

ULSTER HOCKEY UNION

BOYS SCHOOLS'



RULES, REGULATIONS
AND DEFINITIONS

for implementation from
September 2019 until further notice

ULSTER HOCKEY UNION

SCHOOLS' COMPETITIONS (BOYS)

A. IRISH SCHOOLS' QUALIFICATION

- (i) Ulster has seven places at the Irish Schools' Championships.
- (ii) The four semi-finalists from the McCullough Cup and the two finalists from the Burney Cup gain automatic qualification into the following season's Irish Schools'.
- (iii) Schools who wish to enter the qualification tournament should indicate this to Ulster Hockey at the prescribed time before the end of the previous season.
- (iv) Any school wishing to enter the qualification tournament must be playing in that season's McCullough Cup.
- (v) The qualification tournament will be played in groups.
- (vi) Matches to be 4 x 15 minutes. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.
- (vii) Points shall be allocated as follows: win - 4, score draw - 2, scoreless draw - 1, loss - 0.
- (viii) If a tie in the group, then the positions will be decided in the following order:
 - 1. points
 - 2. result(s) from the original group match(es)
 - 3. goal difference
 - 4. goals scored
- (ix) If a play-off is required for qualification:
 - a. Venue for the play-off will be determined by Ulster Hockey, but if the two schools involved are in the same McCullough Cup Group then the play-off venue should be the opposite to the McCullough Cup Group match.
 - b. Match length: 4 x 15 minutes. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.
Should the match end in a draw after normal time, there will be no extra time and shall be determined by a shootout competition (see attached rules)

B. McCULLOUGH CUP

- (i) Match length: 4 x 17.5 minutes. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.
- (ii) Group matches (as a block of fixtures as far as is possible) to be played on a specified Saturday.
- (iii) In all Group Section league matches, it is 4 points for a win, 2 points for a score draw and 1 point for a scoreless draw.
- (iv) Top 2 go through from each section.
 - a. If tie for 1st place then positions will be decided in the following order:
 - i. result of section match,
 - ii. a mini league of results using all results except those from matches against the bottom two sides in the group,
 - iii. a play-off match at venue opposite of the section match will decide who finishes 1st,
 - 1. play-off match length: 4 x 17.5minutes. Between the 1st & 2nd quarter and the 3rd & 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.
 - 2. Should the match end in a draw after normal time, there will be no extra time and shall be determined by a shootout competition (see attached rules)
 - b. If tie for 2nd place then positions will be decided as set out above in B (iv)(a)(i)-(iii).
 - c. If 3 or more teams tie for 1st or 2nd place, then positions will be decided in the following order:
 - i. a mini league of results using all results from matches between the tied teams
 - ii. a mini league of results using all results except those from matches against the bottom two sides in the group,
 - iii. a play-off at a neutral venue to be decided by Ulster Hockey.
 - 1. 1st/2nd place play off with 3 teams – match length: 4 x 10 mins.
 - 2. these play-offs will be decided on points – 4 points for a win, 2 points for a score draw and 1 point for a scoreless draw.
 - 3. if the teams can't be separated on points then positions will be decided in the following order:
 - a. goal difference
 - b. goals scored
 - c. results from the original group matches
 - d. a shootout competition. {See B (iv) (a) (iii) (3) & (4) above}
- (v) Knock – out stages (semi-finals and final):
 - a. Teams will get 30 minutes on the pitch before hit-off.
 - b. In the semi-finals, the 1st placed team in each section will play the 2nd placed team from the other section.
 - c. The venues for the semi-finals and final will be determined by Ulster Hockey.
 - d. In the semi-finals, the 1st placed teams will be deemed the 'home' team in the event of a clash of colours etc.

- (vi) Each match will be 4 x 17.5 minutes in length. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.
- e. If scores are equal at full time, then a shootout competition will take place to decide the winner. Please note, there is no extra-time.

C. PRIOR SHIELD

- (i) Match length: 4 x 15 minutes. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.
- (ii) Group matches to be completed by date specified by Ulster Hockey.
- (iii) In all Group league matches, it is 4 points for a win, 2 points for a score draw and 1 point for a scoreless draw.
- (iv) If tie for places, then group positions will be decided in the following order:
 - 1. goal difference
 - 2. goals scored
 - 3. result(s) from the original group match(es)
- (v) In the quarter-finals, each group winner will have home advantage against a runner-up from another group, with a draw deciding the ties.
- (vi) In the semi-finals a draw will determine the ties and Ulster Hockey will confirm the venue.
- (vii) Quarter-finals and Semi-finals:
- (viii) Each match will be 4 x 15 mins in length. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.
 - i. if scores still equal, a shootout competition will take place to determine the winner.
- (ix) Final:
 - a. To be played at a neutral venue pre-determined by Ulster Hockey.
 - b. Teams will get 30 minutes on the pitch before hit-off. Any further time wanted is to be paid for by the schools' concerned.
 - c. Match length: 4 x 15 minutes. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.
 - d. If scores are equal at the full time, then a shootout competition will take place to decide the winner. Please note, there is no extra-time.
- (x) No 1st XI entering the Prior Shield may enter Irish Schools' qualification in the same season.

D. TAYLOR CUP

- (i) Match length: 4 x 15 minutes. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.
- (ii) Group matches to be completed by date specified by Ulster Hockey.
- (iii) In all Group Section league matches, it is 4 points for a win, 2 points for a score draw and 1 point for a scoreless draw.
- (iv) Top 2 go through from each section.
 - a. If tie for 1st place, result of section match is used to determine the 1st placed team; if section match was drawn, a toss of a coin will be used to decide who finishes 1st.
 - b. If tie for 2nd place, a one match play-off at venue opposite of the section match will decide who finishes 2nd.
 - i. 2nd place play-off match length: 4 x 15 minutes.
 - ii. if scores are equal, a shootout competition will take place to determine the winner.
 - c. If 3 or more teams tie for 1st or 2nd place, then they will play-off at a neutral venue to be decided by Ulster Hockey.
 - i. 1st/2nd place play off with 3 teams – match length: 4 x 10 minutes. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half time shall not exceed 5 minutes.
 - ii. These play-offs will be decided on points – 4 points for a win, 2 points for a score draw and 1 point for a scoreless draw..
 - iii. If the teams can't be separated on points then positions will be decided in the following order:
 - 1. goal difference
 - 2. goals scored
 - 3. results from the original group matches
 - 4. a shootout competition. {See D (iv) (b) (ii) above}
- (v) Semi-finals :
 - (i) Each match will be 4 x 15 mins in length. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.
 - i. if scores still equal, a shootout competition will take place to determine the winner.
 - (ii) Final:
 - a. To be played at a neutral venue pre-determined by Ulster Hockey.
 - b. Teams will get 30 minutes on the pitch before hit-off. Any further time wanted is to be paid for by the schools' concerned.

(iii) Match length: 4 x 15 minutes. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.

i. if scores are equal, a shootout competition will take place to determine the winner.

E. BURNEY CUP

(i) Each round will be drawn to determine ties with an open draw.

(ii) Ties should be played on date determined by Ulster Hockey.

(iii) a. For all rounds (except semi-finals and final):

(i) Match length: 4 x 15 minutes Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.

i. if scores are equal, a shootout competition will take place to determine the winner.

b. Semi-finals and final:

i. to be played at a neutral venue pre-determined by Ulster Hockey.

ii. teams will get 30 minutes on the pitch before hit-off. Any further time wanted is to be paid for by the schools' concerned.

iii. match length: 4 x 17.5 minutes. Between the 1st & 2nd quarter and the 3rd and 4th quarter there is an interval of 2 minutes and half-time shall not exceed 5 minutes.

iv. if scores are equal at the full time, then a shootout competition will take place to decide the winner. Please note, there is no extra-time.

F. DOWDALL CUP / RICHARDSON CUP / FERRIS CUP / BANNISTER BOWL

- (i) Match lengths: Dowdall Cup 4 x 15 minutes. Between the 1st and 2nd quarter and the 3rd and 4th there is an interval of 2 minutes and half-time shall not exceed 5 minutes.
Richardson Cup 2 x 30 minutes. Half-time shall not exceed 5 minutes.
Ferris Cup and Bannister Bowl 2 x 25 minutes. Half-time shall not exceed 5 minutes
- (ii) Ties will be determined by draw.
- (iii) Ties should be played by the date determined by Ulster Hockey.
- (iv) a. For all rounds (except final):
 - i. match length as {F (i)}
 - ii. if scores are equal, a shootout competition will take place to determine the winner.
- b. Finals:
 - i. to be played at a neutral venue pre-determined by Ulster Hockey.
 - ii. teams will get 30 minutes on the pitch before hit-off. Any further time wanted is to be paid for by the schools' concerned.
 - iii. match length as above.
 - iv. if scores are equal at the full time, then a shootout competition will take place to decide the winner . Please note, there is no extra-time.

G. RESULTS

All results to be sent to Ulster Hockey by email (admin@ulsterhockey.com) immediately after the game.

H. SQUAD SIZE

- a. For all of the above competitions, squads may contain **up to** 16 players, or 17 players as long as TWO of the 17 ARE KITTED OUT GOALKEEPERS.
- b. If a squad contains only 16 players with just one kitted out goalkeeper, then the Team Management MUST indicate to the Chairman (or TD), if present, which of their other 16 (or fewer) players will fill the role of goalkeeper if required.

I. AGE LIMITS:

- a. Any player can only play in **two** age group competitions which are running concurrently. This is to stop the overplaying of talented young players. (For the purposes of this rule, the Burney Cup is an age group competition.)
- b. Burney Cup & Dowdall Cup: aged 17 or younger (i.e. U18) on 30th June preceding the start of the season

- c. McCullough Cup & Prior Shield: aged 17 or younger (ie. U18) on 30th June preceding the start of the season BUT a player who is U19 on the 30th June preceding the competition shall be allowed to play so long as:
 - a. He has been continuously in Secondary level education
 - b. Application is made to Ulster Hockey naming the player on or before the first scheduled matches in that season of the Competition
- d. Taylor Cup: aged 15 or younger (i.e. U16) on 30th June preceding the start of the season
- e. Richardson Cup: aged 14 or younger (i.e. U15) on 30th June preceding the start of the season
- f. Ferris Cup: aged 13 or younger (i.e. U14) on 30th June preceding the start of the season
- g. Bannister Bowl: aged 12 or younger (i.e. U13) on 30th June preceding the start of the season

J. DEFINITION OF A 2ND XI PLAYER

The Dowdall Cup was conceived as a competition to encourage those boys too old for the Richardson Cup and not good enough for the 1st XIs to “have their day in the sun” and to encourage them, perhaps thereby to continue to play the sport on leaving school.

There is no restriction on a school which prevents them from playing their best 1st XI in any competition - however cognisance must be taken of the Ulster Hockey Union ruling which prevents those U15 playing against adults. Schools’ matches often contain “Adult” players.

- (1) A 2nd XI player should not be a member of a School’s normal starting 1st XI.

In exceptional circumstances a school might be required by Ulster Hockey to nominate their 1st XI players.

- (2) A 2nd XI player is too old to play in the Richardson Cup. In exceptional circumstances, a Form 5 / Year 12 pupil may be young enough to play in the Richardson Cup. A School may apply before the start of the season for permission to play such a Form 5 / Year 12 pupil in both the Dowdall Cup, or Prior Shield, and Richardson Cup. However, rule {E (a)} must be adhered to.

K. ELIGIBLE SCHOOL HOCKEY PLAYERS

- a. Pupils must have been in continuous Secondary education to be eligible to play in Schools’ Competitions. The School may apply to Ulster Hockey for special consideration of a pupil who has left school but subsequently returns.
- b. No player who has played in an U18 Inter-Provincial team should be allowed to play in the Prior Shield or Dowdall Cup, without the permission of Ulster Hockey.

L. SCHOOLS ENTERING MORE THAN ONE TEAM IN THE RICHARDSON AND FERRIS

A school entering more than one team in the Ferris or Richardson Cups must ensure that it does not play, on the “B” or “C” team, any boy eligible to play in a younger competition unless it has obtained the express permission of Ulster Hockey.

M. REGULATIONS FOR ANY 2nd XI TEAM PLAYING IN THE McCULLOUGH CUP

- a. The 1st XI team must name 14 players.
- b. The 2nd XI team must name 14 different players.
- c. All other players may act as substitutes for the 1st XI or the 2nd XI.
- d. In event of serious injury then the school must contact Ulster Hockey for permission to amend the nominations.

N. WITHDRAWING FROM A COMPETITION

Any team which withdraws from a main competition will automatically be withdrawn from the Plate for that competition if it exists

O. REMOVAL OF A GOALKEEPER

The tactical removal of a goalkeeper, to be replaced by an outfield player, is not permitted during any schoolboy competitive match. This rule has been introduced with health and safety in mind and in the interests of all boys playing hockey.

P. FEES

All Schools' are required to pay their affiliation fees and cup entry fees on time each season, to retain their status as an affiliated school for that season.

Q. CODE OF CONDUCT

ULSTER HOCKEY PARTICIPANT CODE OF CONDUCT:

<https://ulsterhockey.com/wp-content/uploads/2019/01/UHU-Participant-Code-of-Conduct.pdf>

RESPECT ALL PARTICIPANTS:

<https://ulsterhockey.com/wp-content/uploads/2019/08/Final-version-A5-RAP-Leaflet.pdf>

R. DISCIPLINE

ULSTER HOCKEY PROCEDURES FOR DISCIPLINARY & APPEALS COMMITTEE MEETINGS:

<https://ulsterhockey.com/wp-content/uploads/2018/11/Disciplinary-Procedures-Document.pdf>

S. SHOOT-OUT COMPETITIONS

Rules for Shootout Competition - Taken from Hockey Ireland Cup Competition Rules & Regulations 2019/20

1. A shootout competition is used to determine the winning team for drawn matches. The following, from Appendix 11 of the FIH Tournament Regulations, is provided here for ease of access and for clarification of roles.
2. For cup matches where there is no Technical Official appointed, all reference to the Technical Delegate shall be replaced by the umpires.
3. Where there is no Technical Official appointed, the home club must provide an appropriate person to act as timekeeper in support of and under the supervision of the umpires. The away club may provide an appropriate person to monitor the time keeping.

SHOOT-OUT COMPETITION

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.

The following sets out both the playing Rules and the procedures to be followed.

1. If the shoot-out competition takes place after the end of a match, the first shoot-out should take place within four (4) minutes of the end of regulation playing time.
2. 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.
3. 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 shoot-out competition even if the period of their suspension has not been completed at the end of the match.
4. The Technical Delegate will specify the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
5. The Technical Delegate will specify the goal to be used.

6. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
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.
8. The goalkeeper / defending player of the team taking a shoot-out shall wait on the back-line outside the circle.
9. A player taking or defending a shoot-out may enter the 23m area for that purpose.
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.
11. Five players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 10 shoot-outs.
13. Taking a shoot-out:
 - a) the goalkeeper / defending player starts on or behind the 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 stands outside the 23m area near the ball;
 - d) the Umpire blows the whistle to start time;
 - e) an official at the technical table starts the clock;
 - f) the attacker and the goalkeeper / defending player may then move in any direction;
 - g) the shoot-out is completed when:
 - i) 8 seconds has elapsed since the starting signal;
 - ii) a goal is scored;
 - iii) the attacker commits an offence;
 - iv) 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;
 - v) the goalkeeper / defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
 - vi) 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. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the Match Report subject to the provisions of Articles 17, 18 and 19 of this Appendix.

15. The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
16. A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
17. 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.
18. If during a shoot-out competition, a defending goalkeeper / defending player is incapacitated:
 - a) that goalkeeper / defending player may be replaced by another player from among the players listed on the Match Report for that particular match, except as excluded in this Appendix or unless suspended by an Umpire during the shoot-out competition;
 - b) the replacement goalkeeper:
 - i) is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
 - ii) if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
19. 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.
20. 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 this Appendix;
 - b. the sequence in which the attackers take the shoot-outs need not be the same as in the first series;

- c the team whose player took the first shoot-out in a series defends the first shoot-out of the next series;
- d when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.

21. 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 this Appendix:

- a) the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
- b) the team which starts each shoot-out series alternates for each series.

22. Unless varied by this Appendix, the Rules of Hockey apply during a shoot-out.