indentations on the back of the handle are permitted to a maximum depth of 4 mm. No undulations or indentations are permitted on the back of the head of the stick.*
- 4.17 Inclusive of any additional coverings used, the stick must pass through a ring with an interior diameter of 51 mm.
- 4.18 The total weight of the stick must not exceed 737 grams.
- 4.19 Ball speed must not be greater than 98 % of stick head speed under test conditions.
- *Ball speed is determined over a series of 5 tests at a stick speed of 80 km/hour in the simulator of an FIH approved laboratory. Ball speed is calculated from the time the ball passes two measuring points and is expressed as a ratio to the specified stick speed. FIH approved hockey balls are used. The test is carried out at prevailing laboratory conditions with a temperature of approximately 20°C and relative humidity of approximately 50 %.*
- 4.20 The entire stick must be smooth.
- *Any stick which poses a potential risk for play is prohibited.*
- 4.21 The stick and possible additions may be made of or contain any material other than metal or metallic components provided it is fit for the purpose of playing hockey and is not hazardous.
- 4.22 The application of tapes and resins is permitted provided that they are not hazardous and that the stick conforms to the specifications.

APPENDIX 9

FIH CODE OF CONDUCT

1. INTRODUCTION

The FIH has full jurisdiction and authority over everything concerning hockey and the playing of hockey. Any person or National Association involved in any hockey competition agrees to comply with, but not limited to, all FIH Statutes and Bye-Laws, Rules of Hockey and FIH Tournament Regulations, FIH Anti-Doping Regulations, FIH Image Rights Policy and the Rules and Directives of the Code of Conduct.

2. CODE OF CONDUCT

- 2.1 The code is established to create awareness of and accountability for the promotion, administration, coaching and playing of the game of hockey.
- 2.2 All participants are responsible for their own behaviour and conduct, and as such, accountable.
- 2.3 It is the responsibility of the National Association of each participating team to instruct their players and team officials on the Code of Conduct. The National Associations shall share liability with their players and team officials should breaches occur of the terms of the FIH Statutes and Bye-Laws, etc as listed above.
- 2.4 Complaints in relation to either misconduct or breaches of the terms of the Statutes and Bye-Laws and Rules and Regulations, etc, shall in the first instance be dealt with by the Tournament Director during the competition, or after the competition, by the FIH Hon. Secretary General, who in turn may refer and involve the FIH Judicial Commission.

3. PARTICIPANTS

- 3.1 The Code of Conduct is applicable to each participant at any approved FIH tournament or any tournament approved by a Continental Federation or controlled by the IOC. It shall also provide direction for National Associations and clubs in regard to standards of conduct within their spheres of control.
- 3.2 Participants shall be considered:
 - (i) All National Association team members and officials including players, team management, coach and coaching staff, medical staff, technical support staff and the duly appointed representatives of the National Associations of the participating teams.
 - (ii) All FIH tournament officials including the FIH Representatives, Tournament Directors, Technical Officers, Umpires' Manager, Medical Officer, Media Officer, Judges and Umpires, and any other ad hoc officials appointed by the FIH or the organising committee.
 - (iii) The host National Association representatives and the members of the organising committee.

4. JURISDICTION

- 4.1 Given that each participant is subject to the FIH Statutes etc as above, the FIH is committed in maintaining the highest standards of behaviour and conduct. In pursuance of these standards, all participants shall observe also the following Rules and Directives:
 - (i) Participants shall at all times conduct themselves fairly, properly and in an acceptable manner on the field of play and any part of the hockey venue/accommodation.
 - (ii) No person may conduct himself in a manner or commit any act or omission which may prejudice the interest of hockey or which may bring the game of hockey into disrepute.
 - (iii) Without prejudice to the generality of the foregoing, the following shall be regarded as conduct which is improper, unfair, and unacceptable:

- (a) Verbal/physical abuse or hostility towards any other participant, person or any other member of the public.
- (b) Disputing, protesting and/or reacting in a provocative or disapproving manner in an inappropriate way toward any decision made by an umpire or official.
- (c) Feigning injury and/or overreacting to an alleged breach or decision
- (d) Charging or advancing towards an umpire or technical official in an aggressive manner when appealing.
- (e) Using rude or abusive language or hand signals.
- (f) Abuse of hockey equipment or clothing, venue equipment or fixtures and fittings.
- (g) Failure to comply with any directives respecting team dress protocols for medal presentation ceremonies
- (h) Any hostility, verbal or physical abuse towards an accredited Anti-Doping Control Test Officer.
- (i) Any act that appears to, or is intended to, influence any participant or which may affect any decision, the outcome of any match or the tournament result; e.g. an inducement in the form of money or gift

5. MEDIA CONFERENCES

It shall be compulsory for a team coach and team captain (or other nominated player as required by the Media Manager) to attend a media conference if requested.

6. PUBLIC STATEMENTS

6.1 The FIH defines a “public statement” as follows:

Any statement in which the whole, part or essence, is made public. Such a statement may be made in a newspaper, magazine, periodical or by any electronic (Internet, E-Mail, etc.) or other means through the medium of television, radio or in any other manner whatsoever, regardless of the circumstances in which the statement was made.

6.2 Public statements must be fair, constructive and reasonable and must not involve a personal attack on another player, umpire, appointed official or administrator.

6.3 The FIH recognises that fair and reasonable comments on the game in general are essentially in the interests of everyone. However, it further recognises that in the interest of maintaining the generally excellent relations that currently exist between players, umpires and officials, it is necessary to ensure that any such comment and criticism is constructive.

7. FIH ANTI-DOPING REGULATIONS

7.1 Each player and team staff member shall comply with the FIH Anti-Doping Regulations and they shall not direct any verbal or physical abuse or hostility towards Doping Control Test Officials. Any possession of dope-related drugs or drugs on the list of prohibited substances as mentioned in the FIH Anti-Doping Regulations and/or the WADA List of Prohibited Methods and Prohibited Substances, or the commission of any criminal offence relating to drugs, shall be handled in accordance with the FIH Anti-Doping Regulations.

7.2 No player, coaching staff, management team or any support staff who is currently serving any active sanction/punishment for a positive drug test shall be permitted to be involved in this tournament.

8. GAMING AND BETTING

Participants shall not participate in, or be in any way involved with any form of betting or gaming activities, including online betting or gaming activities, related to the event in which they are participants.

9. DRESS CODE – OPENING AND/OR CLOSING CEREMONY

At the opening and/or closing ceremony each team must wear the colours of its country as nominated by the Tournament Director.

10. PROCESS

In the event of an alleged breach of the Code of Conduct, the Tournament Director, or person with the appropriate delegated authority, will determine if there is to be a hearing. The hearing will be conducted in accordance with the FIH Code of Conduct Process Guidelines.

APPENDIX 10

FIH CODE OF CONDUCT – GUIDELINES OF OFFENCES AND PENALTIES

Level 1

The penalty for a Level 1 offence shall be an official reprimand and/or a suspension of the individual for a minimum of one match.

Examples of behaviour which may result in a Level 1 penalty:

- Verbal abuse or hostility towards any other participant, person or any other member of the public.
- Disputing/protesting, reacting in a provocative or disapproving manner in an inappropriate way toward any decision made by an umpire or official.
- Charging or advancing towards an umpire or technical official in an aggressive manner when appealing.
- Excessive appealing of an umpire's decision.
- Throwing a stick or ball at or near a player, umpire or official in an inappropriate and/or dangerous manner.
- Inappropriate physical contact between players in the course of play.
- Using rude or abusive language, gestures or hand signals gestures which are considered to be obscene, offensive, or insulting.
- Abuse of hockey equipment or clothing, venue equipment or fixtures and fittings.
- Making public statements which are not fair, constructive or reasonable and involve a personal attack on another player, umpire, appointed official or administrator.
- Failure to attend media conferences as requested.

Level 2

The penalty for a Level 2 offence shall be a suspension of the individual for a minimum of two matches or more matches.

Examples of behaviour which may result in a Level 2 penalty:

- Threat of assault on an umpire.
- Physical assault, without serious injury, of another player, umpire, official or spectator.
- Using language or gestures which seriously offends, insults, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, gender, colour, descent or national or ethnic origin.
- Recurrent breaches of Level 1 behaviour.

Level 3

The penalty for a Level 3 offence shall be a suspension of the individual for a minimum of five or more matches.

Examples of behaviour which may result in a Level 3 penalty:

- Any act of violence on the field of play.
- Physical assault causing serious bodily injury to another player, umpire, official or spectator.
- Recurrent breaches of Level 2 behaviour.

APPENDIX 11

FIH CODE OF CONDUCT – GUIDELINES TO TOURNAMENT DIRECTORS ON PROCESS FOR HEARING AND DETERMINING ANY REPORTED OFFENCE

1. THE REPORT

- 1.1 Reports of alleged breaches of the FIH Code of Conduct shall be made to the Tournament Director or initiated by the Tournament Director in his own right.
- 1.2 The Tournament Director is to determine if an offence has been committed and the level of the offence.
- 1.3 A report can be received by the Tournament Director from any person but if received later than 24 hours after the occurrence of the conduct said to constitute the alleged offence the Tournament Director must exercise a discretion to accept such a report.

2. PRINCIPLES OF NATURAL JUSTICE

- 2.1 The principles of natural justice apply in the following way:
 - (a) The Tournament Director will advise the Team Manager with respect to:
 - The fact of the report of an offence
 - The identity of the participant
 - The time and place of the hearing
 - Details of the conduct and the mode of proof of it
 - Whether additional witnesses will be called to present evidence
 - If the report was received later than 24 hours after the occurrence of the alleged breach said to constitute the offence the Tournament Director must state the reasons for the exercise of the discretion to accept the report. No appeal is available from the exercise of that discretion

3. THE HEARING

- 3.1 The Tournament Director must chair the meeting (subject to delegation for reason of conflict of interest).
- 3.2 The hearing must be attended by the person who is the subject of the report and one representative if (s)he desires. In addition the person who is the subject of the charge may be assisted by an interpreter.
- 3.3 The Tournament Director must outline the evidence relied on to support the report including showing any video footage.
- 3.4 The person who is the subject of the report is to be asked for his/her response to the report, i.e. does (s)he accept the offence charged or not. The person who is the subject of the report **must** be permitted to present material as to either or both of the fact of the offence or penalty.
- 3.5 Should the person who is the subject of the report fail to attend the hearing the hearing shall take place in the absence of that person. The fact of the failure to attend shall be taken into account in the determination of the appropriate penalty in the event that an offence is found to have been committed.

4. THE DECISION

- 4.1 The decision shall be in writing and read to the person who is the subject of the report by the Tournament Director (through an interpreter if necessary). It should deal at least with the following matters:
 - (i) Whether or not the person who is the subject of the report accepts the breach of the code of conduct.

- (ii) If the person who is the subject of the report does not accept the breach, a finding as to whether a breach has occurred and why.
- 4.2 Should it be found (or agreed) that an offence has been committed either the minimum penalty is imposed or if a greater penalty then details of:
- (i) The disciplinary history of the person who is the subject of the report.
 - (ii) The attitude of the person who is the subject of the report at the hearing.
 - (iii) Any penalty already incurred, e.g. if a card was given during the game the length of time of any suspension served under that card.
 - (iv) Any comment on the seriousness of the offence by comparison with other offences within that level.

5. CLEAR DEFINITION OF THE PENALTY

- 5.1 In setting out any penalty that the person who is the subject of the report must serve, the Tournament Director must clearly set out the following:
- (i) The number of matches for which s(he) is suspended.
 - (ii) The date of commencement of the suspension.
 - (iii) The match or matches to which the suspension shall apply must be specified (e.g. world level events, any match played by the team member's National Association, etc.).
 - (iv) Any terms of the penalty in addition to suspension, for example referral to the FIH Hon. Secretary General for further consideration of the behaviour constituting the offence by the FIH Judicial Commission.

APPENDIX 12

PROTOCOLS FOR MATCH SCHEDULES

For consistency in all tournaments the following protocols for the order in which matches are to be played (based upon rankings of teams) shall be fully implemented.

MATCH SCHEDULES – ORDER IN WHICH MATCHES TO BE PLAYED 4, 5, 6, 7, 8, 12 AND 16 TEAM COMPETITIONS

Round	4 or 16 teams 1 pool x 4 teams OR 4 pools x 4 teams (3 teams: 4 = Bye)	6 or 12 teams 1 pool x 6 teams OR 2 pools x 6 teams (5 teams: 6 = Bye)	8 or 16 teams 1 pool x 8 teams OR 2 pools x 8 teams (7 teams: 8 = Bye)
Round 1	1 v 3 2 v 4	1 v 6 2 v 5 3 v 4	1 v 8 2 v 7 3 v 6 4 v 5
Round 2	3 v 4 2 v 1	1 v 5 2 v 4 6 v 3	1 v 7 2 v 6 3 v 5 4 v 8
Round 3	1 v 4 3 v 2	6 v 2 4 v 5 3 v 1	1 v 6 2 v 5 3 v 4 7 v 8
Round 4		4 v 6 2 v 1 5 v 3	1 v 5 2 v 4 3 v 8 6 v 7
Round 5		1 v 4 5 v 6 3 v 2	1 v 3 2 v 8 4 v 7 5 v 6
Round 6			1 v 2 3 v 7 4 v 6 8 v 5
Round 7			1 v 4 2 v 3 5 v 7 6 v 8