



**TOURNAMENT RULES AND REGULATIONS  
MALAYSIAN JUNIOR HOCKEY LEAGUE 2023**

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**1. DEFINITIONS**

As herein defined:

<b>FIH</b>	International Hockey Federation
<b>MHC</b>	Malaysian Hockey Confederation
<b>MHCDC</b>	Malaysian Hockey Confederation Disciplinary Committee
<b>MJHL</b>	Malaysian Junior Hockey League
<b>Team</b>	Universities, Clubs, Districts, Schools
<b>OC</b>	Organizing Committee
<b>TC</b>	Technical Committee
<b>TO</b>	Technical Officer
<b>TD</b>	Technical Delegate



## 2. NAME

The tournament shall be called the **TNB Malaysian Junior Hockey League 2023. (TNBMJHL 2023).**

## 3. RULES OF THE GAME

The tournament shall be conducted in accordance with the latest Rules of the Game of Hockey, variations to the rules of hockey and tournament regulation issued by the FIH, the Rules governing the MHC Constitution and the Rules and Regulations here in provided.

## 4. PARTICIPATION

- 4.1 The tournament is open to all clubs that are endorsed by the affiliated to the affiliates of the MHC. Such clubs should be properly constituted bodies, registered with the Registrar of Societies or Commissioner of sports. The tournament is also open to all Schools, Colleges and Universities. All to be permitted and endorsed by the Principle / Majlis Sukan Negeri or State Hockey body whom are affiliate to MHC respectively.
- 4.2 Teams that have consented to participate must not be in arrears of dues to MHC.
- 4.3 Confirmation to participate must be in writing and must be made in the prescribed form.
- 4.4 The participation fee shall be *RM 300.00* per team and must be submitted together with the Entry. Entries that do not include the Participation Fee will not be entertained.
- 4.5 A mandatory fine of *RM 500.00* will be imposed on a team that after confirming its participation, withdraws from the TNBMJHL 2023.

## 5. ELIGIBILITY OF PLAYERS

- 5.1 **Eligibility of players**
  - i) All players must be 19 years and under as on 1<sup>st</sup> January 2023. They must be born on or after 1<sup>st</sup> January 2004.
- 5.2 A player wishing to play for a particular team must satisfy the following conditions:
  - 5.2.1 He should be an ordinary, associate member or have done a mutual contract signed with the club that he had chosen to represent;
  - 5.2.2 In the case of Employer Clubs, he should be an employee or have a mutual contract signed with the said organization.
- 5.3 A player who has represented a particular team during the current season shall not be eligible to play for another team in the same league. He may however opt to represent another team the following season, provided he satisfies Rules 5.2.1 and /or 5.2.2.
- 5.4 Members of Employer Clubs should obtain prior approval in writing from the respective employers before consenting to play for clubs they are members of.



5.5 A school, college or university wishing to participate in the TNBMJHL 2023 may register in its team any number of students from other institutions of learning that will not be participating in the TNBMJHL 2023. The students concerned should obtain written approval from their respective institutions before they are allowed to register for the school, college or university team concerned.

5.6 Teams which name students as players are reminded to adhere to rules and regulations of Ministry of Education and parents 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.

**5.7 No foreign guest players will be allowed to play in this tournament**

**5.8 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**

## 6. REGISTRATION OF PLAYERS

6.1. Each team will be allowed to register a **minimum number of 18** and a **maximum number of 22** players for the league.

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

6.2. For a given match, the team shall register the maximum 18 players (refer rule 10.1) and the team manager shall indicate, on the prescribed form, the starting (11) eleven players and the (7) seven reserves.

6.3. The Registration of players, on the prescribed forms must be submitted to the Organizing Committee together with the Entry Form.

## 7. REGISTRATION OF TEAM OFFICIALS

7.1. Each team will be allowed to register a maximum of 6 officials for the following categories

7.1.1. Team Manager

7.1.2. Stand-in Manager

7.1.3. Coach

7.1.4. Assistant Coach

7.1.5. Doctor

7.1.6. Physiotherapist or Masseur

**Officials registering themselves as Medical Doctors or Physiotherapists must be a qualified person of the discipline concerned. Photocopies of their qualifications / cert need to be attached with the entry form as prove.**



7. 2. However, for any given match, a maximum of 3 officials **and a registered doctor** only will be allowed at the team bench. They being:
- a. Manager or Stand in Manager
  - b. Coach or Assistant Coach
  - c. Physiotherapist or Masseur
  - d. Doctor

7. 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 TD/TC for the replacement of any one of the above mentioned officials.

7. 4. The Coach or the Assistant Coach will not be permitted to deputize as the Team Manager or as the Stand-in Manager.

## 8. DRESS AND TEAM COLOURS

- 8.1. Each team is required to register 2 different colours (1st. colour and 2nd. colour ). The colours shall be for the following attire:
- 8.1.1. Shirt
  - 8.1.2. Shorts
  - 8.1.3. Stockings
  - 8.1.4. Goalkeeper's shirt

**All players must be uniformly and neatly dressed at all times during a match. (It is advisable that one of the colour be of light colour and the other one dark)**

- 8.2. Goalkeepers must wear a shirt of a colour that is different and distinctive from those of both of the teams.
- 8.3. 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. The teams are to wear the colours in uniformity.
- 8.4. The Technical Delegate /TC at his/her/their absolute discretion, shall specify to the Team Managers the clothing to be worn by their field players and goalkeepers for each match.
- 8.5. Each field player's number must:
- a. Appear 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.



8.5.1 Each goalkeeper's number must:

- a. appear 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 7cm and not more than 20cm in height on the front of the goalkeeper's shirt.

8.6. Each team will choose the numbers 1 to **99**.

8.7 Whoever is appointed captain of a team, must wear a distinctive arm-band/ribbon.

8.8 A player must be properly dressed at all times during a match. This includes the following:

8.8.1 All players, except the goalkeepers, must wear protective full-sized shin guards.

8.8.2 Goalkeepers must wear protective headgear at all times during match, including when defending a penalty stroke. When required to take a penalty stroke, then the protective headgear may be removed.

8.8.3 The wearing of a headgear by players (cap etc) other than the goalkeeper is strictly prohibited unless special approval by MJHL 2023 Technical Committee with valid reason. If the need arises, a player may wear a scarf which is complete black in colour.

8.8.4. All players are encouraged to wear protective mouth guards.

8.9 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 body protection (including leg protection) underneath / inside normal playing clothing;

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

8.10.1 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

8.10.2. 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.

8.11 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.



- 8.12 A player on the field of play must not use or be equipped with any device to receive communication

## 9. STICK SPECIFICATION

- 9.1. 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.
- 9.2. 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.

## 10. COMPOSITION OF A TEAM

- 10.1 **A maximum of 18 players may be used by a team in a match, if a player(s) has been suspended by the Technical Delegate 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**
- 10.2 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.
- 10.3 Up to seven 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).
- 10.4 Each team must have a minimum of 9 players, on the field of play for a match to be started
- 10.5 Each team must nominate, at least **30 minutes** before the commencement of every match, the numbers of 11 players who will be the Starting Eleven for that particular match.
- 10.6 The nominations can only be selected from those players whose names appear on the Entry Form.
- 10.7 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 eleven players who will be on the field of play upon 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)
  - physiotherapist (if any)
  - medical doctor (if any)
- 10.8 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, and the suspended players, if any, then go and remain outside the technical facility areas surrounding the field of play until the match is finished.
- 10.9 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.

## 11. PLAN OF COMPETITION

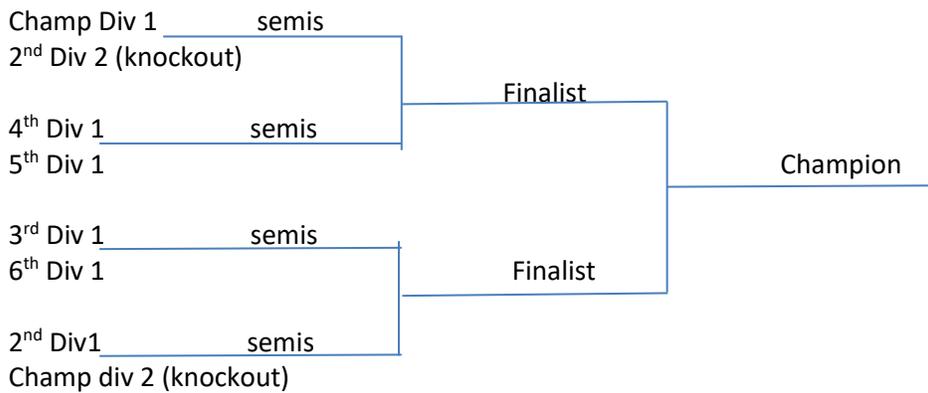
- 11.1 MEN. The men's competition will comprise of two segments; i.e. the LEAGUE and the KNOCKOUT.
- 11.1.1 The LEAGUE will be conducted comprising a Division 1 and Division 2.
- 11.1.2 In Division 1, a total of 10 teams will participate and will be divided into two groups of 5 team each and the teams are based on the ranking of TNB- MJHL 2022.
- 11.1.2 The teams in the respective groups will play a one (1) round robin league and ranked accordingly in the group as per to rule 13.
- 11.1.3 The top two (2) teams in in each group will advance to the "Super Pool" and play 1 single round robin match to determine the 1<sup>st</sup> to 4<sup>th</sup> ranking in the league as per rule 13. The points goals for and against from the group stage, will not be carried forward into the "Super Pool".
- 11.1.4 The 3<sup>rd</sup> placed team from Group A & B will play each other for the 5<sup>th</sup> and 6<sup>th</sup> classification in the league.
- 11.1.5 The 4<sup>th</sup> and 5<sup>th</sup> placed team from Group A & B will play for the 7<sup>th</sup> to 10<sup>th</sup> classification matches in the standard crossover format.
- 11.1.6 Teams participating in Division 2 will split into the 2 zones. Division 2 North will comprise of 9 teams split into 2 groups featuring 5 teams Group A and 4 teams in Group B. Division 2 South will comprise of 10 teams split equally into 2 groups featuring 5 teams Group A and Group B. All 4 groups in Division 2 will play one round robin match and be ranked in their group as per rule 13.
- 11.1.7 For the classification matches, Division 2 South the 5<sup>th</sup> place team in Group A&B will face each other for the 9<sup>th</sup>-10<sup>th</sup> classification match. There will be not classification match for 5<sup>th</sup> place team in Division 2 North. Team place 3<sup>rd</sup> and 4<sup>th</sup> from Division 2 North Group A & B will play the crossover classification match for 5<sup>th</sup> to 8<sup>th</sup> placing. The same will apply for Division 2 South 3<sup>rd</sup> and 4<sup>th</sup> place teams
- 11.1.8 For both Division 2 North and South, the top 2 teams from Group A & B will qualify for the respective division semifinals in a cross over format. The loser from the respective semifinal will play for the 3<sup>rd</sup> and 4<sup>th</sup> position. The winners of the respective division semifinals will qualify for the division finals



11.1.9 The top two team from Division 2 North and South will play in a cross over semifinals, the winner advancing to the finals and the losing teams playing for the 3<sup>rd</sup> and 4<sup>th</sup> position respectively.

**11.2 The KNOCKOUT MEN (TNBMJHL 2023 CUP)**

11.2.1 The top Six Teams from Division 1 and Two Teams from Division 2 shall qualify for the KNOCKOUT segment (ranking base on TNBMJHL 2023 league standing). Q/finals, Semis, 3<sup>rd</sup> and 4<sup>th</sup> and the finals.



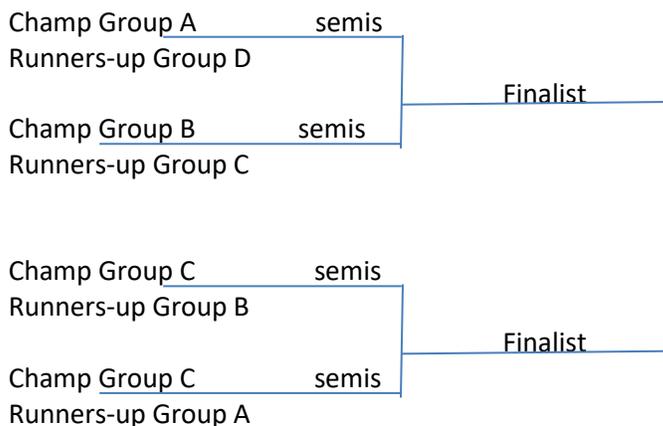
**11.3 WOMEN. The women’s competition will comprise of LEAGUE ONLY**

11.3.1 The LEAGUE will be conducted comprising base on 4 groups of 4 teams each. In Girls Division it will be a Four Pool Competition.

11.3.2 The 3<sup>rd</sup> and 4<sup>th</sup> place team in each group ranked as per rule 13 will play in the 9<sup>th</sup> to 16 classification matches.

11.3.3 The top 2 teams from each group will qualify to the quarterfinals stage.

11.3.4 The League format Girls (TNBMJHL 2023 CUP)





## 12. FINALS

Should the match ends in a draw, the winner shall be decided by the Shoot-out competition. This Shoot-out competition will be held immediately after the match. **The prize money if any will be shared equally by both teams.**

## 13. RANKING IN THE POOL

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

- 13.1.1 3 points to the winner
- 13.1.2 1 point to each team for a draw
- 13.1.3 0 points to the loser

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

13.3 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.

13.4 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.

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

13.6 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.

13.7 Should there still remain equality between 2 teams, then the matter will be settled by a shoot-out competition between those teams (refer to Regulation14).

13.8 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 Regulation14).

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

- 13.9.1 3 points to the winner
- 13.9.2 0 points to the loser



#### 14. SHOOT-OUT COMPETITION

- 14.1 In a shoot-out competition, five 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.
- 14.2 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.
- 14.3 The respective Team Managers provide five 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.
- 14.4 A player who is still serving a disciplinary suspension by the 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, cannot take part in that shoot-out competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shout-out competition even if the period of their suspension has not been completed at the end of the match.
- 14.5 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
- 14.6 A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
- 14.7 All persons listed on the Match Report other than any player who has been excluded permanently (red card) during the match which leads to the shoot-out competition are permitted to enter the field of play outside the 23m area used for the shoot-out but must be at least 10 metres from the spot where the ball is placed at the start of the shoot-out.
- 14.8 The goalkeeper / defending player of the team taking a shoot-out may be on the back-line outside the circle.
- 14.9 A player taking or defending a shoot-out may enter the 23m area for that purpose.
- 14.10 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.
- 14.11 Five players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 10shoot-outs.



- 14.12 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 23m line opposite the centre of the goal;
  - iii an attacker stands outside the 23m area 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:
    - 8 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.
- 14.13 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 regulation 14.4.
- 14.14 The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
- 14.15 A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
- 14.16 If during a shoot-out competition (including during any penalty stroke which is awarded) a player is suspended by a yellow or red card:
- a that player takes no further part in that shoot-out competition and, unless a goalkeeper / defending player, cannot be replaced;
  - b the replacement for a suspended goalkeeper / defending player can only come from the five players of that team nominated to take part in the shoot-out competition:
    - i. the replacement goalkeeper / defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player they are replacing was wearing;



- ii. for taking their own shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
  - c Any shoot-out due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as a goal.
- 14.17 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 regulation 14 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 shoot-out and subsequently to put it on again.
- 14.18 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.
- 14.19 If an equal number of goals are scored after each team has taken five shoot-outs:
- a a second series of five shoot-outs is taken with the same players, subject to the conditions specified in Regulation 14;
  - 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.
- 14.20 If an equal number of goals are scored after a second series of five shoot-outs, additional series of shoot-outs are taken with the same players' subject to the conditions specified in Regulation 14:
- 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.



- 14.21 If a shootout is unplayable (e.g. because of bad weather conditions), a time frame of 30 minutes will be allocated and if at the end of the 30 minutes the shootout is still unplayable both teams will be awarded 1 point each.
- 14.22 Unless varied Regulation 14, the Rules of Hockey apply during shoot-out

**15. DURATION OF MATCHES**

- 15.1 A match consists of 4 periods of 15minutes.
- 15.2 At the end of the first and third period there shall be an interval of 2 minutes. During this interval, teams are not permitted to leave the field of play.
- 15.3 At the end of the second period there shall be an interval of 10 minutes. During this interval, Team officials and players may leave the technical facility area surrounding the field of play only with the prior permission of the Technical Officer on duty. Play is resumed by a centre pass which is taken by the team that did not take the centre pass for the first period.
- 15.4 Play for the second period is resumed by a centre pass taken by the team that started the first period. Play for the fourth period is resumed by a centre pass is taken by the team that started the third period.
- 15.5 When a penalty corner is awarded, time is stopped for 40 seconds, except in the case of re-awards.
- 15.6 In the case of a re-awarded penalty corner time will be immediately stopped but the teams will not be allowed an additional 40 seconds. The umpire will re-start play at the earliest possible opportunity, ensuring that any delay is kept to a minimum.

**16. TIME-KEEPING**

- 16.1 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.
- 16.2 The umpires shall blow the whistle to start or restart the match. They shall also signal to the Technical Officials' Table official every stoppage they may order and the subsequent restart.

**17. INTERRUPTIONS OF A MATCH**

If the umpires decide to interrupt a match (e.g. because of bad weather conditions), that match must be resumed as soon as possible, under the following conditions:

- 17.1 The match must be completed up to the agreed regulation time, the score on resumption being that at the time the interruption took place.
- 17.2 On resumption, Regulation 19 relating to the substitution of players shall apply as though there had been no interruption to the match.



- 17.3 A maximum total duration of 30 minutes shall be allotted for the interruption of a match.
- 17.4 If in the opinion of the TO, play cannot be resumed or the time frame of 30 minutes has elapsed, the following Rules will apply:
  - 17.4.1 If at least 30 minutes of play had not been completed (second quarter not completed), the match will be considered as abandoned. The match will be replayed at a date and venue that will be decided by the TD/TC.
  - 17.4.2 If at least 30 minutes of play had been completed (completion of second quarter), the result of the game will be that at the time of interruption of play.
  - 17.4.3 If the 30 minutes encroaches into the next match then the match shall resume after the last match of the day.
  - 17.4.4 KNOCKOUT STAGE – The rules above do not apply for knockout stage where the match must complete and must set the outright winner

**18. FAILURE TO PLAY**

During the Preliminary Round (League). A team refusing to play or to complete a match shall be considered as withdrawing from the tournament.

- 18.1 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.
- 18.2 During the classification matches.
  - 18.2.1 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.
- 18.3 A team refusing to play or to complete a match during the preliminary or classification matches will be deemed to have committed a breach of discipline. Such cases will be referred to the MHCDC.
- 18.4 The offending team will not be allowed further participation in any other tournament until the MHCDC arrives at a decision. The MHCDC shall meet and arrive at a decision within a period of 30 days, from the date of the withdrawal.
- 18.5 A grace period of not more than 15 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.



- 18.6 If a team fails to take the field after the 15 minutes of grace period, the match will be awarded to the opposing team with a 3– 0 goal margin.

## 19. ADMISSION TO THE FIELD OF PLAY

- 19.1 No one, except the players and the umpires properly engaged in a match, may enter the Field of Play during that match unless permitted to do so by one of the umpires. This rule is obligatory even in the event of a player or an umpire becoming incapacitated.
- 19.2 The Team Manager, the Physiotherapist and substitute players nominated for that match, up to a maximum of ten persons, plus the Team Medical Doctor, if registered, must remain seated on the team bench during playing time, including time stoppages, unless the Technical Officer on duty or Umpire(s) direct otherwise or when implementing the substitution procedures. The Coach nominated for the team bench 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 at the end of the team bench
- 19.3 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.
- 19.4 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.
- 19.5 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 **TC**, may be taken and if necessary to the MHCDC after the match, depending upon the circumstances or the seriousness of the offence.
- 19.6 No treatment is permitted on the field of play. 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:
- a the Umpire may authorize the registered Team Medical Doctor and / or Physiotherapist to enter the field of play;
  - b if a team does not have such registered officials, the Umpire will authorize the on-duty Medical Officer and / or Team Manager, to enter the field of play;
  - c if necessary, the Umpire may also authorize stretcher bearers to enter the field of play;
  - d 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



- 19.7 If any person from the team bench and / or the on-duty Medical Officer enters the field of play to attend to a player:
- i that player must leave the field of play and return to the team bench area for a minimum of two minutes of playing time;
  - ii the two minutes' period will be managed by the Technical Officials on duty;
  - iii the player required to leave the field of play may be substituted.
- 19.8 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 reenter but, not within the 23meters lines and the goal lines. A goalkeeper may re-enter the Field of Play only adjacent to the goal.
- 19.9 Team officials and players may leave the Field of Play during halftime 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.
- 19.10 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 Technical Committee for further action.** The TC shall have the powers to decide or to refer base on the seriousness of the case to the MHC Disciplinary Board any player or official for breach of discipline, on or off the field.
- 19.11 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 TC for appropriate action. The TC shall convey a meeting and if needed the TC shall have the powers to refer to the MHC Disciplinary Board such cases.
- 19.12 Audible vocal communication from the videographer facility overlooking the field of play is not permitted by the personnel admitted to this facility

## 20. SUBSTITUTION OF PLAYERS

- 20.1 Each team is permitted to substitute any player during a match and at any time. However, no substitution will be permitted following the award of a penalty corner and during the play time of this penalty corner except if the defending goalkeeper is incapacitated or suspended and has to leave the field of play in which case the replacement may enter the field of play immediately.

*Note: If a suspended goalkeeper is replaced by another goalkeeper, the team will have to remove one other field player; the offending team could only have 10 players on the Field of Play during the period of suspension.*

- 20.2 The substitute players will be chosen from amongst the players whose names appear on the entry form and who were starting the match or sitting on the team bench from the start of the match. When substituted, a player shall go immediately to the team bench.



- 20.3 A player who has been substituted may be permitted to return to the Field of Play again during the same match following the substitution procedure.
- 20.4 Substitution of a player may only take place under the supervision of a Technical Officials' Table official and the substitute player may not enter the Field of Play until the player in the same team being substituted has left it.
- 20.5 Each team may play with:
- 20.5.1 A goalkeeper with goalkeeping privileges wearing full protective equipment composed of at least headgear, leg guards and kickers and different colour shirt; or
- 20.5.2 Only field player and no player with goalkeeping privileges and therefore no player wearing protective headgear or different colour shirt.
- 20.5.3 A team may change between these options by making a substitution.
- 20.6 A player, upon being suspended, may not be substituted and may not be used as a substitute during the period of suspension.
- 20.7 Time will not be stopped for substitution except
- 20.7.1 For the replacement of an incapacitated player.
- 20.7.2 For the substitution of a goalkeeper.
- These substitutions shall be supervised by the umpires.
- 20.8 Players involved in substitution must enter or leave the Field of Play in the vicinity of the centre line at the side in front of the technical official's table.
- 20.9 If a substitution is due to a player being incapacitated then the control of substitution will be at the sole discretion of the umpire.
- 20.10 If a team captain is substituted, he will continue to remain as the captain and it will not be necessary for another player on the field of play to act as the captain.
- 20.11 In case of an injury to a player causing bleeding, then that player must be substituted immediately. He may re-enter the Field of Play only after stoppage of bleeding and the wound, dressed.
- 20.12 A suspended goalkeeper may be replaced by another goalkeeper who is not among the players on the field of play. If so replaced, a field player must leave the field of play. The option to replace the suspended goalkeeper with a field player still remains.
- 20.13 A player who substitutes for a goalkeeper.



## 21. DISCIPLINARY ACTION

21.1 The following demerit points will be enforced for disciplinary actions taken during the course of the TNBMJHL 2022:

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

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

08 demerit points: 1-matchsuspension

12 demerit points: 2-matchsuspension

16 demerit points: 3-matchsuspension

20 demerit points: suspension for the rest of the TNB MJHL 2022

**The Green card would not be taken into calculation of demerit points for suspension of player but would be taken into consideration for FAIRPLAY**

Interpretation:

*If a player, after having accumulated 8 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 12 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 8 demerit points.*

21.3 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.

21.4 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 TD for further action.

**21.5 The TC shall have the powers to refer to the MHDC, any player or official for breach of discipline, on or off the field.**

21.6 The procedure for all disciplinary cases, referred to the MHDC are as follows:

21.6.1 The TC for that tournament must submit a full report on the alleged offence to the Competition Committee Chairman / Secretary of that tournament. The report must be received by the Competition Committee within 72hours of the alleged offence.

21.6.2 Upon receipt of the report, the Competition Committee Chairman / Secretary shall submit, on the same day or the very latest the next day, the same to the CEO, MHC.

21.6.3 Upon receipt of the report, the CEO MHC shall consult the Chairman of the MHDC and convene a meeting of the MHDC within 14 days from the date of the alleged offence.



- 21.7 A player suspended from playing in a match will not sit on the team bench during that given match.
- 21.8 **The demerit points will NOT be carried forward from the preliminary round to the TNBMJHL Cup Knockout competition**

## 22. PROTESTS

- 22.1 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 appointment of umpires for a match.**

## 23. APPEALS

- 23.1 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.
- 23.2 Appeals must be handed to the Competitions Manager MHC together with a cash deposit of **RM 700.00**. The deposit will be refunded unless the appeal is deemed futile.
- 23.3 The Jury of Appeal shall meet not later than 72 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.

## 24. SHIRT ADVERTISEMENT

- 24.1 The front of the players' shirts shall bear only 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 not permitted to use logos of any sponsors on their playing attire besides the logos of the official sponsors during the match and the prize presentation ceremony.



## 25. ATTIRE FOR OFFICIAL FUNCTIONS/ CEREMONIES

If there is any sponsors for teams attire, the teams may use the attire and only advertise inline with official logo of the league at the respective home venues (other than centralized format by organizers) of the teams concerned with the written approval of the Competition Committee/ Finance Committee/Executive Board of MHC. Teams are required to use only the attire of the **official sponsor logo** for official ceremonies and functions, including the prize-giving ceremony.

## 26. FEES

For all teams participating in MJHL 2023 a fee of **RM 300.00** to be paid upon before or on the date of submission of official registration form to MHC office. Any forms submitted without payment will be considered incomplete registration.

## 27. TEAM SUBSIDY

To be confirm during Manager's Meeting

## 28. PRIZE MONEY FOR BOYS AND GIRLS TNB MJHL 2023

To be confirm during Manager's Meeting

**28.1 For any placing matches in the TNBMJHL involving Prize Money, if the event of a draw at the end of fulltime, the total prize money of both the positions, shall be equally shared between both teams.**

## 29. DOPING

29.1 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.

29.2 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

## 30. MATCH REPORT FORMS

30.1 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.

30.2 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.

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



**31. MATTERS NOT PROVIDED FOR**

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



## APPENDIX 1

### SCHEDULE OF VARIATIONS TO THE RULES OF HOCKEY APPLICABLE TO TNBMJHL

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

#### 1 BREAKING AT A PENALTY CORNER

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.

Regulation: 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.

a For any offence of this rule by a defender on the back-line, other than the goalkeeper, the offending player is required to go beyond the centre-line and cannot be replaced by another defender.

b For any offence of this rule by a defending goalkeeper or player with goalkeeping privileges, the defending team defends the penalty corner with one less player: ie the corner is defended by one less player than before this incident.

c For an offence of this rule by an attacker who enters the circle before the ball is played, the offending player is required to go beyond the centre line.

d If the player taking the push or hit from the back-line feints at playing the ball, the offending player is required to go beyond the centre line but is replaced by another attacker; if this feinting leads to what would otherwise be a breach of this rule by a defender, only the attacker is required to go beyond the centre line

e Subject to the above, the penalty corner is re-taken.

f If another breach of Rule as above described in this regulation occurs during there-taken penalty corner, further consequences apply as specified above (eg for a second offence of this rule by a defender on the back-line, the team defends the penalty corner with not more than three players).

g A subsequent penalty corner (as opposed to a re-taken penalty corner) may be defended by not more than five players.

#### 2 GREEN CARD – TWO MINUTE SUSPENSION

Rule 21:

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

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

a The offending player is temporarily suspended for two (2) minutes of playing time.

b For the duration of each temporary suspension, the offending team plays with one less player.

c 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.

d If a goalkeeper or player with goalkeeping privileges receives a green 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 two-minute temporary suspension starts 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 unless this occurs during the taking of a penalty corner in which case the player cannot return until the corner has been completed or another penalty corner is awarded.
- 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.

### **3 YELLOW CARD – TEMPORARY SUSPENSION**

#### Rule 21.2

For any offence, the offending player may be temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card).

Regulation: For any offence, the offending player may be temporarily suspended for a minimum of 5 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 less 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 penalize 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.
- 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.



## RESPONSIBILITIES OF HOME TEAM

### 1. THE FIELD OF PLAY

- 1.1 Please liaise with the stadium authorities on the accuracy of the markings of the field of play and that the markings are visible;
- 1.2 The goal posts must be in accordance to specifications with proper nets
- 1.3 Must ensure proper watering of the field of play before the match and during halftime.

### 2. THE TECHNICAL OFFICIALS' TABLE

- 2.1 The table must be situated at the centre and on the side of the field of play where there is least annoyance from the sun. The Team Bench must be completely visible from the table.
- 2.2 The front should be at least 3 meters from the side line of the field of play. There must be a protective cover against, rain, sun, wind and watering of the field of play.
- 2.3 The table should measure 3 metres by 1metre.
- 2.4 Stick Racks with protective covers should be placed for both the teams, close to the Technical Officials' Table.

### 3. THE TECHNICAL OFFICIALS' TABLE EQUIPMENT

The Technical Officials' Bag for the Technical Officials' Table should contain the following:

- 3.1. Hooters/Horns            1
- 3.1. Stop Watches            3
- 3.3. Warning Cards           2 sets
- 3.4. Whistle                    1
- 3.5. Armbands/Ribbons      4 (assorted)
- 3.6. Safety Pins
- 3.7. Office Stationery
- 3.8. Match Sheet
- 3.9. Appointment Sheet
- 3.10. Rules of Hockey
- 3.11. Tournament Regulations
- 3.12. Pointed Wedge (to check the rake or bow)
- 3.13. 40 Sec Stop Clock**
- 3.14. 7 match balls**



#### 4. BALL BOYS

- 4.1 It shall be the responsibility of the “Home Team” to provide a minimum of 8 ball patrol for each of the matches. (Ball boys should be above the age of 12years).
- 4.2 The payment for the ball boys will be the responsibility of the “Home Team”.

#### 5. SECURITY

- 5.1 It shall be the responsibility of the “Home Team” to provide security for the players and the officials before, during and after the match.
- 5.2 Kindly secure the assistance of the Police for the above purpose if necessary

#### 6. FIRST-AID

- 6.1 First-Aid Facility must be provided at the ground by the “Home Team”.
- 6.2 The treatment of the injured player will not be allowed on the field of play. As such stretcher- bearers must be provided.
- 6.3 An **ambulance must be on standby** for emergency cases.

#### 7. REFRESHMENT

- 7.1 Half time drinks must be provided for the officials and the ball patrol by the “Home Team”.
- 7.2 Each of the teams will take care of refreshment (and ice) of their respective players. Thus, it will no longer be the responsibility of the home team to provide refreshment for the away team. **Refreshments for match officials will be the responsibility of the home team**

#### 8. ADVERTISING

- 8.1 Teams are permitted to use logos of any sponsors on their playing attire ( back/sleeves ) **provided Logos of the official sponsors (TNB MJHL) at the center of the jersey** not obstructed as specified size during the match and the prize presentation ceremony. The sponsors of teams may only advertise at the respective home venues of the teams concerned with the written approval of the Finance Committee / Executive Board of MHC.
- 8.2. Any financial assistance secured by the team shall be wholly retained by the team concerned.



## 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 Competition Committee /Executive Board of **MHC** may amend/change/delete/add the Tournament Rules and Regulations if deemed necessary.

### 2. REGISTRATION OF PLAYERS

- 2.1 Each team will be allowed to register a minimum of 18 players and a maximum of 22 players for the TNBMJHL2023.

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 assigned sheet indicating the names and numbers of players starting the match to the Technical Officer, 30 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.
- 4.1.2 The Tournament Director, at his/her absolute discretion, shall specify to the Team Managers the clothing to be worn by their field players and goalkeepers for each match.
- 4.3 ***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.***
- 4.4 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.



- 4.5 The goalkeeper must wear protective headgear. The goalkeepers' gloves and equipment will be checked by the Judge on duty.
- 4.6 The Captains are required to wear a distinctive arm-band/ribbon, which is clear enough to be seen by the Umpires and the Technical Officials' Table.
- 4.7 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 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 (7) players and three (3) 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.
- 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 behavior 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.

## 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 utilize 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 two 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 TD / TC has the authority to suspend for one or more matches, players, team officials and other officials who in the opinion of the 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 Unless there is a protest, manager should sign the match sheet promptly following the end of a match.

## 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

- 12.2 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.
- 12.4 Home teams are to ensure that the Ball boys and Tournament Officials are provided refreshment during halftime.
- 12.5 Medical assistance inclusive of first-aid and stretcher facilities is the responsibility of the home team.

### 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 person s permitted to occupy the team technical area is defined in the tournament regulations.
- 13.3 Only one person at a time is authorized 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 asses an injured player.
- 13.5 The coach and other occupants of the team technical area must behave in a responsible manner.



## 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, Technical Delegate, Technical Officers, Umpires' Manager, Medical Officer, Media Officer, Judges and Umpires, and any other ad hoc officials appointed by the MHC or the organizing committee.
3. The host State Hockey Association representatives and the members of the organizing 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 behavior 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/ affiliates to instruct their players and team officials of the requirement. The State Hockey Associations shall share liability with their affiliates 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 Tournament 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. The Competition Committee, 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 behavior 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 recognizes that fair and reasonable comments on the game in general are essentially in the interests of everyone. However, it further recognizes 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, SocialMedia) or other means through the medium of television, radio or any other manner whatsoever, regardless of the circumstances in which the statement was made.



**MALAYSIAN HOCKEY CONFEDERATION  
CODE OF CONDUCT  
ACKNOWLEDGEMENT**

We confirm that each one of our team officials and players participating in the below-mentioned tournament has agreed to observe the MHC Constitution, the Rules of the Game, the Tournament Regulations, the Code of Conduct and the directives brought to their notice.

Tournament: **TNB MALAYSIAN JUNIOR HOCKEY LEAGUE 2023**

**For and on behalf of the team**

Signature of Team Manager : .....

Name : .....

I.C.No : .....

Team : .....

Date : .....

Signature of Secretary / Principal: .....

Name : .....

Name of Club/School : .....

Date : .....

**For and on behalf of the State Hockey Association**

Signature : .....

Name : .....

Position : President / Hon. Secretary

State Hockey Association : .....

Date : .....



## 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 watering system;
  - 1.3.2 Floodlighting
- 1.3 Make sure the ball boys 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	
<b>Pointed Wedge (to check the rake or bow)</b>	
<b>7 match balls</b>	
<b>40 sec countdown clock</b>	
- 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 field of play is sufficiently watered;
  - 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 for each day. The attire of the Technical Officials for the matches they officiate should be of a dark coloured long pants and MHC provided T-shirts.**

## **2 DURING THE MATCH**

2.1 Be alert at all times.

2.2 Always acknowledge the signals from the umpires, especially:  
During stoppages, restarts

**2.2.1** 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.

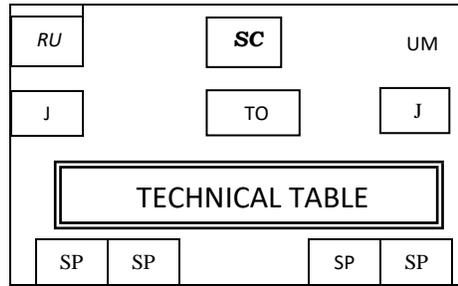
3.3 Check to see that the Technical Officials' Table equipment is returned in order.

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:

##### 4.2.1            4.3.1 Technical Officer

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

##### 4.2.2            4.3.2 First Judge

1. Match sheet
2. Time

##### 4.3.3 Second Judge

Normal Timekeeping

##### 4.3.4 Reserve Umpire

1. Substitution of goal keeper

##### 4.3.5 Seat Reserved for Umpires' Manager

##### 4.3.6 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 to water the pitch when required.
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 30 minutes before the match and should report to the Technical Officer on duty at least 30 minutes before the start of the match.**

**Judges are personally responsible for checking their appointments for each day. The attire of the Judges for the matches in which they officiate should be of a dark coloured long pants and MHC provided 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 or ribbon 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. Ensure that all sticks, and goalkeepers' gloves and headgear are left at the team bench at half time.
11. 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.**
12. Monitor the taking of refreshments during the match by players **according to the method outlined in the Technical Regulations.**

#### C. After the Match

13. Immediately when the match is stopped for half time start the watch to time the 10 minutes for the restart.
14. 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.
15. In the event that a protest is lodged, remain available to give testimony to the Tournament Director.
16. Sign the match sheet at the end of the match after it has been signed by both Managers and Umpires.
17. Ensure that table equipment is collected, including captains' arm- bands and hand over to the tournament secretariat.
18. Do not make any statement about the match or about the umpire with any other person other than the Tournament Director.



## 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 stop pages 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 Committee.