

Rules of Plymouth Mixed Summer League (PMSL)  
These PMSL rules are effective from 1 January 2015.

The Devon Hockey Website (DHW) can be accessed at:  
[www.devonhockey.net](http://www.devonhockey.net)

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Rules & Conduct:

3. The current rules of the International Hockey Federation (<http://www.fihockey.org/>) are to be observed, unless indicated/modified by \* below.
4. The PMSL is to be conducted in accordance with the England Hockey Code of Ethics and Behaviour 2008 (a copy is in the 'Handbook' section of the DHW) or accessible on the EHB website.

PMSL League Organiser:

5. This is Tina Phillips; 01752 309880; 07771 883979; [tadp232@blueyonder.co.uk](mailto:tadp232@blueyonder.co.uk)
6. The 1st named team is solely responsible for informing the League Organiser of the results within 48 hours of the game being played.
7. In the event of any dispute the decision of the League Organiser is final and binding on the teams.

PMSL Umpire Organiser:

8. This is Tina Phillips; 01752 309880; 07771 883979; [tadp232@blueyonder.co.uk](mailto:tadp232@blueyonder.co.uk)

Fixtures:

9. All fixture information (Date, Time and Venue) is listed on the DHW and this source of information takes precedence over all other websites.
10. The League Organiser is responsible for keeping the PMSL fixture information up-to-date.

11. The Umpire Organiser is responsible for appointing Umpires to the PMSL. If there is no Umpire Organiser then rules 14 and 15 below apply in relation to umpires.

#### Appointed Umpires:

12. Devon Hockey Umpires' Association (DHUA) will appoint umpires to the PMSL and this is in PRIORITY over all other umpire appointments.
13. \* Some DHUA appointed umpires will be Level 1 Candidates or Level 1 Umpires (Unassessed) and teams are requested to take this into consideration when playing and understand that these umpires are likely to miss things, be slow to make decisions and make mistakes. Any teams found to abuse or act aggressively towards umpires will be referred to the League Organiser by the Umpire Organiser and DHUA reserves the right to withdraw umpires from teams who participate in this sort of behaviour.
14. Umpires are to enter their availability via their 'Personal Area' on the DHW.
15. If an appointed umpire is no longer available after being appointed by DHUA then they should contact the Umpire Organiser ASAP and inform them of this so they can organise a replacement.
16. If DHUA can only appoint one umpire within 3 days of the fixture then the second named team is responsible for appointing to their own team.
17. If DHUA have been unable to appoint both umpires within 3 days of the fixture then each team is responsible for appointing to their own team this will be denoted by 'Umpires not provided by Devon HUA' on the DHW.
18. Any team that appoints an umpire (if no DHUA appointed umpire is available) must make sure the umpire is competent to umpire the level of the game being played and that the umpire is adequately insured.
19. If no team umpire is available then a team player shall umpire; no more than 2 team members may umpire for their team during any one game.
20. \* There is a £5 charge for DHUA appointed umpires who will be paid expenses for any PMSL games.
21. Umpires may be supported by a Coach/Mentor (no charge will be made for this), who will form part of the umpiring team.
22. \* Within 24 hours of each game ending the DHUA appointed umpire is to enter their match feedback (Mileage = 0, Red/Yellow Card, Pitch and ULO feedback) in their 'Personal Area'.

#### Team Responsibilities:

23. Captains are to make sure their team members are aware that DHUA has a ZERO TOLERANCE approach to SWEARING at Umpires and Opposition Team Members and PERSISTANT QUESTIONING of umpiring decisions, for which a yellow card will be immediately issued and the offending player will be sent off for 10 minutes.
24. The FIRST NAMED team should contact the appointed umpires at least 48 hours in advance of the fixture to confirm they are available; if an appointed umpire is not available then the FIRST NAMED team should contact the Umpire Organiser who will attempt to arrange a replacement umpire.
25. It is the responsibility of both teams to ensure that the game starts and finishes on time. Failure to do so will result in a 2-0 win to the non offending team, and the offending team will pay both teams match and DHUA umpire appointment fees.
26. Teams are solely responsible for consulting the 'Fixtures & Appointments' section of the DHW to see whether umpires have been appointed or not.
27. Each team:

- a. Is listed either individually at 'Clubs & Schools' on the DHW under 'Other Clubs' or if linked to a Devon Affiliated Club will be listed under that particular Club.
- b. The Club Web Administration Area at 'Club and School Administration' on the DHW can be accessed by a password (initially set to 'password' then can be reset by individual teams on first entry) and teams are solely responsible for maintaining accurate details of their team in their own Web Area.
- c. Needs to have one person (the 'Club Webmaster' if listed under 'Other Clubs') (Name, Email, Telephone Numbers).
- d. For each team listed under 'Umpiring Association Contacts' needs to at least one person with an email address. This information is used to inform teams of DHUA umpire appointments by automatic email.

#### Composition of Teams:

28. Each team must adhere to the rules regarding goalkeepers (see appendix for further details and a detailed definition of what constitutes a 'goalkeeper').
29. There shall be a minimum of 2 and a maximum of 5 male 'outfield' (i.e. that is a non goalkeeper) players on the pitch at any one time; the remaining players must be female (e.g. A 'goalkeeper', 2 male outfield players and 8 female outfield players, 3 male outfield players and 7 female outfield players, etc.).
30. All players are advised to wear such protective equipment as the rules allow which is not dangerous to other players.
31. A player may not play for more than one team in any of the Leagues. It will be assumed that a player is registered with a team upon their first appearance. The player who is moving MUST report any subsequent movement to the League Organiser. Failure to do so will result in the forfeiture of one match point from the team to which they are moving to.

#### Suspended Players:

32. See the Appendix for details of what happens when a player is suspended (indicated by a green, yellow or a red card).
33. If any suspended player is under eighteen years of age they must be supervised by another over 18 member of their team.
34. If a goalkeeper is suspended then:
  - a. A substitute goalkeeper can replace them, but an outfield player must leave the pitch, therefore leaving one less player on the pitch for the offending team.
  - b. If there is no substitute goalkeeper then the team plays without a goalkeeper without replacement.
  - c. \* There will be NO suspension of play to allow a person to kit up as a goalkeeper; play will restart immediately and if any player wishes to kit up this must be done off the pitch in an area designated by the umpires.

#### Duration of Games:

35. \* Each game will be played 30 minutes each way, with an interval of not more than 5 minutes, unless the pitch booking does not allow this to happen (Note for 2015: Wednesday games on the BULL POINT pitch is only 1 hour so each game must be played within these time constraints)..
36. \* All games must start and finish on time to permit oncoming teams to complete their games on time or for those who have booked the pitch for other activities, even

if this means the time played is less than the time indicated above.

37. \* Teams starting late are to adjust their playing time accordingly so the game stops before the next game, even if this means the time played is less than the time indicated above.
38. \* The game may be stopped by the umpires for injuries, etc., if appropriate, but time will not be stopped for any reason (e.g. penalty stroke, goalkeeper substitutions, etc.) so as to prevent time overrunning into the second game, even if this means the time played is less than the time indicated above.
39. If a game is abandoned before full time, then the matter shall be reported to the PMSL League Organiser by the teams involved, along with a report as to why, the time the game was abandoned and the score; the PMSL League Organiser will then decide if the result stands or if the match is to be replayed.

#### Match Routine:

40. The first named team shall provide an adequate supply of match balls.
41. The second named team shall change shirts if there is a colour clash.
42. \* At penalty corners, the defending team shall have no more than 2 male players behind the goal line, plus a goalkeeper with goalkeeping privileges or a player with goalkeeping privileges (either male or female) and the remainder shall be female. If only playing with field players then the maximum number of male players shall be 3.
43. \* At attacking penalty corners a female player must have first 'strike' at goal unless the ball travels outside the 23 metre area (25 yard area) when the ball will be considered to be in open play. See Appendix for a fuller explanation of what constitutes a 'strike' at goal.
44. \* When a penalty stroke (flick) is awarded, any player currently on the pitch, male or female, can take it.

#### Point Scoring:

45. Points are awarded as follows:

Win	3 points
Score/No Score Draw	1 point
Lose	0 points

#### Appendix:

##### Goalkeepers:

Each team may play with:

46. ^ A goalkeeper with goalkeeping privileges wearing full protective equipment comprised of at least headgear, leg guards and kickers and a different colour shirt; or
47. ^ A player with goalkeeping privileges wearing only protective headgear and a different colour shirt; or
48. ^ Only field players and no player with goalkeeping privileges and not wearing protective headgear BUT they MUST wear a different coloured shirt to identify themselves to the umpires and opposition.

##### Notes:

49. ^ These 'goalkeepers' may be of either sex.
50. ^ These 'goalkeepers' may only play in their 23 metre (25 yard) area and are ONLY permitted to go outside this area to take a penalty stroke when they will be allowed

to remove goalkeeping equipment as long as this does not unduly prolong the game.

51. ^ If playing with field players with no goalkeeping privileges, the person wearing a different coloured shirt (as described in C. above) may be male or female; if male this is allowed even if this increases the number of males on the pitch to 6 but in this instance only 5 male players are allowed to play forward of their defensive 23 metre line.

#### Personal Penalties:

For any offence, the offending player may be:

52. Cautioned (indicated by spoken words)  
53. Warned (indicated by a green card)  
54. Temporarily suspended for a minimum of 2 minutes of playing time (indicated by a green card); for the duration of each temporary suspension of a player on or off the field, the offending team plays with one less player.  
55. Temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card); for the duration of each temporary suspension of a player on or off the field, the offending team plays with one less player.  
56. Permanently suspended from the current match (indicated by a red card); for each permanent suspension, the offending team plays for the remainder of the match with one less player. A player who is permanently suspended must leave the playing area immediately. If they fail to do so the umpire should abandon the game and report the matter to the League Organiser and Umpire Organiser within 24 hours.

A personal penalty may be awarded in addition to the appropriate penalty.

Temporarily suspended players must remain in a designated place until permitted by the umpire who suspended them to resume play (the designated area will be the team bench or on the half way line but back from the sideline next to the fence).

Temporarily suspended players are permitted to rejoin their team at half-time after which they must return to a designated place to complete their suspension.

The intended duration of a temporary suspension may be extended for misconduct by a player while suspended.

Permanently suspended players must leave the field and its surrounding area. Any player awarded a red card during the League will receive an instant minimum 16 day ban with no right of appeal and will be dealt with under the normal rules of hockey.

Any player awarded a Red Card or Matchday Misconduct Offence (MMO) is to be reported to DHUA and the Devon Disciplinary Administrator using the appropriate form within 72 hours of the offence. This information is listed on the DHW.

#### Penalty Corner Strike:

A strike is any movement (i.e. a hit, slap hit, push, flick, scoop, etc.) that propels the ball towards goal from within the circle and which would have crossed the goal line had it not been stopped or deflected by another player of either team.

The first strike at goal by a female player that would not have resulted in it crossing the goal line which is then deflected by a male player into the goal shall be disallowed.

A strike by a male player that is going in the goal, which is then deflected or touched by the stick of a female player shall be a goal.

Introduction of SIX NEW Rules being introduced in September 2015:

These rules will be played during the PMS 2015 League to give players and umpires the time to practice before the new season of hockey begins (September 2015).

**All the changes are outlined on pages 5-7 of the FIH Rules Book.**

### **57. Breaking at a Penalty Corner**

If a player [attacker/defender] breaks early – send them to the half way line and re-take. If it is the keeper – the defence nominates a player to go to half way. If the “injector” feints at playing the ball in order to try and induce an early break from the defence – the “injector” should be sent to the half way line [not any defender who broke because of the feint]. Blow the whistle immediately, tell the player concerned to go to half way and the reason why. Retake the Corner. [until PC is over, any retakes are taken without any players sent to half way]

N.B. You can no longer award a Penalty Stroke for persistent breaking at a Penalty Corner.

### **58. Green Cards**

This is a 2 minute suspension – send the player to the sin-bin [or other place agreed prior to the match] – I would suggest we let them “self-police” this suspension during the summer league.

### **59. Playing the ball above the shoulder**

Safety first. 5m to the initial receiver is still relevant. Blow on danger.

For aerial balls – do what you have always done – simply bear in mind a player may stop a safe aerial on the way up with a periscope stick or run 5m in front of the receiver and pluck the ball out of the air!

### **60. Long Corners**

Taken on 23m line in line with where it went off the back line. The signal is the same as always – I would suggest this is accompanied by a vocal “Re-start on the 23 please” – or “23m restart”.

N.B. On the line counts as “inside” the 23m area and the appropriate rules apply.

N.B. Don’t be too picky about the ball being exactly on the line – although it must be stopped and played as though it is [even if placed 3 inches outside 23]. I would suggest umpires divide the pitch in half – the lead umpire controlling 23m restarts on their side of the pitch [given with the left arm], and the supporting umpire controlling 23m restarts on their side [given with the right arm]. Get the ball where you want it early using

whistle and voice – avoid the need for “messy retakes”.

### **61. Free Hit with 5m of the circle**

This area, as with the rest of the pitch, can now benefit from a quick whistle rather than always looking for advantage.

Insist on a “stop and go” – don’t let them simply carry on dribbling a moving ball. The rules for free hits within the 23m area apply – simply apply them right up to the edge of the circle now. If a defender outside of the “D” commits an offence – treat them exactly as you would anywhere else in the 23m area – if they deliberately break down play this should always result in a Penalty Corner and a personal penalty.

If a defender is inside the “D” and remains inside the “D” they cannot initially commit any offence as the taker must carry the ball 5m before they can enter the “D”. Any tackle made by a player inside the “D” after the ball has been carried 5m is judged purely on the quality of the tackle – it is not a 5m issue. An issue may arise where the taker 1m from edge of “D” moves the ball a few inches and runs off – another attacker who is 5m away runs up and plays the ball into the “D” [this is allowed] – the player who was standing just inside the “D” 1m away not interfering could now interfere by playing the ball never having been 5m away – this IS an offence – the same as it would have been anywhere in the 23m area. Penalty Corner and a personal penalty. At this time, I would not expect to see a Penalty Stroke awarded for any infringement under this rule. [current advice from NPUA]

Discuss likely scenarios before the game and actual scenarios after the game – learn together.

### **62. Up 10 has been removed**

**The “Up 10” has been removed:** Use your voice, whistle and cards.

End.