

# **FOUR NATIONS CHAMPIONSHIPS AND TOURNAMENT TROPHY**

**ABERDEEN**

**FRIDAY 24<sup>TH</sup> MAY - SUNDAY 26<sup>TH</sup> MAY  
2019**

# WELCOME

**I am delighted to welcome everyone to the four nations championships here in Aberdeen**

**This event is being delivered in partnership with the hosts – Scottish Masters LX Hockey Club:  
Local organising committee chaired by Colin Gallacher**

**The object of this briefing is to introduce our officials team and to cover the key technical aspects of the tournament**

# TOURNAMENT TEAMS

· Welcome to the teams :

**England 60**

**Ireland 60**

**Scotland 60**

**Wales 60**

**England 65**

**Ireland 65**

**Scotland 65**

**Wales 65**

**England 70**

**Ireland 70**

**Scotland 70**

**Wales 70**

**Tournament Trophy teams**

**England**

**Ireland**

**Scotland**

**Wales**

# INTRODUCTION

## TOURNAMENT DIRECTOR & UMPIRE MANAGER

- **Tournament Director**

- **GRACE MULHOLLAND**



- [cowange@sky.com](mailto:cowange@sky.com)

- 07887403271

- **Umpire Manager**

- **HELEN HENDERSON**



[hhockey6@aol.com](mailto:hhockey6@aol.com)

# TOURNAMENT TEAM

**Grace Mulholland - Tournament director**

**Helen Henderson - Umpire manager**

## Technical Officials

**Cat Graham**

**Lesley Bayne** 

**Lorna Eadie**

## Judges

**Lorna Clyne**

**Graeme Berry**

**Nik Berry**

**Max Lynch**

**Alex Lynch**

## Umpires

### Scotland

**Ross Anderson**

**David Beattie**

**David Macdonald**

**Ian Moss**

**Blair Thomson**

**Richard Oakenfull**

**Phil Webb**

### England

**Tim Dunn**

**Ken Veness**

### Ireland

**Mervyn Logan**

### Wales

**Glyn Thomas**

**Anthony Bridge**

# TOURNAMENT (WHO'S WHO)

## OUR HOSTS:

- Colin Gallacher
- Ian Downie
- Kieran McLernan
- Bernie Morrison
- Howard Smith
- Murdoch Shirreffs



# OUR VENUES FOR THE WEEKEND



ABERDEEN SPORT  
VILLAGE (ASV)  
VENUE FRI/SUN



COUNTESSWELL PLAYING  
FIELDS MAIN TOURNAMENT  
VENUE FRI/SAT/SUN

RUBISLAW  
VENUE FRIDAY ONLY



# KEY DOCUMENTS

- FIH Rules of Hockey ( Jan 2019)
- FIH General tournament regulations outdoor competition ( updated March 2019)
- WGMA rules and regulations
- FIH code of conduct
- FIH anti doping rules
- FIH integrity code ( with effect from 1<sup>st</sup> April 2018)



# WGMA AMENDMENTS TO FIH COMPETITION REGULATIONS

- Replace all reference to 'FIH' with 'WGMA' or 'IMHA' whichever may be applicable for the particular Tournament, except in the Clauses 1.7, 1.8, 15.1, 19.2, 19.3, where references to FIH remain unaltered. Likewise, in Appendix 12 Code of Conduct, retain FIH Disciplinary Commissioner.
- Replace all reference to the 'Chief Executive Officer' with 'Honorary Secretary' or 'Administrative Officer' whichever is applicable to the Tournament.
- Regulation 1.3 These amendments will be published on the WGMA and IMHA websites.
- Regulation 1.6 Add: A player may not participate in more than one age group at any particular Tournament.
- Regulation 1.7 Add: In addition it will also apply to all participants at all FIH sanctioned WGMA and IMHA global and regional events.
- Regulation 1.8 Add: In addition it will also apply to all participants at all FIH sanctioned WGMA and IMHA global and regional events.

# WGMA AMENDMENTS TO FIH COMPETITION REGULATIONS

- Regulation 2.3 Amend first sentence to: 'A Technical Delegate is appointed by WGMA/IMHA after consultation with the host National Association', or the Host Nation Organising Committee (HNOC).
- Regulation 3.3: In WGMA tournaments, shirt numbers need not be limited to 1 - 32.
- Regulations 6.6 and 6.7: These regulations are not applicable in WGMA tournaments.
- Appendix 1.4. regulations f, g, h and j and do not apply to WGMA tournaments.
- Appendix 1.5 does not apply to WGMA tournaments.

# ELIGIBILITY PLAYERS

- **7.3** No more than two players in the Over 60 and Over 65 age groups and three players in the Over 70 and Over 75 age groups, who shall be not more than two years under the prescribed age, may be registered with the approval of the WGMA executive committee whose consent to the registration of under-age players will only be given in exceptional circumstances. In the case of Level 3 tournaments teams may apply to WGMA for special dispensation to extend the number of underage players in their squad and decisions will be made on a case by case basis.
- **7.4** No player shall be registered for a national team in more than one age category and no player may be registered for national and Tournament Trophy teams in the same tournament. At the discretion of the Association and the Tournament Director, and only in the case of injury or other exceptional circumstance, a goalkeeper may be allowed to play in an age group other than the one in which he was registered providing he meets the age qualification for that group.

# COMPOSITION OF TEAMS

- A maximum of 18 players may be used by a team in a match, of whom 2 must be goalkeepers wearing full protective equipment. If one of the goalkeepers becomes injured or is suspended during a tournament, that team can continue to use 17 players including only 1 goalkeeper. If a team chooses not to include a second goalkeeper in the 18 players, they are limited to using 16 players 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.

# REGULATIONS

- Colour of ball will be WHITE
- Green Card                              2mins
- Yellow Card                              5min or 10 min ( indicated by umpire)
- Red Card                                  you know the score folks its goodnight Vienna
- Matches will be played in 4 period of 15 mins

2 mins break at the end of 1<sup>st</sup> and 3<sup>rd</sup> period

10 min break at end of 2<sup>nd</sup> period half time

Play is resumed by a centre pass.

- Make sure you will be back on time on the pitch! ( Time waits for no man)
- Make sure you are back on the pitch ready to start on time – if not we will blow the whistle and play. ( we have a tight schedule and require to allow teams a warm up between matches so we have to run on time)

# IMPORTANT FORMS

PLEASE PROVIDE THE FOLLOWING TO THE TECHNICAL OFFICIAL OF YOUR 1ST GAME:

Final Entry Form – confirming that everything has been checked!

Form to be signed by manager.

Team Manager Contact Details

Hotel details including room number, mobile phone and email address

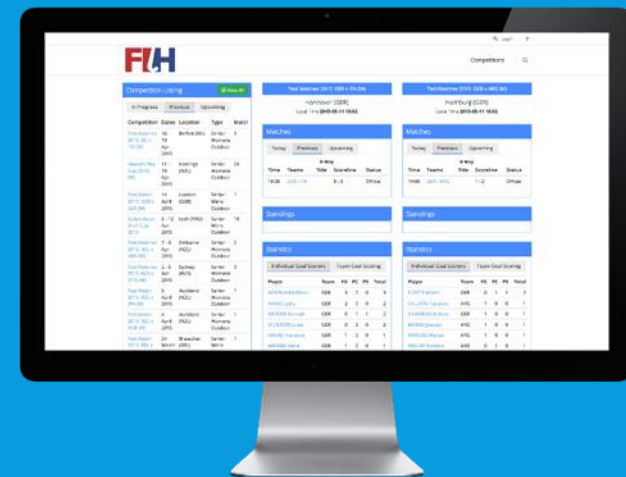
( please have this available with you)

# STAFF ON BENCH

- 4 staff members are allowed on the bench (manager, coach, assistant coach appropriately qualified physio)
- + medical doctor ( as a 5<sup>th</sup>) - again appropriately qualified
- Team managers role:
  - The team manager is the link during the match between the TO and the Team.
  - To ensure your team manager is easily identifiable during the game they must sit on the side of bench nearest to technical table. Your TO will indicate this to you in your first match.
  - Managers must not coach during the game ( that's the coaches job)

# BEFORE THE MATCH – STARTING LINE UPS

- **NO LATER THAN 60 minutes prior to the match please submit **on line via TMS:****
- **Starting 11 players**
- **Up to 7 additional players who will start on the team bench**
- **Captain (C)**
- **Goalkeepers (GK)**
- **Team manager for the match**
- **The Coach for the match**
- **The Assistant Coach (if any)**
- **Physiotherapist ( if any)**
- **Medical doctor (If any)**





# ONLINE SUBMISSION STARTING LINE UP FORM - 1

Minimum 60 minutes prior to the start of the match

- You have been sent log-in details
- You need to set up a password if you have not already done so.
- Enter <https://masters.altiusrt.com> into your browser and then enter your email address and password to log in
- This will open a Competition page which lists current competitions.

# ONLINE SUBMISSION OF TEAM STARTING LINE UP FORM - 2

- Please click on your competition ( Four nations tournament, Aberdeen) and another page will open which will show you the team list for your competition.
- Look down to your next match and you will see a column for 'Line Up' forms. The submission page will appear.
- All 18 players are automatically selected for the match. The nominated captain, GK and team staff are also automatically selected for the match from the original entry form.

# ONLINE SUBMISSION OF TEAM STARTING LINE UP FORM - 3

- Select the starting 11 – captain and teams staff may be changed according to who is on the bench.
- Click submit.  
The TO should then be able to see the starting 11 on the match report.
- You can change the starting 11 as often as you like, up until the TO set the match to “*Warm Up*” - this will happen one hour (60 min.) before the match starts.
- The starting 11 will not be visible to public / media until the match is set to “*Warm Up*” by the TO.

# WARM UP AND WARM DOWN

- Physical Warm Up before the match:  
outside the pitch area (behind barriers)
- Stick and Ball (+Physical) Warm Up on the pitch:  
after previous match has cleared (ca 10 min. after final signal)
  - **PLEASE DO NOT TRY TO ACCESS THE BENCHES UNTIL  
THE TEAMS FROM THE PREVIOUS GAME HAVE MOVED AWAY**
- Please clear the pitch/bench as soon as possible after the match.
- Warm down: out with the pitch area

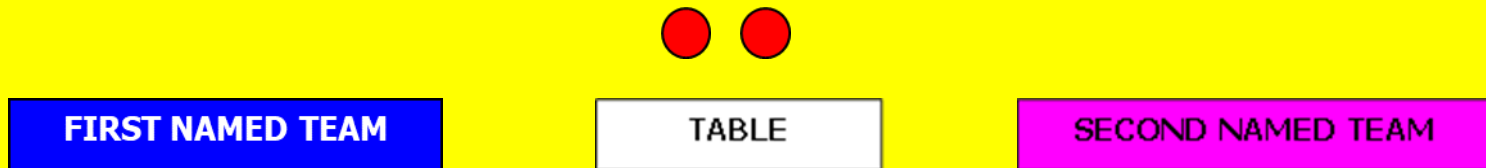
**First named team to use the bench to the left of technical table as you look onto the pitch / face the pitch**

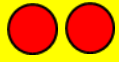
**Teams warm up will end when the TO indicates with hooter**

**Line up on side-line and follow umpires to middle of pitch**

**Line up as per following slides.**

**Please make sure the correct team moves first.**



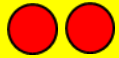


FIRST NAMED TEAM

TABLE

SECOND NAMED TEAM

FIRST NAMED TEAM

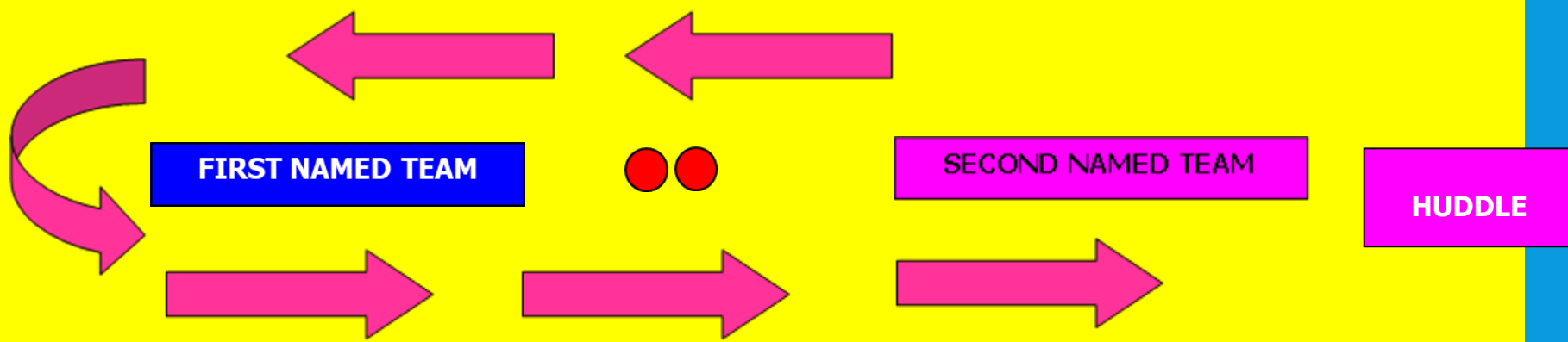


SECOND NAMED TEAM

FIRST NAMED TEAM

TABLE

SECOND NAMED TEAM

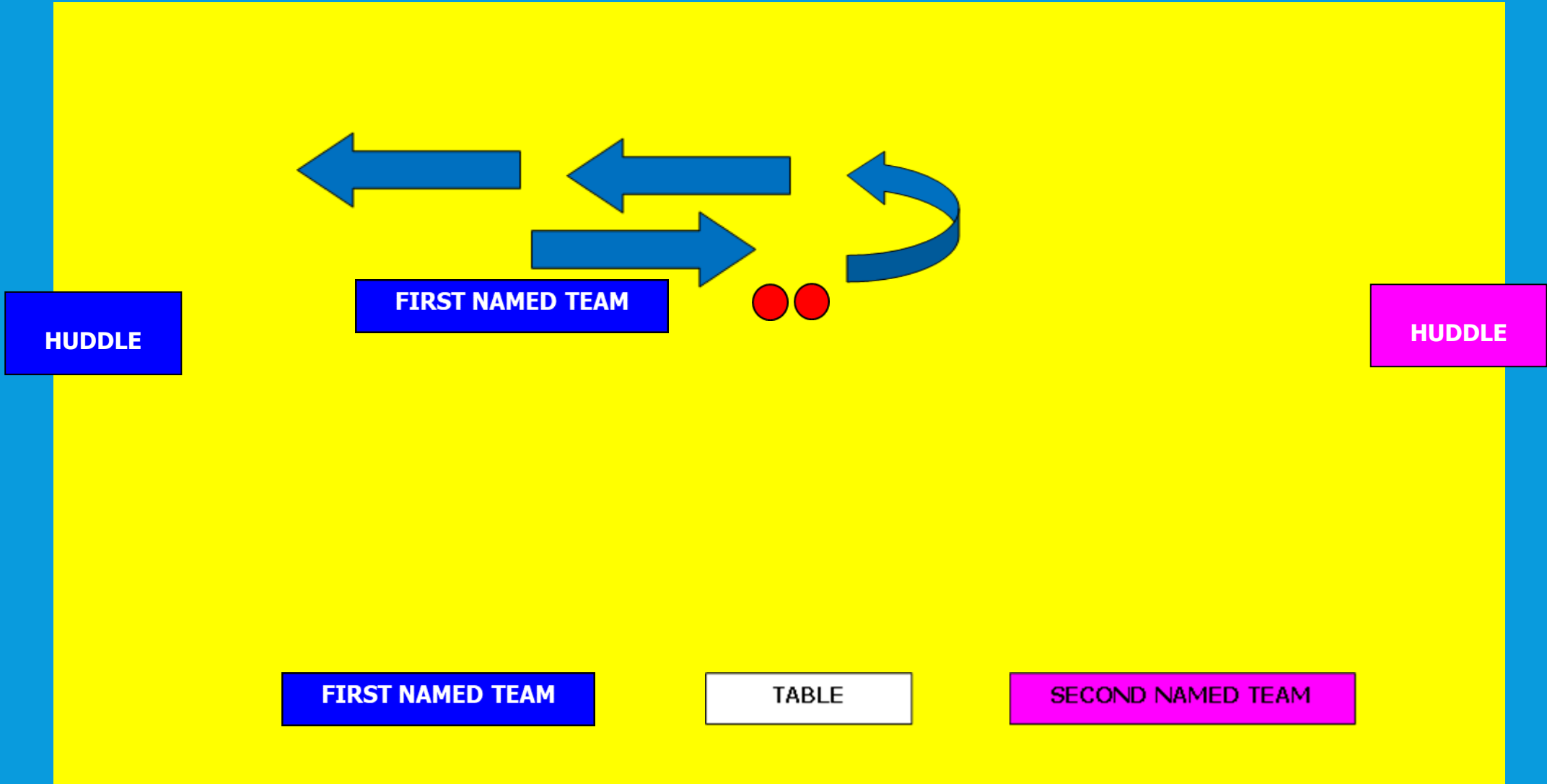


FIRST NAMED TEAM

TABLE

SECOND NAMED TEAM





# EXCITING NEWS.....??

- If there is anything to be celebrated, please let me know well in time before the start of the match
- Presentations to be made before the teams shake hands



# UNIFORM DETAILS



- All undergarments worn by players must be of the same colour as top garments (FIH Reg. 6.2)
- This does NOT apply to sweat bands or head bands !

FIH tour reg 6.10 **Field players must wear shin guards inside the socks** and below the knee at all times during a match;



- Colours for each match to be determined by TDs. Changes are **NOT** acceptable without relevant TD's permission.

# PROTECTIVE EQUIPMENT

Field players must

- Wear any body protection (including leg protection) underneath normal playing clothing
  - Knee protectors MAY be worn at PCs but ONLY if covered by normal playing clothing (= under the socks, unless knee protector has the same colour as the socks)
  - Maximum of **40 seconds** to put on protective gear
  - Umpires are instructed to enforce this
- Not wear any additional protective equipment related to “medical reasons” or similar as specified in the Rules of Hockey, unless approved by the Tournament Director

# DURING THE MATCH

## Coaches

- may not enter the field of play during playing time under any circumstances, except during a shoot out
- must remain near the bench area but does not need to be seated

## All

- vocal communication by team officials and or players on the team bench may not be directed at the technical officials, the umpires and/or players of the opposing side.

# DURING THE MATCH - BEHAVIOUR

- If misconduct occurs after a Team Manager has been warned about acts of misconduct on his / her team bench, the Technical Officer on duty is empowered to order the person or persons involved to leave the team bench and remain in the team changing room for the rest of the match. After the match, the Technical Officer will report the circumstances to the Technical Delegate who may take further disciplinary action.

# DURING MATCH - DISCIPLINE

- Crowding of umpires by players will **NOT** be tolerated.  
If there are any such incidents, team captains will receive a personal penalty.
- FIH Code of Conduct  
(Regulations §15 and Appendices 12 & 13)

# DURING THE MATCH - SUBSTITUTION

- Are under the supervision of the Technical Official.
- Players must leave the field of play before their substitute is allowed to enter.
- After leaving the field of play having been substituted, a player must immediately go to the team bench.
- **NB: Players (substitutes) warming up at the side of pitch when game in progress are required to wear a bib or top of different colour to both playing teams**



# DURING MATCH - SUSPENDED PLAYERS

- In the event of a green/yellow card: this situation is not a substitution ! Therefore:
- (1) a suspended player **may** return to the Field of play (FOP) as soon as his suspension time is up, **even during a PC**
- (2) a suspended player **must** return to the FOP himself **during a PC situation**, because a substitution is not permitted during a PC as per Rule 2.3
- (3) at any other time, the suspended player **can** be substituted at the end of their suspension and a different player enters the FOP instead of her.

# DURING THE MATCH - INJURIES

- No incapacity treatment is permitted on the Field of Play unless the Physiotherapist or Team Doctor reasonably believe that a player requires medical attention and for that reason they may enter the Field of Play without permission:
- If any person from the team bench and / or the on-duty Medical Officer enters the Field of Play and attends a player at any time:
  - A) that player must leave the Field of Play and return to the team bench area for a minimum of two minutes of playing time;
  - B) the two minutes period will be managed by the Technical Officials on duty, no the team bench.
  - C) the player required to leave the Field of Play may be substituted in accordance with the Rules of Hockey.

# DURING THE MATCH - WEATHER

- As we are playing in Scotland the weather might surprise us and be unpredictable. If the TO considers the pitch to be unsafe ( due to flooding/ice/snow – yes we can get snow in may lol – the game will be stopped.
- The match will resume after temporary suspension with the same score line.
- If a game is abandoned after the 3<sup>rd</sup> quarter the score line as it stands will be deemed the final result.
- If a game is abandoned before this time it will be recorded as a o-o draw.
- We aim to have reserve umpires for each game so any injury to umpires will result in replacement from the technical bench. (we aim to ensure that the show will go on)

# TIME STOPPAGE AT PENALTY CORNERS

- Time will be stopped for the award of a PC for 40 sec – for this tournament this will be managed by umpires
- In the event that a team is not ready the umpire is to identify and issue a personal penalty (i.e. a green card) to the player who is responsible for the delay, with an increased personal penalty (i.e. a yellow card) for repeated offences. If this player is a defender, the defending team defends the particular Penalty Corner with one player fewer. For any offence of this rule by a defending goalkeeper, the defending team defends the penalty corner with one fewer player: i.e. the corner is defended by one fewer player than before this incident. The defending team nominates which defender will be subject to a personal penalty. .

In the case of a re-award PC:

- Time will be stopped immediately. But not 40sec and umpire will start asap
- Please ensure that any masks ( protective equipment) is in place behind goals before your game starts and switched at half time - we will not stop time for you to fetch equipment during the match.
- If a PC is awarded just before the end of half time or full time the clock will continue to run and the hooter will sound at time. Players should play through the hooter ( please make sure they know to do this)
- If the hooter goes during the corner then it will be the umpires responsibility to blow for full time in accordance with rules 13.5 &13.6 .

# TIME STOPPAGE AFTER A GOAL

- After a goal is scored, time is stopped, but **NOT** for the full 40 seconds
- The umpire starts the match again as soon as both teams are ready,
- **but: REMIND** your teams to celebrate a goal !!

# POINTS

- In each pool, all the teams will play against each other, and the following points will be awarded for each match :
  - - three points to the winner;
  - - one point to each team, in the event of a draw;
  - - no points to the loser.



# HOW WINNER IS DECIDED IF TEAMS ON SAME POINTS.....

- 2.2 In each pool, teams will be ranked according to the number of points each has accumulated in the competition.
- A) 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.
- B) If there remains equality among two or more teams, then these teams will be ranked according to their respective goal difference (which means “goals for” less “goals against”). A positive goal difference always takes precedence over a negative one.
- C) If there still remains equality among two or more teams, then these teams will be ranked according to their respective number of “goals for”.
- D) Should there still remain equality among two teams, then the result of the match played between those teams will determine the ranking of the tied teams.
- E) If more than two teams are involved, then a ranking based upon the results of the matches among (only) them shall determine their respective position, based upon the points awarded in accordance with paragraph 2.1 of this appendix. If there remains equality, then the teams involved shall be ranked according to paragraphs 2.2.a, b, c, and d of this Appendix.
- F) Should there still remain equality among two teams, then the ranking will be determined by a shoot-out competition between those teams (for details see Appendix 9 of these Regulations).

# SHOOT OUT PROCEDURE

- will take place as per the standard lay out
- timing arrangements will be communicated as early as possible
- if a shoot-out competition is required to be held to separate two teams tied



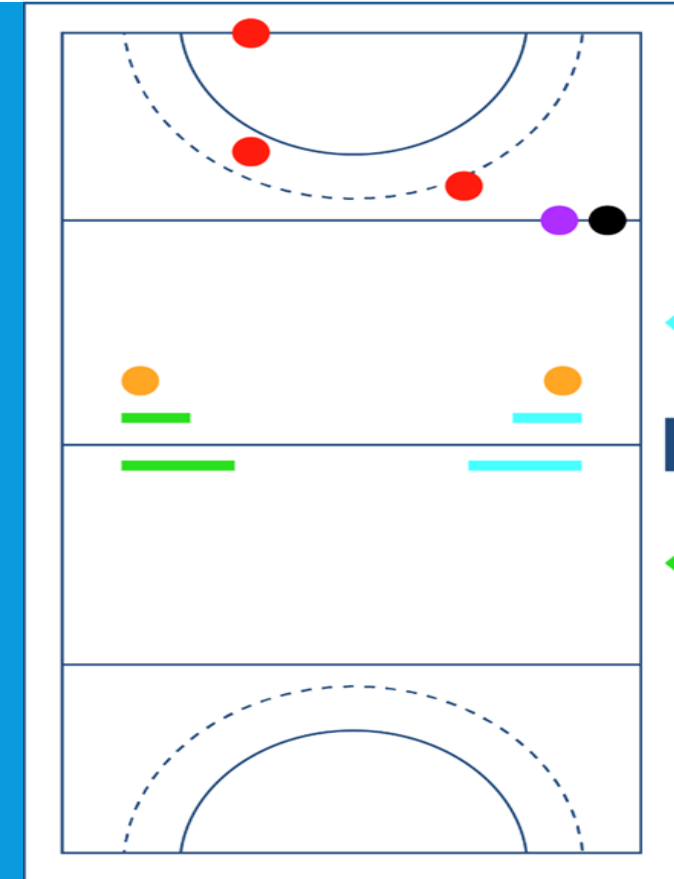
# SHOOT OUT POSITIONS OF TEAMS/UMPIRES & OFFICIALS

**Teams** The teams are permitted on the field. The five participating players are requested to stand together in front of the half way line, with the remaining team members together behind the line. The GK not involved in the shoot-out is requested to stand off the field of play or return to stand with his/her team.

**Umpires** The three umpires (red) starting positions are as per the red squares. The fourth umpire (black) will stand with the TO and time the eight seconds.

**Judges** Two judges are required to stand with the teams (one each), whilst one judge remains at the Technical Table to operate the scoreboard.

**Technical Officer** The TO is required to coordinate communication with the lead umpire. The TO is to stand on the 23m line closest to the Technical Table.



# END OF GAME - 1

- **No matter what happens, no one should “rush” or abuse the umpires**  
**Please talk to UM (Helen Henderson) you can provide clips if you have them !**  
**Let’s work together to let all of us improve/gain experiences !**
- Sign the final match sheet – as soon as possible –
- Check the name and number of goal scorers BEFORE signing the match report form.  
Changes **CAN NOT** be made once the report form has been signed.

# END OF GAME - MATCH REPORT FORMS

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

# AWARENESS /DISCIPLINE

- NECESSARY to make the tournament a great success;  
good preparation and good cooperation !
- Please read carefully:  
    FIH **Code of Conduct for Club**

# AND FINALLY.....

- If you have any queries during the tournament, please come and see me
- If you have any umpiring queries or comments please speak to the UM: Helen Henderson
- Wish you all: Good luck!

