



Schools Section

COMPETITION RULES 24/25

Amended – Jan 2025

1. All affiliated schools must notify Ulster Hockey Ltd by 31st March of their teams' participation in Schools' Competitions for the following season.
2. For all competitions, matches will be played on a synthetic surface, and this shall be included in the rules of competition.
3. All Cup matches must be played on pitches which conform to regulations laid down in 'The Rules of Hockey'.
4. When the two teams wear similar playing colours, the first named/drawn team will wear home colours.
5. Grounds for the finals of all Schools' Competitions shall be arranged by Ulster Hockey Ltd.
6. For all Cup Competitions, the squad size will be as per Ulster Hockey Ltd Rules.
7. 18 players are permitted to be listed, if there are two fully clad goalkeepers, otherwise squads are restricted to 16 players, including a goalkeeper (teams must have a goalkeeper).
8. All Schools wishing to participate in any hockey competition must be registered and affiliated through payment of fees to Ulster Hockey Ltd. If any school has not paid their fees by the date stated on the affiliation form in the year of competition, they will not be permitted to play in any competition.
9. Any complaints made to Ulster Hockey Ltd must come through the Teacher-in-Charge of Hockey or Principal of the school. Parental complaints will NOT be dealt with unless submitted through proper channels above.
10. If a school fails to meet deadlines or re-arranged deadlines, sanctions may be imposed by Ulster Hockey Ltd.
11. Any team which withdraws from a main competition will automatically be withdrawn from the Plate for that competition if it exists.

12. The home team should notify the visiting team the time and place of the match at least a week before the specified date. The visiting team should confirm the arrangements by return.
13. Ulster Hockey will take into consideration distances teams have to travel, when making draws for semi-finals and finals.
14. **All Cup results must be forwarded to Ulster Hockey Ltd within 48 hours of the match being played by the winning team.**
15. All Schools' Cup competition dates for semi-finals and Finals will NOT be changed except for extreme weather conditions.
If a team reaches a semi-final or final of a Schools Hockey Competition and cannot fulfil the match on the specified date, they must relinquish their place to the losing team of that quarter/semi-final OR submit an alternative team to fulfil the fixture.
16. All matches **MUST** be played on or before the dates stated. No match should be played after that date unless Ulster Hockey Ltd has been consulted and permission given by Ulster Hockey Ltd.
17. All school teams for Ulster School semi-finals will have eleven (11) starting starred players in descending order of merit using the principles described below.
 - A school with two teams shall star the first eleven (11) players normally chosen for the 1st XI.
 - Additionally, a school with three teams shall star for its 2nd XI, eleven (11) players normally selected for its 2nd XI, and so on.
 - This rule shall pertain to all players including those who normally play as a goalkeeper.
 - Schools will submit Squad lists to Ulster Hockey Ltd, prior to all Ulster Schools Semi-finals, with starred * starting 11 at all levels of Ulster Schools competition. This must be done at least 60 minutes before the start of the match.
18. To avoid overplaying, players are only permitted to play on a maximum of two teams over a season.
19. Ulster Hockey Ltd recommends not to sub off a goalkeeper for an outfield player: however, it is permitted within the rules to do so.
20. For length of Matches, see Table 1 and Table 2 below. 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.
21. For all matches each dugout can have maximum of 3 adults to include:
 - 1 x coach
 - 1 x assist coach **or** manager
 - 1 x Physio (this can be an assistant coach who will administer first aid only)
 -**The only person allowed to 'coach' is the main team coach.**

Ulster Hockey Ltd is responsible for:

1. The running of their competition to its completion.
2. Ensuring that matches are played on time and that deadlines are met.
3. Ensuring schools have engraved, cleaned and returned Cups within a reasonable timeframe.
4. Notifying schools of gate costs prior to the semi-finals and final.

Table 1, Girls Schools' Competitions.

Girls Senior Cup/ Shield/ Plate	1 st XI	4 x 15 minutes.
Stevenson Cup / Bowl	1 st XI	4 x 15 minutes.
McDowell Cup/ Shield/ Plate	2 nd XI	4 x 12.5 minutes.
Gibson Cup/ Plate	3 rd XI	4 x 12.5 minutes.
4 th XI Cup/ Plate	4 th XI	4 x 12.5 minutes.
U14 Stevenson Cup/ Bowl	U14	4 x 12.5 minutes.
U14 Junior School Cup/ Plate/ Shield	U14	4 x 12.5 minutes.
Intermediate Schools Cup	U19	4 x 15 minutes.
U16 High School Cup	U16	4 x 12.5 minutes.
U14 High School Cup	U14	4 x 12.5 minutes.

Table 2, Boys Schools' Competitions.

Irish Schools Qualification	U18*	4 x 15 minutes.
McCullough Cup /Tier 2	U18*	4 x 15 minutes.
Prior Shield	U18*	4 x 15 minutes.
Taylor Cup	U16	4 x 15 minutes.
Burney Cup/ Plate	U18	4 x 15 minutes.
Dowdall Cup	U18	4 x 15 minutes.
Richardson Cup/ Plate	U15	4 x 15 minutes.
Ferris Cup/ Plate	U14	4 x 12.5 minutes.
Bannister Bowl/ Plate	U13	4 x 12.5 minutes.

* McCullough Cup & Prior Shield: aged 17 or younger (i.e. U18) on 30th June preceding the start of the season BUT a player who is U19 on the 30th of 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.

Girls Schools' Section

COMPETITION RULES

- **Senior Schools' Cup Competition**

1. The Schools' Cup competition is open to all schools affiliated to Ulster Hockey Ltd. Any school not affiliated by 30 June in the year of competition shall not be eligible to participate in any schools' competitions.
2. All players taking part in this competition must be in full school attendance and be under the age of 19 on 1st July prior to commencement of the current season.
3. The competition shall be run as a knockout competition. The draw and all other arrangements for the competition shall be made by Ulster Hockey Ltd.
4. All Teams must wear numbered shirts and there must not be any duplicated numbers. These numbers are to be written on the team sheet, at least 60 minutes before the start of all matches.
5. The game shall be of 60 minutes duration, with quarter times being called every 15 minutes. Should a match end in a draw after normal time, there will be no extra time, and the outcome will be determined by a shootout competition. All matches are to be played to a conclusion. There will be no replays.
6. The winners of the Senior Schools' Cup shall represent Ulster in the Kate Russell Tournament.

- **Senior Schools' Plate**

1. The Senior Schools' Plate competition is open to all schools which have entered the Senior Cup competition and who have been eliminated in the preliminary and first full round of that competition.
2. Any school which fails to fulfil its first or second round match in the Senior Cup shall not be eligible to play in the Senior Plate.
3. All other rules for this Competition shall be the same as those governing the Senior Schools' Cup competition.

- **Senior Schools' Shield**

1. The Senior Schools' Shield is open to schools eliminated in the second full round of the Senior Schools Cup.
2. All other rules for this competition shall be the same as those governing the Senior Schools' Cup competition.

- **The Stevenson Cup and Stevenson Bowl**

1. The Stevenson Cup and The Stevenson Bowl are competitions for 1st XIs.
2. All players must be under 19 years of age on 1st July prior to commencement of the current season.
3. The Stevenson Cup and Bowl are played in a league format with groups drawn by Ulster hockey and seeded teams determined by previous year's results in the prior year's competitions. Group winners and runners up will be seeded as the top 8 teams.
4. Quarter finals follow a predetermined draw with the group winners and runners up involved, followed by a new draw at the semi-final stage of the competition.
 - Matches are 60 mins made up of 4 quarters of 15 minutes. Points shall be allocated as follows:
 - 3 points for a win.
 - 1 for a draw.
 - 0 for a loss.
5. If the teams can't be separated on points, then positions will be decided in the following order:
 - Previous match result between the two teams.
 - Goal difference.
 - Goals scored.
6. Draws at the quarter finals stage will go straight to a shootout competition.
7. Teams that finish in the top 8 places will be entered into the 3rd round of the Senior Cup.
8. A 3rd place runner up match will also take place in the eventuality of a team winning both the Senior Cup and Stevenson Cup to determine the second team to participate in the Daphne Hall Tournament.
9. Teams placed first and second in Stevenson Bowl will automatically be promoted to the Stevenson Cup. While the bottom two teams overall in the cup will be relegated to the Stevenson Bowl the following year. This will be decided through playoffs where bottom of group 1 plays bottom of group 3 and bottom of group 2 plays bottom of group 4.

- **The McDowell Cup**

1. The McDowell Cup competition is open to all 2ndXIs.
2. All players must be under 19 years of age on 1st July prior to commencement of the current season.

3. The competition shall be run as a knockout competition, with no seeding. The draw and all other arrangements for the competition, shall be made by Ulster Hockey Ltd. The first named team shall have home advantage.
4. The game shall be of 50 minutes duration with quarter times being called every 12.5 minutes. Teams will change ends at half time. Should a match end in a draw, there will be NO extra time, and the outcome will be determined by a shootout competition. There will be no replays.
5. Teams that have been eliminated in the preliminary and first full round of the McDowell Cup will be entered into the McDowell Plate.
6. Teams that have been eliminated in the second full round of the McDowell Cup will be entered into the McDowell Shield.

- **3rdXI Gibson Cup**

1. The 3rdXI Gibson Cup is ONLY open to a 3rdXI whose school already has a team in the McDowell Cup. Only one team per school is permitted.
2. All players must be under 19 years of age on 1st July prior to commencement of the current season.
3. Any school which fails to fulfil all fixtures in the league section of the Gibson Cup, AND by the required date, will NOT be permitted to enter this competition the following season.
4. The match shall be of 50 minutes duration with quarter time being called after 12.5 minutes. There will be NO extra time, and the outcome shall be determined by a shootout competition.
5. Teams that have been eliminated in the preliminary and first full round of the Gibson Cup will be entered into the Gibson Plate.

- **4thXI Cup Competition**

1. Schools may only enter this competition if they already have a team in the McDowell Cup AND the Gibson Cup.
2. This competition is for 4thXI teams ONLY and a team that is not a 4thXI is NOT eligible to enter.
3. This competition shall be run as a knockout competition. The game will be of 50 minutes duration with quarter times being called every 12.5 minutes.
4. All other rules for this competition are the same as for the McDowell Cup competition.

• **The U14 Stevenson Cup and U14 Stevenson Bowl**

1. All players must be under 14 years of age on 1st July prior to commencement of the current season.
2. The U14 Stevenson Cup and Bowl are played in a league format with groups drawn by Ulster hockey and seeded teams determined by previous year's results in the prior year's competitions. With group winners and runners up being seeded as the top 8 teams.
3. Quarter finals follow a predetermined draw with the group winners and runners up involved, followed by a new draw at the semi-final stage of the competition.
4. Matches are 50 mins made up of 4 quarters of 12.5 minutes. Points shall be allocated as follows:
 - 3 points for a win.
 - 1 for a draw.
 - 0 for a loss.
5. If the teams can't be separated on points, then positions will be decided in the following order:
 - Previous match result between the two teams.
 - Goal difference.
 - Goals scored.
6. Draws at the quarter finals stage will go straight to a shootout competition.
7. Teams that finish in the top 8 places will be entered into the 2nd round of the Junior Cup.
8. Movement of U14 teams promoted and relegated in Cup and Bowl will mirror Senior Cup to aid Schools' management of team matches.

• **Junior Schools' Cup**

1. The Junior Schools' Cup is open to all schools whose players are under 14 years of age on 1st July prior to commencement of the current season.
2. No U14 team may play in two Cup competitions. The teams that are eligible to play in the U14 High Schools' Cup can opt to play in either the Junior Schools' Cup or the High Schools' Cup, but not both.
3. The competition shall be run as a knockout competition. All arrangements for the competition shall be made by Ulster Hockey Ltd.

4. The game shall be of 50 minutes duration with quarter times being called after 12.5 minutes. Should a match end in a draw there will be no extra time, and the outcome will be determined by a shootout competition.
5. The winning team will represent Ulster in the All-Ireland June Smith Tournament.

- **Junior Schools' Plate**

1. The Junior Schools' Plate is open to all schools that have entered the Junior Cup and who have been eliminated in the first or second rounds of that competition.
2. Any school which fails to fulfil its first or second round match shall not be eligible to play in the Junior Plate. All other rules shall be the same as for the Junior Schools' Cup.

- **Junior Schools' Shield**

1. The Junior Shield is open to schools eliminated in the third round of the Junior Cup. All other rules for this competition shall be the same as those for the Junior Schools' Cup Competition.

- **The Intermediate Schools' Cup**

1. The Intermediate Cup Competition is open to teams from all Secondary Schools or Colleges of Further Education whose players are under 19 years of age on 1st July prior to commencement of the current season.
2. No U18 team can play in two Cup competitions. If a School wishes to play in this competition instead of the Senior Schools' Cup an application must be made in writing to Ulster Hockey Ltd when entries are returned to Ulster Hockey Ltd and prior to the AGM. If granted this will only apply for one year.
3. The competition shall be run as a knockout competition with the first named team having home advantage.
4. All other rules for this competition shall be the same as the Senior Schools' Cup.

- **U16 High Schools' Cup**

1. The U16 High Schools' Cup Competition is open to teams from Non Grammar Schools whose players are under 16 years of age on 1st July prior to commencement of the current season.
2. No U16 team can play in two Cup competitions. The teams that are eligible to play in the U16 High Schools' Cup can opt to play either in this competition or the 3rdXI Gibson Cup, not both.

3. The competition shall be run as a knockout competition with the first named team having home advantage.
4. The game shall be of 50 minutes duration with quarter times being called after every 12.5 minutes. Should a match end in a draw there will be no extra time, and the outcome will be determined by a shootout competition. There will be no replay.

- **U14 High Schools Cup**

1. The U14 High Schools' Cup Competition is open to girls under 14 years of age on 1st July prior to commencement of the current season, attending properly constituted Secondary schools.
2. No U14 team may play in two Cup competitions. The teams that are eligible to play in the U14 High Schools' Cup can opt to play in either the Junior Schools' Cup or the High Schools' Cup, not both.
3. All other rules for this competition shall be the same as those for the Junior Cup competition.

Boys Schools' Section

COMPETITION RULES

- **Irish Schools' Qualification**

1. Ulster has seven places at the Irish Schools' Championships.
2. 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' Tournament.
3. Schools who wish to enter the qualification tournament should indicate this to Ulster Hockey Ltd at the prescribed time before the end of the previous season.
4. Any school wishing to enter the qualification tournament must be playing in that season's McCullough Cup or Tier 2 of the McCullough Cup
5. The qualification tournament will be played in groups. Matches to be 4 x 15 minutes
6. Points shall be allocated as follows:
 - Win – 4.
 - Score draw – 2.
 - Scoreless draw – 1.
 - Loss – 0.
7. If a tie in the group, then the positions will be decided in the following order:
 - Result(s) from the original group match(es).

- Goal difference.
 - Goals scored.
 - Max goal difference is +/-5 per match.
8. If a play-off is required for qualification:
- Venue for the play-off will be determined by Ulster Hockey Ltd, 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.
 - Match length: 4 x 15 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)

- **McCullough Cup**

1. Match length: 4 x 15 minutes.
2. All players must be aged 17 or younger (i.e. U18) on 30th June preceding the start of the season BUT a player who is U19 on the 30th of 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.
3. Group matches (as a block of fixtures as far as is possible) to be played on a specified Saturday.
4. 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.
 - Top 4 go through from the group.
 - 1st place finished will play 4th place.
 - 2nd place finished will play 3rd place.
5. If tie for a place, then positions will be decided in the following order:
 - Result of section match.
 - A mini league of results using all results except those from matches against the bottom two sides in the group.
 - A play-off match at venue opposite of the section match will decide who finishes 1st.
 - Play-off match length: 4 x 15 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)
6. If 3 or more teams tie for 1st or 2nd place, then positions will be decided in the following order:
 - A mini league of results using all results from matches between the tied teams
 - A mini league of results using all results except those from matches against the bottom two sides in the group,

- A play-off at a neutral venue to be decided by Ulster Hockey.
- 1st/2nd place play off with 3 teams – match length: 4 x 10 minutes.
- These play-offs will be decided on points –
 - 4 points for a win.
 - 2 points for a score draw.
 - 1 point for a scoreless draw.
- If the teams can't be separated on points, then positions will be decided in the following order:
 - Goal difference.
 - Goals scored.
 - Results from the original group matches.
 - A shootout competition.

Knock-out stages (semi-finals and final):

1. Teams will get 30 minutes on the pitch before hit-off.
2. In the semi-finals, the 1st placed team in each section will play the 4th placed team and 2nd placed team will play 3rd placed team.
3. The venues for the semi-finals and final will be determined by Ulster Hockey Ltd.
4. In the semi-finals, the 1st and 2nd placed teams will be deemed the 'home' team in the event of a clash of colours etc.
5. Each match will be 4 x 15 minutes in length.
6. 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.

- **McCullough Cup Tier 2**

1. Match length: 4 x 15 minutes.
2. Group matches (as a block of fixtures as far as is possible) to be played on a specified Date.
3. In all Group Section league matches, Points shall be allocated as follows:
 - 4 points for a win.
 - 2 points for a score draw.
 - 1 point for a scoreless draw.
4. Finals will be played at School venues and will be decided by:
 - Points,
 - Goal difference.
 - Head-to-head.

- Goals scored.
 - Goals conceded.
5. For the semi-finals teams that finish 1st in a group will play the team that finished 2nd in the other group and will have home advantage.
 6. Final played at a date and time specified by Ulster Hockey Ltd.

- **Prior Shield**

1. Match length: 4 x 15 minutes.
2. No 1st XIs or those having played at an U18 Inter-Provincial team are to enter the Prior Shield, this competition is for 2nd XI any schools whose 1st XI would have previously entered in the prior shield will now be entered into the McCullough Cup Tier 2.
3. All players must be aged 17 or younger (i.e. U18) on 30th June preceding the start of the season BUT a player who is U19 on the 30th of June preceding the competition shall be allowed to play so long as:
 - c. He has been continuously in Secondary level education.
 - d. Application is made to Ulster Hockey naming the player on or before the first scheduled matches in that season of the Competition.
4. Group matches to be completed by date specified by Ulster Hockey.
5. In all Group league matches, points shall be allocated as follows:
 - 4 points for a win
 - 2 points for a score draw.
 - 1 point for a scoreless draw.
6. If tie for places, then group positions will be decided in the following order:
 - Goal difference.
 - Goals scored.
 - Result(s) from the original group match(es).
7. In the quarterfinals, each group winner will have home advantage against a runner-up from another group, with a draw deciding the ties.
8. In the semi-finals a draw will determine the ties and Ulster Hockey will confirm the venue.

Quarter-finals and Semi-finals:

1. Each match will be 4 x 15 mins in length.
2. If scores are equal, a shootout competition will take place to determine the winner.

Final:

1. Will be played at a venue pre-determined by Ulster Hockey.
2. Teams will get 30 minutes on the pitch before hit-off.
3. Match length: 4 x 15 minutes.
4. 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.

- **Taylor Cup**

1. Match length: 4 x 15 minutes.
2. Group matches to be completed by date specified by Ulster Hockey.
3. In all Group Section league matches, points shall be allocated as follows:
 - 4 points for a win.
 - 2 points for a score draw.
 - 1 point for a scoreless draw.
4. Top 2 go through from each section.
5. 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.
6. If tie for 2nd place, a one match play-off at venue opposite of the section match will decide who finishes 2nd. The 2nd place play-off match length: 4 x 15 minutes.
7. If tie for places, then group positions will be decided in the following order:
 - If scores are equal, a shootout competition will take place to determine the winner.
 - 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.
 - 1st/2nd place play off with 3 teams – match length: 4 x 10 minutes.
8. These play-offs will be decided on points –
 - 4 points for a win.
 - 2 points for a score draw.
 - 1 point for a scoreless draw.
9. If the teams can't be separated on points, then positions will be decided in the following order:
 - goal difference.
 - goals scored.
 - results from the original group matches.
 - a shootout competition.

Semi-finals:

1. Each match will be 4 x 15 mins in length.
2. If scores are equal, a shootout competition will take place to determine the winner.

Final:

1. Will be played at a venue pre-determined by Ulster Hockey.
2. Teams will get 30 minutes on the pitch before hit-off. Any further time wanted is to be paid for by the schools' concerned.
3. Match length: 4 x 15 minutes. If scores are equal, a shootout competition will take place to determine the winner.

- **Burney Cup**

1. Each round will be drawn to determine ties with an open draw.
2. Ties should be played on date determined by Ulster Hockey.
3. Match length: 4 x 15 minutes. If scores are equal, a shootout competition will take place to determine the winner.

Semi-finals and final:

1. To be played at a venue pre-determined by Ulster Hockey.
2. Teams will get 30 minutes on the pitch before hit-off.
3. Match length: 4 x 15 minutes. 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.

- **Dowdall Cup/ Richardson Cup/ Ferris Cup/ Bannister Bowl**

1. Match lengths:
 - Dowdall Cup - 4 x 15 minutes.
 - Richardson Cup - 4x15 minutes.
 - Ferris Cup - 4 x 12.5 minutes.
 - Bannister Bowl - 4x12.5 minutes.
2. Ties will be determined by draw.
 - Ties should be played by the date determined by Ulster Hockey.
 - For all rounds:

- Match length as stated above.
 - If scores are equal, a shootout competition will take place to determine the winner.
3. Any School entering a 'B' team in the Ferris Cup or Richardson Cup must ensure that players do not play across the two teams entered in the same cup.
 4. Teams that go out in the preliminary and 1st full round of the Richardson, Ferris and Bannister Competitions will be put into a draw for the Plate competitions which will follow same time rule and format as the Cups.

Finals:

1. Will be Played at a venue pre-determined by Ulster Hockey.
2. Teams will get 30 minutes on the pitch before hit-off.
3. Match length as above.
4. 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.

- **DEFINITION OF A 2nd XI PLAYER****

The Dowdall Cup was conceived as a competition to encourage those boys who are too old for the Richardson Cup and not good enough for the 1st XIs to play and to encourage them 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, cognizance must be taken of the Ulster Hockey Union ruling which prevents those U15 playing against adults. 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.

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 a Form 5 / Year 12 pupil in both the Dowdall Cup, or Prior Shield, and Richardson Cup.

- **CODE OF CONDUCT**

Code of conduct:

<https://ulsterhockey.com/wp-content/uploads/2023/09/15.-2023-24-UH-Code-of-Conduct-Behaviour.pdf>

Respect Campaign:

<https://ulsterhockey.com/policies/respect-campaign/>

- **DISCIPLINE**

DISCIPLINARY PROCEDURES & PROCEDURES AND REGULATIONS:
<https://ulsterhockey.com/wp-content/uploads/2023/08/2023-24-UH-Disciplinary-Regulations-7.12Final.pdf>

- **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.

FIH Tournament Regulations

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 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 backline 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 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.

Taking a shoot-out:

1. the goalkeeper / defending player starts on or behind the goal-line between the goal posts.
2. the ball is placed on the nearest 23m line opposite the centre of the goal.
3. an attacker stands outside the 23m area near the ball.
4. the Umpire blows the whistle to start time.
5. an official at the technical table starts the clock.
6. the attacker and the goalkeeper / defending player may then move in any direction.
7. 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 backline or side-line; this includes the goalkeeper / defending player intentionally playing the ball over the back-line.
8. 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.
 9. The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
 10. A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
 11. If during a shoot-out competition (including during any penalty stroke which is awarded) a player is suspended by a yellow or red card:
 - that player takes no further part in that shoot-out competition and, unless a goalkeeper / defending player, cannot be replaced.
 - 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:
 - 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.
 - 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.
 - 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.
 12. If during a shoot-out competition, a defending goalkeeper / defending player is incapacitated:
 - 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.
 - the replacement goalkeeper:
 - is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing.
 - 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.
 13. 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. If an equal number of goals are scored after each team has taken five shoot-outs:

- a second series of five shoot-outs is taken with the same players, subject to the conditions specified in this Appendix.
- the sequence in which the attackers take the shoot-outs need not be the same as in the first series.
- the team whose player took the first shoot-out in a series defends the first shoot-out of the next series.
- when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.

15. 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:

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

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