



TOURNAMENT RULES AND REGULATIONS MALAYSIAN HOCKEY CONFEDERATION MALAYSIAN INDOOR HOCKEY LEAGUE 2025

1. DEFINITIONS

As herein defined:

1.1	FIH	International Hockey Federation
1.2	MHC	Malaysian Hockey Confederation
1.3	MHCDC	Malaysian Hockey Confederation Disciplinary Committee
1.4	MIHL	Malaysian Indoor Hockey League
1.5	Team	Clubs and Districts
1.6	OC	Organizing Committee
1.7	TC	Technical Committee
1.8	TD	Technical Delegate
1.9	TO	Technical Official



2. NAME

The tournament shall be called the “**Malaysia Indoor Hockey League 2025**” (MIHL).

3. RULES OF THE GAME

The tournament shall be conducted in accordance with the latest Rules of the Game of Indoor Hockey, issued by the FIH, the Rules governing the MHC Constitution and the Regulations herein provided.

4. PRE-TOURNAMENT BRIEFING MEETINGS

- 4.1 Team Managers must attend the Event Briefing Meeting at a time and place to be specified.
- 4.2 Team Managers must bring to this meeting or such other meeting specified by the Technical Delegate: a sample of the clothing of their field players and goalkeepers (primary and alternate colours) and all playing equipment for approval prior to the commencement of the competition; equipment 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; sticks for all players will also be checked but the Technical Delegate may authorize this to be done at another time;

NOTE: A FINE OF RM500 IF MANAGERS FAIL TO ATTEND PRE-TOURNAMENT BRIEFING MEETINGS

- 4.3 A Team’s Head Coach must attend the meeting with the tournament appointed Umpires Manager(s) at a time and place to be specified.

5. PARTICIPATION

- 5.1 The tournament is open to all clubs that are affiliated to the affiliates of the MHC ONLY. Such clubs should be properly constituted bodies, registered with the Registrar of Societies. In the case of Employer Clubs, they should be registered with the Registrar of Companies. The tournament is also open to all colleges and universities.

***Exempted from clause 5.1**

- 5.2 Teams that have consented to participate must not be in arrears of dues to the MHC.
- 5.3 Confirmation to participate must be in writing and must be made in the prescribed forms.
- 5.4 The participation fee shall be **RM500.00** per team and must be enclosed with the Entry Form. Entries without Participation Fee will not be entertained.
- 5.5 Teams that are not affiliated with any affiliates of the MHC, must get a consent from the respective affiliates of the MHC.



- 5.6 A mandatory fine of *RM500.00* will be imposed on a team should the team confirming its participation withdraws from the MIHL 2025.

6. ELIGIBILITY OF PLAYERS

- 6.1. Only Malaysian Citizens are allowed to represent from MHC affiliates. National squad Players representing MHC affiliates teams are subject to get approval and release letter from MHC National Team Management Committee and National Coach.
- 6.2. Players 18 years old and above for men and 16 years old and above for women are eligible to be registered.
- 6.3. Teams which name students as players are reminded to adhere to rules and regulations of Ministry of Education pertaining to participation of students in activities which are not organized by the Ministry of Education, State District Education Department and schools. The letter of authorization must be submitted together with the registration forms before the tournament.
- 6.4. On all matters related to the eligibility clause, the decision of the MHC Indoor Hockey Committee is final and binding on all affiliates / teams.
- 6.5. Any team found violating the player's eligibility rule will be barred from further participation in this tournament and referred to the MHC Disciplinary Board for further action. All subsidies and prize money will be forfeited.

7. REGISTRATION OF PLAYERS

- 7.1 **Each teams allowed to maximum six (6) number of National players. However only maximum number of three (3) players will be allowed on the field of play at any time of the match.**
- 7.2 Each team will be allowed to register a minimum number of 12 and a maximum number of 15 players for the MIHL 2025.

Note: Team Officials will not be allowed to register themselves as players.

- 7.3 For a given match, however, the team shall register a maximum of 12 players only. The team manager shall indicate, on the prescribed form, the starting six players and the reserves.
7. 1. The Registration of players, on the prescribed forms must be submitted to the Organizing Committee together with the Entry Form before the stipulated date.

8. TEAM ENTRY

- 8.1 All players must be identified by their respective playing shirts numbered within range 1-15 which must remain same throughout the competition.
- 8.2 The team entry form must include:



- the names of up to 15 players wishing to take part in the tournament identified by their respective shirt numbers;
- the name of the team manager, not being the head coach;
- the name(s) of the Head Coach, any Assistant Coach, Assistant Team Manager, Team Physiotherapist and Team Medical Doctor, if present and wishing to be authorized to sit on team bench;
- details of the primary and alternative colours of players clothing. **Each piece in one set must consist of at least 80% single colour.**
- details as to primary and alternate colours of goalkeeper's shirts which must consist of colours completely different from each other and must not include any colours of the player's shirts.

9. REGISTRATION OF TEAM OFFICIALS

- 9.1 Each team will be allowed to register a maximum of 6 officials for the following categories:
- a. Team Manager
 - b. Stand-in Manager
 - c. Coach
 - d. Assistant Coach
 - e. Physiotherapist or Masseur
 - f. Doctor
- 9.2 However, for any given match, **a maximum of 4 officials and a registered doctor** only will be allowed at the team bench. They are being:
- a. Manager or Stand in Manager
 - b. Coach and Assistant Coach **(Only One can stand to coaching the team)**
 - c. Physiotherapist or Masseur

Officials registering themselves as Medical Doctors or Physiotherapists must be actually qualified people of the discipline concerned. Photostat copies of their qualifications need to be attached with the entry form.

- 9.3 It is important that the Team Manager be present at all matches. **Should the Team Manager be absent for two consecutive matches; he will be automatically disqualified as the Team Manager.** The Stand-in Manager shall then assume the post of Team Manager. The team may seek the consent of the TC for the replacement of any one of the abovementioned officials.
- 9.4 The Coach or the Assistant Coach will not be permitted to deputise as the Team Manager or as the Stand-in Manager.

10. DRESS AND TEAM COLOURS

- 10.1 Details of the primary and alternative colours of players clothing. **Each piece in one set must consist of at least 80% single colour.** No colour that is in one set of clothing may be repeated in the other relevant item of uniform (i.e. shirts, shorts, skirts / shorts and socks) except in collars, edging, piping or other decorative features (e.g. an accepted manufacturer's branding); and



- 10.2 Details as to primary and alternate colours of goalkeeper's shirts which must consist of colours completely different from each other and must not include any colours of the players' shirts.

- a. Shirt
- b. Shorts / Skirts
- c. Stockings
- d. Goalkeeper's shirt

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

Note: *One of the colours registered must be of a single colour per piece.*

- 10.3 Goalkeepers must wear a shirt of a colour that is different and distinctive from those of both of the teams.
- 10.4 Any additional items of clothing (particular reference is made to the wearing of tights) worn by a player during a match must be of the same colour as specified for the corresponding piece of clothing or black.
- 10.5 **The Technical Delegate at their absolute discretion shall specify to the Team Managers the clothing to be worn by their players and goalkeepers for each match.**
- 10.6 Each field player's number must:
- a. **appears in distinctive filled (not outlined) figure(s);**
 - b. be not less than 16 cm and not more than 20 cm in height on the back of the player's shirt;
 - c. be not less than 7 cm and not more than 9 cm in height on the front of the player's shorts/skirt at thigh level.

Each goalkeeper's number must:

- a. **appears in distinctive filled (not outlined) figure(s);**
 - b. be not less than 16 cm and not more than 20 cm in height on the back of the goalkeeper's shirt;
 - c. be not less than 7 cm and not more than 20 cm in height on the **front of the goalkeeper's shirt.**
- 10.7 Each team will choose the numbers 1 to 99.
- 10.8 Whoever is appointed captain of a team, must wear a distinctive arm-band/ribbon.
- 10.9 A player must be properly dressed at all times during a match. This includes the following:



- 10.9.1 All players, except the goalkeepers, must wear protective full-sized shin guards.
 - 10.9.2 Goalkeepers or any player acting as goalkeeper must wear protective headgear at all times during the match, including when defending a penalty stroke. When required to take a penalty stroke, then the protective headgear may be removed.
 - 10.9.3 The wearing of a headgear by players (cap etc.) other than the goalkeeper is strictly prohibited. If the need arises, a player may wear a scarf which is complete black in colour.
 - 10.9.4 All players are encouraged to wear protective mouth guards.
- 10.10 **Each team involved in a match must have available with it two spare sets of players clothing without number plus suitable material for numbering in an emergency such as replacement of blood-stained clothing.**
- 10.11 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 body protection (including leg protection) underneath / inside normal playing clothing;
- 10.12 A player on the field of play must not use or be equipped with any device to receive communication

11. STICK SPECIFICATION

- 11.1 Any curvature along the length of the stick (the rake or bow) must have a continuous smooth profile along the whole length, must occur along face side or the back of the stick but not both and is limited to a depth of 25mm.

The rake or bow is tested using a pointed wedge the point which is 25mm from the flat base. The stick is laid on a flat surface. The wedge must not pass completely under the stick at any place along its length.

12. COMPOSITION OF A TEAM

- 12.1 **A maximum of 12 players may be used by a team in a match, if a player(s) has been suspended by the Technical Committee for one or more matches then, for those matches, the number of players the team concerned may use will be reduced by the number of players suspended**
- 12.2 Each team must have a captain, on the field of play or on the team bench during a match. The captain is responsible for the behavior of his team players on the field of play. He must, at all times, wear a distinctive armband.
- 12.3 Up to six 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).



- 12.4 Each team must nominate, at least **20 minutes** before the commencement of every match, the numbers of 6 players who will be the Starting six for that particular match.
- 12.5 The nominations can only be selected from those players whose names appear on the Team Entry Form.
- 12.6 Each team manager must before every match complete the appropriate form nominating from the players and support staff whose names appear on the entry form, excluding any player who has been suspended from playing in the match:
- the six players who will be on the field of play at the commencement of the match
 - the 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
 - coach or assistant coach (but not both)
 - an appropriate qualified physiotherapist/ masseur (if any)
 - an appropriate qualified medical doctor (if any)
- 12.7 A nominated player who becomes incapacitated during warm-up or practice may be replaced by a player whose name appears on the 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.
- 12.8 Each team has either a goalkeeper on the pitch or plays only with field players.
- Each team may play with:
- a goalkeeper wearing a different colour shirt and protective equipment comprising at least headgear, leg guards and kickers; this player is referred to in these Rules as a goalkeeper; or
- only field players; no player wears a different colour shirt; no player may wear protective headgear except a face mask when defending a penalty corner or a penalty stroke; all team players wear the same colour shirt.

13. PLAN OF COMPETITION

13.1 Men's & Women's category

- 12.1.1. There will be one pool. The teams shall play each other in one-round league. The winners will be decided based on their standings at the end of the league.
- 12.1.2. Top 4 in the pool will be qualified to the Semi-Final.
- 12.2.2. The winner of these matches will play for 1st to 4th places.



12.3. SEMI FINALS/ FINALS & 3RD/ 4TH PLACING

12.3.1. The semi-finals will be as follows:

1st in group	vs	4th in group
2nd in group	vs	3rd in group

12.3.2. The winners in the semi-finals will play in the finals and the losers will play for the 3rd and 4th placing.

12.3.3. **Should there be a tie-on aggregate score at the end of the match, the winner shall be decided by the Shoot-out competition. This Shoot-out competition will be held immediately after the match. If the game ends in a draw at the end of regulation time, the prize money if any will be shared equally between the teams concerned.**

14. RANKING IN THE POOL

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

14.1.1	3 points to the winner
14.1.2	1 point to each team for a draw
14.1.3	0 points to the loser

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

14.3 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.

14.4 Should there still remain equality between two or more teams, then these teams will be ranked according to their respective goal difference ("goals for" minus "goals against").

A positive goal-difference always takes precedence over a negative one.

14.5 If there still remains equality between two or more teams, then these teams will be ranked according to their respective number of "goals for".

14.6 If there remains equality between two or more teams, then the result(s) of the match(es) between (only) those teams involved will be taken into consideration to determine the ranking of the tied teams.

14.7 Should there still remain equality between 2 teams, then the matter will be settled by a shoot-out competition between those teams (refer to Regulation 14).

14.8 Should there still remain equality among 3 (or more) teams, then each team will play a shoot-out competition against the other teams (refer to Regulation 14).

14.9 A ranking will then be established based upon the results of the round of shoot-out competition with the award of the following points:



14.9.1 3 points to the winner

14.9.2 0 points to the loser

15. SHOOT-OUT COMPETITION

- 15.1 In a shoot-out competition, three (3) players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this Regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.
- 15.2 If the shoot-out competition takes place after the end of a match, the first shoot-out shall take place within four (4) minutes of the end of the match.
- 15.3 The respective Team Managers provide three players to take and one player to defend the shoot-outs from those on the Match Report except as excluded below. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out. No substitutions / replacements are permitted during the shoot-out competition other than as specified below.
- 15.4 A player who is still serving a disciplinary suspension by the Tournament Director at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, cannot take part in that shoot-out competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shoot-out competition even if the period of their suspension has not been completed at the end of the match.
- 15.5 The Technical Official on duty will specify the method of timing shoot-outs taking account of the facilities available and the need to control time accurately. The Technical Official on duty will specify the goal to be used.
- 15.6 A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
- 15.7 All persons listed on the Match Report other than any player who is still serving a disciplinary suspension by a Technical Delegate at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition are permitted to enter the field of play outside the half used for the shoot-out.
- 15.8 The goalkeeper / defending player of the team taking a shoot-out may be on the back-line outside the circle.
- 15.9 A player taking or defending a shoot-out may enter the half used for the shoot-out for that purpose.
- 15.10 Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put back on their protective equipment.
- 15.11 Three players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 6 shoot-outs.



15.12 Taking a shoot-out:

- i. the goalkeeper / defending player starts on or behind the goal-line between the goal posts;
- ii the ball is placed on the nearest 3m outside the circle opposite the centre of the goal;
- iii an attacker stands behind but near the ball;
- iv the Umpire blows the whistle to start time;
- v an official at the technical table starts the clock;
- vi the attacker and the goalkeeper / defending player may then move in any direction;
- vii the shoot-out is completed when:
 - 6 seconds has elapsed since the starting signal;
 - a goal is scored;
 - the attacker commits an offence;
 - the goalkeeper / defending player commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper/defending player;
 - the goalkeeper / defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
 - the ball goes out of play over the back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.

15.13 If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the Match Report subject to the provisions of Articles 14.16, 14.17 and 14.18.

15.14 The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.

15.15 A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.

15.16 If during a shoot-out competition (including during any penalty stroke which is awarded) a player is suspended by a yellow or red card:

- a that player takes no further part in that shoot-out competition and, unless a goalkeeper / defending player, cannot be replaced;
- b the replacement for a suspended goalkeeper / defending player can only come from the three (3) players of that team nominated to take part in the shoot- out competition:
 - i the replacement goalkeeper / defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player they are replacing was wearing;



- ii for taking their own shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
 - c any shoot-out due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as a goal.
- 15.17 If during a shoot-out competition, a defending goalkeeper / defending player is incapacitated:
- a that goalkeeper/defending player may be replaced by another player from among the players listed on the Match Report for that particular match, except as excluded in this Appendix or unless suspended by an Umpire during the shoot-out competition;
 - b the replacement goalkeeper:
 - i is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
 - ii if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
- 15.18 If during a shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the Match Report for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.
- 15.19 If an equal number of goals are scored after each team has taken three shoot-outs:
- a a second series of shoot-outs is taken with the same players, subject to the conditions specified in this Appendix;
 - b the sequence in which the attackers take the shoot-outs need not be the same as in the first series;
 - c the team whose player took the first shoot-out in a series defends the first shoot-out of the next series;
 - d when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.
- 15.20 If an equal number of goals are scored after a second series of three shoot-outs, additional series of shoot-outs are taken with the same players' subject to the conditions specified in this Appendix:
- a the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - b the team which starts each shoot-out series alternates for each series.
- 15.21 Unless varied by this Appendix, the Rules of Indoor Hockey apply during a shoot-out.



16. DURATION OF MATCHES

15.1. A match consists of four quarters of 10 minutes, an interval of 1 minute between quarter 1 and 2 and between quarter 3 and 4 and a half-time interval of 3 minutes.

Other periods and interval may be agreed by both teams except as specified in regulations for particular competitions

If time expires just before an umpire would
Otherwise have made a decision, umpires are permitted to make
that decision immediately after the end of any period of the match

17. TIME-KEEPING

17.1 Time keeping will be controlled by the Technical Officials' Table officials whose responsibility it will be to signal the end of the periods of regulation time at half time and at 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.

17.2 The umpires shall blow the whistle to start or restart the match. They shall also signal to the Technical Officials' Table officials every stoppage they may order and the subsequent restart.

18. INTERRUPTIONS OF A MATCH

17.1. If a match is interrupted by the umpires or by the Technical Delegate (eg because field of play conditions), this match must be resumed as soon as possible, under the following conditions:

- a. the match must be completed up to the regulation full time, the score on the resumption being that at the time the interruption took place;
- b. on resumption, substitution of players shall apply as though there had been no interruption to the match.

19. FAILURE TO PLAY

19.1 During the Pool matches:

19.1.1 A team either disqualified or refusing to play or failing to complete a match **INCLUDING** refuse to sign the match sheet shall be considered as withdrawing from the tournament.

19.1.2 If a team thus withdraws from the tournament, all the matches it has played up to then shall be considered as not having been played, not only by the withdrawing team but also by all the teams it had played against. The points table will be corrected accordingly.

19.2 During the classification matches. A team refusing to play or to complete a match shall be considered as withdrawing from the tournament at that stage and losing the match in question.

19.3 A team refusing to play or to complete a match during the pool or classification



matches will be deemed to have committed a breach of discipline. Such cases will be referred to the MHCDC.

- 19.4 The offending team will not be allowed further participation in any other tournament until the MHCDC arrives at a decision.
- 19.5 The MHCDC shall meet and arrive at a decision within a period of 30 days, from the date of the withdrawal.
- 19.6 **A grace period of not more than 10 minutes will be given to a team that takes the field late. Such consideration will be given to the team only once.** Should the same team fail to take the field at the specified time the second time, without good reason (s), the team will be considered to have withdrawn from the tournament. The Rules pertaining to withdrawals will then take effect. If a team fails to take the field after the 10 minutes of grace period, the match will be awarded to the opposing team with a 3 – 0 goal margin.
- 19.7 **Same goes to Team Manager Refuse to Sign the Match Sheet. A grace period of not more than 10 minutes will be given to the Teams. If Team Manager fails to sign the match sheet after the 10 minutes of grace period, the match consider WALK OVER. The match will be awarded to the opposing team with a 3 – 0 goal margin.**

20. ADMISSION TO THE FIELD OF PLAY

- 20.1 The coach on the team bench may not enter the field of play during playing time under any circumstances but may do so during a shoot-out competition.
- 20.2 The Team Manager and substitute players nominated for that match must remain seated on the team bench during playing time, including time stoppages, unless the Technical Officer on duty directs otherwise or when implementing the substitution procedures. The Coach nominated for the match must remain in an area designated by the Technical Officer on duty but need not be seated. Substitutes may leave their seats to warm up in an area designated by the Technical Officer on duty. The Team Medical Doctor and Physiotherapist may leave their seats to treat players; wherever possible treatment should take place at the end of the team bench
- 20.3 The nominated Team Manager 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. Officials or players who were not registered prior to the commencement of the tournament will not be allowed to sit on the team bench.
- 20.4 Vocal communication by team officials and/or players on the team bench must not be directed at the technical officials seated at the table, the Umpires and / or the players of the opposing team.
- 20.5 The TO on duty, after warning a team manager of acts of misconduct by a person or persons on that team bench is empowered, should the misconduct continue, to order that person or persons involved to leave the team bench and stay in the team changing room for the remainder of the match. Further disciplinary action, including referring the matter to the **MHCDC**, may be taken by the TD/TC after the match, depending upon the circumstances or the seriousness of the offence.



- 20.6 No incapacity treatment is permitted on the Field of Play unless the Physiotherapist or Team Doctor reasonably believes that a player requires medical attention and for that reason, they may enter the Field of Play without permission:
- if a team does not have such registered officials, the on-duty Medical Officer or Team Manager in the case that the on-duty Medical Officer is not present, may enter the Field of Play if they reasonably believe that a player requires medical attention;
 - if necessary, the Umpire may authorize stretcher bearers to enter the Field of Play;
 - persons authorized to enter the Field of Play are required to assist and remove the player concerned from the Field of Play as soon as it is safe to do so.
- 20.7 If any person from the team bench and / or the on-duty Medical Officer enters the Field of Play and attends a player:
- that player must leave the Field of Play and return to the team bench area for a minimum of one minute of playing time **INCLUDING** Goal Keeper.
 - the one minute period will be managed by the Technical Officials on duty;
 - the player required to leave the Field of Play may be substituted in accordance with the Rules of Hockey
 - As an exception to the above, if a goalkeeper is treated on the pitch for an injury incurred immediately prior to the award of a penalty corner or penalty stroke, including following a video umpire referral, the goalkeeper does not have to leave the pitch for one minutes of playing time.
- 20.8 No liquid or other refreshment may be consumed on the Field of Play. Any player wishing to take refreshment during a match, including during stoppages, must leave the Field of Play and is permitted to re-enter. A goalkeeper may re-enter the Field of Play only adjacent to the goal.
- 20.9 Team officials and players may leave the Field of Play during half time only with the prior permission of the TO on duty and must return not less than two minutes before the match is due to be restarted.
- 20.10 **Ungentlemanly conduct by any player during the course of the tournament, whether on or off the field and whether or not his team is involved in a match, shall be referred to the Tournament Director for further action.** The Tournament Director shall have the powers to refer to the MHCDC for any player or official for breach of discipline, on or off the field.
- 20.11 Any accredited representative of a team, who, in the opinion of the Umpires/ Technical Officials, is found interfering with the tournament or bringing disrepute to the tournament or act of misconduct by a player(s) or a team official(s) towards an Umpire(s) and or a Technical Official(s) be it verbally abusive or physical shall be referred to the Tournament Director for appropriate action. The Tournament Director shall have the powers to refer to the MHCDC such cases.
- 20.12 Coaching and audible vocal communication may only take place from designated areas only, namely from the team bench, coaches boxes (if provided) and designated seats, as identified at the Pre-Tournament Briefing Meeting.



21. SUBSTITUTION OF PLAYERS

21.1 Each team is permitted to substitute from a maximum of twelve players:

- a. substitution is permitted at any time except within the period from the award of a penalty corner until after it has been completed; during this period substitution is only permitted for injury to or suspension of the defending goalkeeper or defending player.

Note:

If another penalty corner is awarded before completion of the previous penalty corner, substitution other than for an injury or suspended defending goalkeeper or defending player must not take place until the subsequent penalty corner has been completed.

At a penalty corner, a defending goalkeeper (ie wearing full protective equipment) who is injured or suspended may be substituted by another goalkeeper wearing full protective equipment or by a player.

At a penalty corner, a defending player who is injured or suspended may be substituted by another player, and not by a goalkeeper wearing full protective equipment or a field player.

If a team had only field players, no substitution is permitted at a penalty corner until it has been completed.

If the goalkeeper or defending player is suspended, the offending team plays with one fewer player.

- b. there is no limit to the number of players who are permitted to be substituted at the same time or to the number of times any player is permitted to substitute or be substituted, **except that the number of times a team may substitute their goalkeepers off the pitch with another field player is limited to a total of two per match.**

Note:

Substitution between goalkeepers (ie those wearing full protective equipment) do not count towards the total number of allowed substitutions off the pitch.

If a team has used their full allocation of goalkeeper substitutions and their goalkeeper is injured and incapable of continuing then the only possible permanent substitution onto the pitch is that of another goalkeeper who is wearing full protective equipment. The substitution of this replacement goalkeeper should take place in accordance with Rule 20.1 and its guidance. If necessary, play should continue with the temporary substitution of a player with goalkeeping privileges and wearing a different colored shirt or only with field players while the substitute goalkeeper puts on full protective equipment prior to entering the pitch. In the event that a goalkeeper receives a temporary suspension, their return to the pitch following its completion does not count towards the total number of goalkeeper substitutions.

- c. Substitution of a player is permitted only after that player has left the pitch.



- d. Substitutions are not permitted for suspended players during their suspension.

For the duration of a temporary suspension, the offending team plays with one fewer player. For each permanent suspension, the offending team plays for the remainder of the match with one fewer player.

- e. After completing a suspension, a player is permitted to be substituted without first returning to the pitch.
- f. Time is not stopped for substitutions.

This includes not stopping the time for a goalkeeper substitution, including following a goalkeeper injury or suspension.

- 21.2 Field player who leave the pitch for injury treatment, refreshment, to change equipment or for some reason other than substitution are only permitted to re-enter within 3m of the centre-line on the side of the pitch used for substitutions.

Leaving and re-entering the pitch as part of play (eg when a defender puts on a face mask at a penalty corner) takes place at any appropriate part of the pitch.

- 21.3 No persons other than field players, goalkeepers and umpires are permitted on the pitch during the match without the permission of an umpire.
- 21.4 Players on or off the pitch are under the jurisdiction of the umpires throughout the match including the half-time interval.
- 21.5 A player who is injured or bleeding must leave the pitch unless medical reasons prevent this and must not return until wound have been covered; players must not wear blood stained clothing.

22. DISCIPLINARY ACTIONS

- 22.1 The following demerit points will be enforced for disciplinary actions taken during the course of the MIHL:

Green Card:	2 points
Yellow Card:	4 points
Red Card:	8 points

- 22.2 The following disciplinary actions are mandatory based on the demerit points:

12 demerit points: 1-match suspension
16 demerit points: 2-match suspension
20 demerit points: 3-match suspension
24 demerit points: suspension for the rest of the MIHL

Interpretation:

If a player, after having accumulated 12 demerit points, receives a Yellow Card in a match, he would serve a 2-match suspension. Although the above schedule reads a 2-match suspension for 16 demerit points, the reason for the player to be suspended for 1 match only is that he would have already served a 1 match



suspension upon accumulating 12 demerit points.

- 22.3 The TC shall have the powers to suspend a player who received permanent suspension in a match for more than one match, depending on the seriousness of the offence.
- 22.4 The TO on duty for a particular match shall have the powers to remove, from the team bench, any player or official for misconduct. The offending player or official shall be then referred to the TC for further action.
- 22.5 **The TC shall have the powers to refer, to the MHCDC, any player or official for breach of discipline, on or off the field.**
- 22.6 The procedure for all disciplinary cases, referred to the MHCDC are as follows:
- 22.6.1 The TC for that tournament must submit a full report on the alleged offence to the Indoor Hockey Committee. The report must be received by the Indoor Hockey Committee within 72 hours of the alleged offence.
- 22.6.2 Upon receipt of the report, the Indoor Hockey Committee shall submit, on the same day or the very latest the next day, the same to the Indoor Hockey Committee Chairman, MHC.
- 22.6.3 Upon receipt of the report, the Indoor Hockey Committee Chairman MHC shall consult the Chairman of the MHCDC and convene a meeting of the MHCDC within 14 days from the date of the alleged offence.
- 22.7 A player suspended from playing in a match will not sit on the team bench during that given match.
- 22.8 The demerit points will NOT be carried forward from the preliminary round to the Knock-out stage.
- 22.9 **GREEN CARD-ONE MINUTE SUSPENSION**
- 22.9.1 For any offence, the offending player may be temporarily suspended for one minute of playing time (indicated by a green card).
- 22.9.2 If a player receives a green card, the Umpires stop the match (but not necessarily the time) to issue the card; if the time has been stopped, the umpires restart it immediately after issuing the card.
- 22.9.3 If a goalkeeper receives a green card, the Umpires stop the time and restart it immediately after that goalkeeper has left the field of play.
- 22.9.4 The one minute temporary suspension starts when the player/ goalkeeper is seated in the designated area.
- 22.9.5 Timing of the suspension is controlled by a Technical Official on duty.
- 22.9.6 The offending player is permitted to resume play when the TO on duty indicates that the period of suspension has been completed.



22.9.7 If the offending player is goalkeeper, the TO on duty notifies the Umpires when the period of suspension has been completed; the Umpires stop the time at the next stoppage of play to enable that goalkeeper to resume play.

22.10 YELLOW CARD-TEMPORARY SUSPENSION

22.10.1 For any offence, the offending player may be temporarily suspended for a minimum of 2 minutes of playing time (indicated by a yellow card).

22.10.2 If a player receives a yellow card, the Umpires stop the match (but not necessarily the time) to issue the card; if the time has been stopped, the umpires restart it immediately after issuing the card.

22.10.3 If a goalkeeper receives a yellow card, the Umpires stop the time and restart it immediately after that goalkeeper has left the field of play.

22.10.4 The two minute temporary suspension starts when the player/ goalkeeper is seated in the designated area.

22.10.5 Timing of the suspension is controlled by a Technical Official on duty.

22.10.6 The offending player is permitted to resume play when the TO on duty indicates that the period of suspension has been completed.

22.10.7 If the offending player is goalkeeper, the TO on duty notifies the Umpires when the period of suspension has been completed; the Umpires stop the time at the next stoppage of play to enable that goalkeeper to resume play.

23. PENALTY CORNER COUNTDOWN CLOCK

8. 1. Time and play is stopped after a penalty corner is awarded and re-started when the teams are ready. Teams must take the minimum time to take their positions and put on protective equipment (as a guide 20/30 second) and play is re-started when the teams are ready.

Note: This regulation will apply only to the initial award of a Penalty Corner and not to any retake, or to any subsequent Penalty Corner awarded before the ball has travelled more than 3m outside the circle.

If the delay in taking the Penalty Corner is more than 30 seconds and in the opinion of the umpire an undue delay is occurring, then the umpire should identify and award a personal penalty to the player who is responsible for the delay (i.e a green card), with an increased personal penalty (i.e yellow card) for repeated offences. If this player is defender, the defending team defends the particular Penalty Corner with one player fewer. For any offence of this rule by a defending goalkeeper, the defending team defends with one fewer player; ie the corner is defended by one fewer player than before this incident. The defending team nominates which defender will be subject to a personal penalty.



24. PROTESTS

- 24.1 If a team manager wishes to lodge a protest at the end of a match, then such a protest must be in writing in the prescribed form and handed to the Technical Officer on duty within ten (10) minutes of the match ending declaring the intention to do so when signing the match report by noting the intention immediately under the signature. If the text of the protest is not received in writing prior to the expiry of the ten (10) minutes, then it will be deemed that no protest has been registered.
- 22.2 The protest having been properly declared; the team manager will then have a further fifteen (15) minutes to remit to the same TO a cash deposit of **RM 500.00**. Upon failure to do so, the protest will be considered void. The deposit will be refunded unless the protest is deemed futile.
- 22.3 The TC must make a decision in writing at the latest 72 hours after the end of the match in question. **The TC will not entertain any protest from the decision of an umpire or a technical official during a match or shoot out competition or appointment of umpires for a match.**

24. APPEALS

- 24.1 If one or both teams involved in a protest wish to appeal against the decision of the TC, the Team Manager(s) must do so in writing within 24 hours after the decision of the TC. If no appeal is lodged, then the decision of the TC is final.
- 24.2 Appeals must be handed to the **Indoor Committee Chairman MHC** either with a cash deposit of **RM 700.00**. The deposit will be refunded unless the appeal is deemed futile.
- 24.3 The Jury of Appeal shall meet not later than 48 hours after the Appeal has been received. Three members of the Jury of Appeal shall form the quorum. The Jury of Appeal's decision shall be final.

25. SHIRT ADVERTISEMENT

- 24.1 **The front of the players' shirts shall bear the tournament logo** and any other form of advertisement other than the brand name of the shirts, in which case should not exceed 12 sq.cm., will be prohibited.
- 24.2 Teams are permitted to use logos of their sponsors at the back or at the sleeves of their playing attire besides the logos of the official sponsors during the match and the prize presentation ceremony.

26. MATCH REPORT FORMS

- 26.1 At the end of a match, a Match Report is produced at the technical table. This is a summary of the match showing the names of all players, team officials and technical officials nominated for the match and the key match statistics, including the result.
- 26.2 Within ten minutes of the end of the match, the Team Manager of each participating team must sign the Match Report, even if a protest is contemplated.



26.3 The match officials must also sign the Match Report once both Team Managers have done so.

27. PRIZE MONEY (MALAYSIAN INDOOR HOCKEY LEAGUE 2025)

TBC.

28. DOPING

28.1 Each player and team staff member shall comply with the MHC and or the FIH Anti-Doping Regulations and they shall not direct any verbal or physical abuse or hostility towards Doping Control Test Officials. 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.

28.2 The MHC / Doping Control Test Officials has the right to pick players for random doping test and the team managers will be duly informed at the end of the game if any of their players will be subjected to these test

29. MATTERS NOT PROVIDED FOR

All matters not provided for in these Rules and Regulations shall be dealt with by the TECHNICAL COMMITTEE or the Executive Board of MHC whose decision shall be final.



APPENDIX 1

SCHEDULE OF VARIATIONS TO THE RULES OF HOCKEY APPLICABLE TO THIS TOURNAMENT

Below is a list of Regulations which supersede the Rules of Hockey.

1 CAPTAINS

Rule 3.3: Captains must wear a distinctive arm-band or similar distinguishing article on an upper arm or shoulder or over the upper part of a sock.

Regulation: Captains must wear a distinctive single colour (not black) or in the team's national colour(s) arm-band or similar distinguishing article on an upper arm or shoulder.

2 GREEN CARD – ONE MINUTE SUSPENSION

Rule 14.1.b: For any offence, the offending player may be warned and temporarily suspended for 1 minutes of playing time (indicated by a green card)

Regulation: For any offence, the offending player may be warned and temporarily suspended for 1 minutes of playing time (indicated by a green card).

- a For the duration of each temporary suspension, the offending team plays with one fewer player.
- b If a field player receives a green card, the Umpires stop the match (but not necessarily the time) to issue the card; if time has been stopped, the Umpires restart it immediately after issuing the card.
- c If a goalkeeper receives a green card, the Umpires stop the time and re-start it immediately after that player has left the field of play.
- d The offending player leaves the field immediately; if he / she interferes with play on their way to the designated suspension area the Umpire may further penalise the player in accordance with the Rules of Hockey.
- e The 1 minute temporary suspension starts when the player is seated in the designated area.
- f Timing of the suspension is controlled by a Technical Official on duty.
- g The offending player is permitted to resume play when the Technical Official on duty indicates that the period of suspension has been completed.
- h If the offending player is a goalkeeper, the Technical Official on duty notifies the Umpires when the period of suspension has been completed; the Umpires stop the time at the next stoppage of play to enable that player to resume play.



3 YELLOW CARD – TEMPORARY SUSPENSION

Rule 14.1.c: For any offence, the offending player may be temporarily suspended for a minimum of 2 minutes of playing time (indicated by a yellow card).

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

- a The duration of temporary suspension is indicated to the Technical Official on duty by the Umpire who issues the yellow card.
- b For the duration of each temporary suspension, the offending team plays with one fewer player.
- c If a field player receives a yellow card, the Umpires stop the match (but not necessarily the time) to issue the card; if time has been stopped, the Umpires restart it immediately after issuing the card.
- d If a goalkeeper receives a yellow card, the Umpires stop the time and re-start it immediately after that player has left the field of play.
- e The offending player leaves the field immediately; if they interfere with play on their way to the designated suspension area the Umpire may further penalise the player in accordance with the Rules of Hockey.
- f The temporary suspension commences when the player is seated in the designated area.
- g Timing of the suspension is controlled by a Technical Official on duty.
- h The offending player is permitted to resume play when the Technical Official on duty indicates that the period of suspension has been completed. FIH General Tournament Regulations: Indoor Competitions – November 2019 Page 17.
- i If the offending player is a goalkeeper, the Technical Official on duty notifies the Umpires when the period of suspension has been completed; the Umpires stop the time at the next stoppage of play to enable that player to resume play.

4 PENALTY CORNER COUNTDOWN CLOCK

Regulation: When an initial penalty corner is awarded, the timing of the match shall be stopped for 20/30 seconds, as specified in Article 4 above, (inter alia to permit defenders to put on protective gear etc) before allowing the penalty corner to commence. The engaged Umpire shall advise both the defence and the attackers as the countdown clock approaches zero. After 20/30 seconds the Umpire will re-start play by blowing the whistle and the ball shall be injected immediately or very shortly thereafter.

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



NOTES FOR TEAM MANAGERS

1. TOURNAMENT RULES

- 1.1. Kindly ensure that you have a copy of the Tournament Rules & Regulations and that you have gone through them thoroughly. The TC/OC/ Executive Board of **MHC** may amend/change/delete/add the Tournament Rules and Regulations if deemed necessary.

2. REGISTRATION OF PLAYERS

- 2.1. **Teams are allowed to register Six (6) number of national indoor players. Only maximum Three (3) players can be on the field of play at any one time.**
- 2.2. Each team will be allowed to register a minimum of 12 players and a maximum of 15 players for the MIHL 2025. Please refer to Players Eligibility rules in the Tournament rules
- 2.3. Should a team decide to drop a player or a player withdraws from the team during the course of the tournament, there will not be a substitute for the player who has been dropped or who has withdrawn from the team.

3. COMPOSITION OF A TEAM

- 3.1. Team Managers are obliged to deliver a signed sheet indicating the names and numbers of players starting the match to the Technical Officer, **20 minutes** prior to the start of the match. They should also indicate the names of the captains and the goalkeepers on the same sheet.
- 3.2. Players must wear the shirt number under which they have been registered. Please ensure that this requirement is strictly adhered to for there will not be any compromise to this Rule.

4. DRESS AND TEAM COLOURS

- 4.1. The teams shall wear the colours that are registered in the team registration form.
- 4.2. The TC, at their absolute discretion, shall specify to the Team Managers the clothing to be worn by their field players and goalkeepers for each match.
- 4.2. **Any additional item of clothing worn by a player during a match (e.g. tights) must be of the same colour specified for the corresponding piece of clothing i.e the colour of shorts or black.**
- 4.3. The goalkeeper's shirt must be of a colour, which is different and distinctive from the shirts of either team. **A clear visible number should be on both the front and back of the shirt.**



- 4.4. The goalkeeper must wear protective headgear. The goalkeepers' gloves and equipment will be checked by the Judge on duty. Defending player may wear the protective headgear or face mask when defending a penalty stroke.
- 4.5. The Captains are required to wear a distinctive arm-band, which is clear enough to be seen by the Umpires and the Technical Officials' Table.
- 4.6. The wearing of a headgear by players (cap etc.) other than the goalkeeper is strictly prohibited. **If the need arises, a player may wear a plain scarf that is black in colour. or a colour corresponding to the jersey colour.**

5. STICK CHECK

- 5.1. All sticks will be checked prior to the teams' warm-up. The players are required to line up in front of the Technical Officials' Table for this purpose.

6. TEAM BENCH

- 6.1. The Home team shall occupy the player bench located on the left side of the technical table/bench.
- 6.2. A maximum of seven (6) players and three (4) officials will be allowed to be seated at the team bench. If a doctor is registered with the team, he is also allowed to sit at the bench. **(Only ONE can stand to coaching the team at all time).**
- 6.3. The Manager must sit at the end of the bench nearest the Technical Officials' Table.
- 6.4. The Manager shall be responsible for the behaviour of all persons on the team bench.
- 6.5. Interference during the match from anywhere, especially the team bench, is not allowed.
- 6.6. A player, who has been given permanent suspension (Red Card) during a match, shall return to the team bench to collect his equipment only. He must then leave the team bench immediately and remain in the changing room or outside the stadium until the end of the match.

7. INJURIES

- 7.1. In the case of an injury, the team doctor and/or the physiotherapist together with the team manager may enter the Field of Play after permission has been given by one of the umpires. If the team does not have such registered officials, the team concerned may utilise the services of the First-Aid personnel on duty. The Team Manager will be permitted to enter the Field of Play.
- 7.2. The coach (es) will not be permitted to enter the Field of Play under any circumstances.
- 7.3. In case of an injury to a player causing bleeding, then that player must be substituted immediately. The injured player may re-enter the Field of Play only after stoppage of bleeding and the wound dressed.



- 7.4. No treatment of players will be permitted on the pitch. Any player treated for injury shall only return to the pitch after one minutes of treatment time.



8. DISCIPLINARY ACTIONS

- 8.1. **Team Managers are obliged to maintain a record of all disciplinary actions and act in accordance with the Rule(s).**
- 8.2. **The Technical Delegate/Technical Committee has the authority to suspend for one or more matches, players, team officials and other officials who in the opinion of the Technical Delegate/Technical Committee are guilty of misconduct before, during or after a match.**

9. REFRESHMENT

- 9.1. No liquid or other refreshment will be allowed to be consumed on the Field of Play.
- 9.2. Any player wishing to take refreshment during a match, including stoppages, must leave the Field of Play and is permitted to re-enter but not within the 23 meters lines and the goal lines. A goalkeeper shall re-enter the Field of Play only adjacent to the goal.

10. MATCH SHEET

- 10.1. Managers are advised to check the match sheet to ensure that the details therein are correct before signing it.
- 10.2. If there is a protest, managers should sign the match sheet first.

11. PRIZE GIVING CEREMONY

- 11.1. Managers are to ensure that very little time is taken for their players to be ready for the prize giving ceremony. Your kind co-operation on this matter will be much appreciated.
- 11.2. Players should be in uniform attire for this ceremony. Sandals and slippers are strictly prohibited.

12. GENERAL

- 12.1. Team Captains will be responsible for the discipline of the players on the Field of Play. Disciplinary action can also be taken on the Captain whose player(s) misbehave on the Field of Play.
- 12.2. The Team Manager will be responsible for the conduct of the players and officials on the team bench.
- 12.3. Team Managers are hereby advised to ensure that their players are insured against any injuries or death caused by accidents or otherwise during the duration of the tournament.



13. THE TEAM TECHNICAL AREA

- 13.1 The team technical area extends 1 meter on either side of the designated seats and extends forward up to a distance of 2 meter from the sitting area.
- 13.2 The number of persons permitted to occupy the team technical area is defined in the tournament regulations.
- 13.3 Only one person at a time is authorised to convey tactical instructions and he must return to his position after giving instructions.
- 13.4 The coach and other officials must remain within the confines of the team technical area except in special circumstances for a physiotherapist or doctor entering the field of play, with the umpire's permission to assess an injured player.
- 13.5 The coach and other occupants of the team technical area must behave in a responsible manner.



INSTRUCTIONS TO TECHNICAL OFFICERS

1. BEFORE THE START OF THE MATCH

- 1.1 Make sure you are familiar with the facilities at the stadium e.g.
 - 1.1.1 Players' Changing Rooms
 - 1.1.2 Umpires' Rest Room
 - 1.1.3 Medical Room/Doping Facilities
- 1.2 Check with the Technical/Stadium Facilities personnel on the availability of the people:
 - 1.2.1 Manning the stadium facilities
 - 1.2.2 Lighting
- 1.3 Make sure the ball patrol are present.
- 1.4 Check to see the following Technical Officials' Table Equipment:

Hooters/Horns	1
Stop Watches	3
Warning Cards	2 sets
Whistle	1
Armbands/Ribbons	4 (assorted)
Safety Pins	
Office Stationery	
Match Sheet	
Appointment Sheet	
Rules of Hockey	
Tournament Regulations	
Pointed Wedge (to check the rake or bow)	
- 1.5 Allocate the duties to the Judge(s).
- 1.6 Get from the Team Manager the names of players registered for the match and the Starting XI players.
- 1.7 Adhere to the following schedule:
 - 1.7.1 20 minutes before: make sure that the both team has submit their list;
 - 1.7.2 approximately 8 minutes before: check all sticks and the players' s shirt numbers;
- 1.8 Report immediately any irregularities to the Technical Committee.
Technical Officials are personally responsible for checking their appointments. The attire of the Technical Officials for the matches in which they officiate will be dark long pants and MHC allocated T shirts.

2. DURING THE MATCH

- 2.1 Be alert at all times.
- 2.2 Always acknowledge the signals from the umpires, especially:



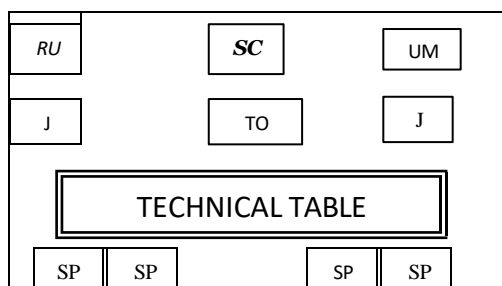
- 2.2.1 during stoppages, restarts
- 2.2.2 issuing of cards (green, yellow and red)
- 2.3 Keep an eye on the team benches for any breach of discipline.
- 2.4 Regularly check with your Judge(s) on the time and that all entries in the Match Sheet are made correctly.

3. AT THE END OF THE MATCH

- 3.1 Restart one of the stopwatches for 10 minutes to make sure that any protest is received within this time.
- 3.2 Get the Team Managers, the Umpires and the Judge(s) to sign the Match Sheet. You may then sign the Match Sheet.
- 3.3 Check to see that the Technical Officials' Table equipment is returned in order.
- 3.4 Hand over the Match Sheet and all other relevant forms to the Technical Committee.

4. GENERAL

- 4.1 Make sure you are at the venue well ahead of time - at least one hour before the commencement of the match will be reasonable.
- 4.2 Adhere to the following seating plan:



- 4.3 Allocation of Specific Duties:

4.3.1 Technical Officer

- 1. Official Time
- 2. Discipline at Team Benches
- 3. Protests

4.3.2 First Judge

- 1. Match Sheet
- 2. Time

4.3.2 Second Judge

- 1. Normal Timekeeping
- 2. Time: Suspension



4.3.3 Reserve Umpire

1. Substitution of players.

4.3.4 Seat Reserved for Umpires' Manager

4.3.5 Stadium Coordinator

1. Responsible for technical table equipment (including technical bag)
2. Match Sheet and other necessary tournament forms are available.
3. Stadium attendants are available.
4. Stadium Lightings.
5. Safety of the Technical bag and the contents.
6. Send results and other required documents to MHC office at the stipulated time/period.
7. Liaise with the home team for ball-boys, medical and police / safety requirement at the stadium.



INSTRUCTIONS TO JUDGES

Appointed Judges should report at the venue at least 20 minutes before the match and should report to the Tournament Director/Technical Officer on duty at least 20 minutes before the start of the match.

Judges are personally responsible for checking their appointments for each week. The attire of the Judges for the matches in which they officiate will be dark long pants and MHC allocated T shirts.

Judges should assist the Technical Officer on duty by understanding the following responsibilities:

A. Prior to the start of the match:

1. Check all equipment at the technical table to ensure that it is present and in good working order before and after each match. Any malfunctions or missing items should be reported to the Technical Officer on duty immediately.
2. Check all sticks prior to the start of the match. If possible, all sticks (playing and reserve) should be checked at the same time prior to the start of the team's warm-up.
3. Check the Goalkeeper's gloves and equipment and ensure that the colour of the Goalkeeper's shirt is different from that of his own team, opponents and umpires; also ensure that the Goalkeeper's number is visible on both the front and the back of the shirt.
4. Ensure that any additional piece of clothing (e.g. cycling shorts) worn by a player during a match is of the same colour specified for the corresponding piece of clothing; also ensure that captains are wearing a distinctive arm-band which is visible to the umpires and the technical table.
5. If possible, during the line-up prior to the start of the match, verify the shirt numbers of both teams with the match form. Complete this during the opening minutes of the match if necessary. Any discrepancy should be reported to the Technical Officer on duty immediately.

B. During the match

6. Keep the time and watch the umpires' signals carefully with regard to time-outs and confirm them clearly.
7. Register the goals on the match sheet together with the scorer, the minute of play, and the type of goal.
When there is recording to be done, ensure that at least one person at the table is watching the match while others write.

Goals should be recorded under the following categories:

FG = field goal;

PC = penalty corner;

PS = penalty stroke.



8. Register warning cards on the match sheet against the correct number of the player recording the minute of play.
9. Check the team benches for authorized persons and report any misconduct to the Technical Officer on duty.
10. In the case of injury, and in conjunction with the umpire, ensure that a maximum of only two / three persons enter the pitch **in accordance with the Technical Regulations.**
11. Monitor the taking of refreshments during the match by players **according to the method outlined in the Technical Regulations.**

C. After the Match

12. Immediately when the match is stopped for each half start the watch to time the 1/3 minutes for the restart.
13. Immediately following the stoppage of time for the end of the match, start a watch to time the 10-minute protest period. As soon as both Managers have signed the match sheets and no protest has been lodged, the watch may be stopped.
14. In the event that a protest is lodged, remain available to give testimony to the Tournament Director.
15. Sign the match sheet at the end of the match after it has been signed by both Managers and Umpires.
16. Ensure that table equipment is collected, including captains' arm- bands and hand over to the tournament secretariat / home team.
17. Do not make any statement about the match or about the umpire with any other person other than the Technical Delegate.



INSTRUCTIONS TO UMPIRES

1. Umpires are personally responsible for checking their appointments, even if they have not received the relevant appointment sheet.

If an appointed umpire is ill or injured, he must inform the Tournament Secretariat and Umpires' Manager without delay.
2. Umpire should be at the venue at least one hour before the match and should report to the Tournament Director/Technical Officer in charge of the game at least 30 minutes before the commencement of the match.
3. Prior to the match, umpires should check the goals and report any irregularities to the rules or regulations they may observe immediately to the Technical Officer in charge of the game. They should also ensure that each captain wears an armband and that there are no similarities between the colours of the goalkeeper, the teams and the ball boys. They must report any clashes immediately to the Technical Officer in charge of the game.
4. Umpires must ensure that in the case of stoppages of time their time-out signal is confirmed by the technical officials' table and they should not start or restart the game before a clear signal has been given to technical officials' table and has been acknowledged by the Technical Officer on duty. The umpire on the tableside shall be responsible for the restart of the match.
5. Umpires must not allow more than two/ three authorized persons to enter the field in case of injuries. Do not allow anyone to interfere in any way with the game whilst it is in progress or even during stoppages without your permission.
6. After the game the umpire should first check the result of the game and confirm the result with the Technical Officer in charge of the match. Do not sign the match sheet before both managers sign it.
7. Umpires must not leave the ground after the game without prior agreement of the Technical Officer on duty. If a protest is lodged then umpires must remain available to give their testimony to the **Technical Officer / Technical Delegate/Technical Committee**.



MALAYSIAN HOCKEY CONFEDERATION CODE OF CONDUCT

The Code of Conduct is applicable for participants at any approved MHC tournament or any tournament approved by a State Hockey Association.

Participants shall be considered:

1. All State Hockey Associations, team members and officials including players, team management, coach and coaching staff, medical staff and the duly appointed representatives of the State Hockey Associations of the participating teams.
2. All MHC tournament officials including the MHC Representatives, Tournament Directors, Technical Officers, Umpires' Manager, Medical Officer, Media Officer, Judges and Umpires, and any other ad hoc officials appointed by the MHC or the organising committee.
3. The host State Hockey Association representatives and the members of the organising committee.
 - i. The code is established to create awareness of and accountability for the promotion of the game of hockey amongst the participants of the above-mentioned events.
 - ii. All participants are responsible for their own behaviour and conduct, and as such, accountable. They must abide by the MHC Constitution, Rules of Hockey, Tournament Regulations and Directives of the Code of Conduct as set out thereafter.
 - iii. It is therefore the responsibility of the State Hockey Associations of the participating teams to instruct their players and team officials of the requirement. The State Hockey Associations shall share liability with their players and team officials should breaches occur of the terms of the MHC Constitution, all Rules and Regulations, and Rules and Directives of the Code of Conduct as mentioned in II above.
 - iv. The Technical Delegate/Technical Committee as mentioned in ii above, shall in the first deal with etc complaints in relation to either misconduct or breaches of the terms of the Constitution and Rules and Regulations, during the competition, or after the competition, by the MHC Chief Executive Officer, who in turn may refer and involve the MHC Disciplinary Committee.
 - v. All participants are therefore subject to the jurisdiction of the MHC. MHC is committed in maintaining the highest standards of behaviour and conduct of those subjects to this jurisdiction. In pursuance of these standards, all participants shall observe also the following Rules and Directives:
4. Participants shall at all times conduct themselves fairly and properly on the field of play and any part of the hockey venue/accommodation. 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.
5. Without prejudice to the generality of the foregoing, the following shall be regarded as conduct which is improper, unfair, and unacceptable:



- i. Verbal/physical abuse or hostility towards any other participant, person or other member of the public.
 - ii. Disputing/protesting, reacting in a provocative or disapproving manner toward any decision made by an umpire or official in an inappropriate way.
 - iii. Using rude or abusive language or hand signals.
- 6. Public Statements
 - i. Public statements must be fair and reasonable and must not involve a personal attack on another player, umpire, appointed official or administrator.
 - ii. The MHC 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 be constructive. Any public statement therefore by a participant shall not comprise "a personal attack", upon any similar participant like himself also subject to the jurisdiction of the MHC.
 - iii. The MHC 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 any other manner whatsoever, regardless of the circumstances in which the statement was made.