



GCHA & TBHA INTERCITY COMPETITION

SUPER 9S MATCH RULES

1. The team will have 9 players on the field at any one time, one of whom must be a goal keeper.
2. A minimum of 2 players must stay in their attacking half at all times. A failure to do so will result in an automatic 2 minute penalty to the captain.
3. Penalty corner to be 4 attackers on 4 defenders (incls goal keeper). All other players to go beyond half way. Three attackers are to be outside the 23m & the fourth attacker injects the ball. The 4 defenders must be behind the backline. The ball must come over the 23m first. Normal field rules apply.
4. Penalty corners and long corners will commence within 30sec from the time it has been awarded. Facemasks/gloves can be used within the timeframe allowed. Umpires will be instructed to manage players if they are delaying this.
5. Long Corners. Standard rules apply: take the LC from the point of crossing the backline, on the corresponding point on the 23m line.
6. Players can be subbed during PC or Long corners at half way.
7. All other rules of hockey to apply.
8. Current FIH sticks rule applies.

Competition Rules

1. A competing team consists of maximum squad of 16 players per match. They need to be registered with Hockey Queensland and have to be registered with your Club.
2. Players are not to compete for more than one team in the competition.
3. In addition to each club's squad, one marquee player* per match will be permitted to play in round games of the Super 9s. In the spirit of the game a marquee player cannot play in the finals of the super 9s. Marquee players may only play one match per club during the Intercity competition and are not eligible to play in the 11 a side competition.
*Definition of a Marquee player - A current representative player at State Under 21 or higher (Kookaburras) level.
4. All matches will consist of 4 x 15 minute quarters with 5 minute quarter time breaks (match time in total = 75 minutes).
5. All matches start at the scheduled time. Players are to be in position to commence at the designated time. Attacking team can commence upon the umpires whistle.

6. There is no extra time in fixture games.
7. 3 points will be awarded for a win, one point will be awarded for a draw and 0 point will be awarded for a loss.
8. Super 9s finals Series:
Each association will rank their teams according to results of the local round robin. Gold Coast teams from position four to position one will play off vs Tweed Border teams as follows:
GC4 vs TB4
GC3 vs TB3
GC2 vs TB2
GC1 vs TB1 (Super 9s final)
Points for finals will be awarded as follows:
Win 2 points
Draw 1 point
Loss 0 points
9. Association Cup
The Association winning the most points on the day will be the winner of the Association cup. In the event that the associations are tied with the same amount of points, the cup will be awarded to the association represented by the Winner of the Super 9s final (GC1 v TB1).
10. Finals series rules:
If the scores are level at fulltime of the final, extra time of 5 minutes with 5 v 5 will be played with golden goal to apply. Start extra time with a bully. If the scores remain level then to 1 on 1 with the goalkeeper.
11. The penalty shootout is taken under the following conditions:
 - a. the defending goalkeeper starts behind their own goal line between the goal posts;
 - b. the ball is placed on the nearest 23m line opposite the centre of the goal;
 - c. an attacker starts behind the 23m line near the ball;
 - d. the umpire blows the whistle to signal the start of the shootout; the attacker and the goalkeeper may then move in any direction;
 - e. the shootout is completed when one of the following occurs:
 - i. 8 seconds has elapsed;
 - ii. the attacker scores a goal;
 - iii. the attacker commits an offence;
 - iv. the goalkeeper commits an intentional offence, in which case a goal is awarded;
 - v. the ball goes out of play over the backline or sideline; this includes the goalkeeper intentionally playing the ball over the backline.

12. Time out during fixture matches will not be permitted. Time out during a Grand Final only, in the case of injury, will be at the discretion of the Technical Bench Supervisor, and on advice from the umpires. Umpires are required to ensure that all injured players leave the field as quickly as possible.

If a match needs to be stopped for any reason the match officials will wait and see if conditions clear and the ground becomes playable. If after 15 minutes of waiting time the match cannot be continued, the following will apply:

- i. if the teams have completed at least 50% of match play, the match will be declared complete and scores will stand.
- ii. if less than 50% of the match has been played, the match will be abandoned and either rescheduled, or if time does not permit, allocated as a draw.

If the match is able to be continued before 15 minutes of waiting time is complete, any player suspensions in place at the time of stoppage will continue.

13. Green card is a two minute penalty which runs from the time the player is seated at the technical bench. Play is not stopped for the issue of the card.

Yellow and Red Cards may be issued as per Gold Coast Hockey Local Rules 2016.

All penalty cards will be tallied and counted towards the player's season penalties received.