

VANCOUVER FIELD HOCKEY LEAGUE RULES

27 June 2007

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TEAMS AND DIVISIONS

PREMIER DIVISION

VIC Victoria Selects
 IA India-A
 HA Vancouver Hawks-A
 UBRA United Brothers-A
 JA VRC Jokers-A
 UBC University of BC
 WVA West Vancouver-A
 BA Burnaby Lake-A
 UVIC University of Victoria

DIVISION ONE

IB India-B
 BB Burnaby Lake-B
 HC Vancouver Hawks-C
 JB Jokers-B
 HB Vancouver Hawks-B
 UBRB United Brothers-B
 SA Surrey-A
 UBC-JV UBC Jr. Varsity

DIVISION TWO

RCH Richmond
 SB Surrey-B
 UBRC United Bros-C
 HKG Hong Kong
 RAID Raiders
 PA Panthers

DIVISION THREE

JC VRC Jokers-C
 WVC West Vancouver-C
 WVD West Vancouver-D
 HD Vancouver Grey Hawks
 HF Vancouver Hawks-E
 IC India-C
 BC Burnaby Lake-C
 ID India-D

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CLUB HOUSES

BURNABY LAKE PAVILION

One block east of corner of Sprott and Kensington Streets, Burnaby

VANCOUVER HAWKS

Kitsilano Yacht Club off Point Grey Road

Just west of Kits pool

Phone: 604-738-1225

VANCOUVER ROWING CLUB

At the Lost Lagoon entrance to Stanley Park on Coal Harbour

Phone: 604-687-3400

WEST VANCOUVER PAVILION

In Hugo Ray Park, West Vancouver

Phone: 604-926-0820

ALL TEAMS ARE INVITED TO DROP-IN AND JOIN US AFTER YOUR GAME!

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LEAGUE REGULATIONS

The VFHL operates as a sub-section of Field Hockey BC. All participants must be registered FHBC members.

FIH Rules apply except where otherwise specified in the League Regulations. Notification of Rules amendments will be made on the **League Web Schedule** Schedule and other information is found on the internet at www.fieldhockey.org/schedule FIH Rules information can be found at the FIH website: www.fihockey.org **Scores are e-mailed to vfhl_05@yahoo.ca immediately** after each match. **Game Cards are sent by umpires to Data Manager** immediately after each match.

LEAGUE EXECUTIVE

1. The League Executive shall consist of a President, Secretary, Treasurer and one Representative from each club. These are the Directors.
2. No club may be represented by more than one Director, except that the President must not be a Club Representative. Each Club has one vote at Executive meetings.
3. Club representatives will serve one-year terms. President, Treasurer, and Secretary are elected to two-year terms.
4. At their first meeting the new Executive will each year appoint League and Data Management Coordinators (and negotiate appropriate honoraria) and a Discipline Chairman. These appointments hold no vote at Executive meetings.
5. **VFHL Directors for the 2006-2007 season are:**
 - President **Patrick Oswald**
 - Secretary **Stuart Wilson**
 - Treasurer **Ross Stewart**
 - 14 Club reps – **one per Club** entered in the League
 - 15 Votes at Exec Meetings – President plus one per club. Secretary, Treasurer, Discipline Chairman, Coordinators do not vote unless voting their club's vote.
 - Quorum for Meetings is 50% of eligible votes (i.e. President, plus clubs in good standing.)

6. **Discipline Chairman for 2006-2007:** **Don Paterson**

7. **Coordinators for 2006-2007:**
League Coordinator **John Nolan**
Data Management Coordinator **John Nolan**
Umpires Coordinator **Sumesh Putra**

The Coordinators' Responsibilities include the following:

- Day-to-day running of the VFHL
- Administer the schedule
- Distribute game cards to captains, and collect completed game cards from umpires
- Collate information, record stats and standings, regularly circulate to club contacts
- Keep track of discipline (cards) and receive umpires' reports
- Maintain a list of suspended players
- Collect phone-in scores
- Collect info from clubs as needed
- Register teams, send invoices, and collect fees and fines
- Communicate with club contacts on behalf of the Executive

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- Publish VFHL information and results
- Trophies and Awards
- Ensure that each club has the necessary keys/access to lights, water and other equipment needed for field preparation; and ensure that they know how to use the equipment
- Ensure that changing rooms are open for the first match of the day
- Distribute schedules and League Regulations to clubs

UMPIRES & UMPIRES' RESPONSIBILITIES

1. The League will appoint all Premier Division umpires. (Umpires at Victoria will be appointed by VIFHA as approved by VFHL. If VIFHA is unable to appoint appropriately rated umpires they will cover costs to bring mainland umpires to Island matches.)
2. Clubs provide umpires as assigned in the schedule for all other matches. The VFHL Coordinator may appoint umpires to replace club-assigned umpires. When this is done clubs will be notified on the League Website Wednesday at 10:00 pm or will be contacted directly.
3. The Club Reps Council, in coordination with FHBC Umpires Director, will ensure:
 - Education and recruitment of umpires:
 - That there is a supply of rules books, whistles, umpires' cards, game cards;
 - Organise two or more umpires' seminars annually;
 - Issue, and periodically update, guidelines for umpires.
4. The FHC rating system shall apply in the VFHL.
5. Umpires receive pay from the League as follows: \$35 per game if holding current rating of "Canadian" or higher, \$30 if "Regional", \$25 if "Provincial A", \$20 if Provincial B. Umpiring debits and credits are applied at the end of each season. Premier Division teams pay for their umpires through their annual fee. All other teams are debited the amount that the umpires of their matches are paid by the League.
6. Umpires must be present at least 5 minutes prior to the scheduled start time.
7. Umpires are expected to attend meetings as necessary in order to stay up-to-date on all matters pertaining to their umpiring.
8. An umpire must be attired and equipped properly.
9. The first-mentioned umpire is responsible for getting the properly completed game cards to the Data Manager no more than three days after the match. Umpires must note on the game card any discipline or problems with field preparation or equipment. (Give a brief reason for any cards shown.) Umpires' responsibilities also include enforcing the League's uniform regulations and deciding whether or not to cancel/abandon any match in which playing conditions become dangerous
10. Umpires' responsibilities **do not** include: field watering or other preparation, field lighting, supplying game cards or game ball, or ensuring that all players playing are eligible to play.
11. For inappropriate conduct or for failing to carry out responsibilities an umpire can be penalised pay and/or refused further appointments
12. If an umpire fails to show as assigned, the team that assigned him to the match will be fined \$50 (and will lose 3 points if the match was in a Division requiring a rated umpire.)
13. **On any occasion during the Sept-April season when a team has a second no-show umpire that team will be fined \$100 payable by 10:00pm on the Wednesday before their next game or the game will be forfeited.**
14. All games, except games between two Lowest Division teams, require rated umpires. The team that fails to supply a rated umpire when required will lose 3 points from its standings.
15. **A 3rd Umpire will be appointed to Premier matches and any other matches at which the Umpires Coordinator feels a third official should be present. The 3rd Umpire will have the power of a TD to card or suspend players, coaches, team bench personnel or spectators in the case of off-the-ball or away-from-the-play incidents.**

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TEAM DISCIPLINE

1. Captains are allowed to report anything that concerns the game. All comments must be sent immediately to the Discipline Chairman and to the appropriate Coordinator.
2. A club or an umpire shall submit any complaint about a game, an individual, or a club by:
 - a) A complaint entered on the front of game card.
 - b) A letter of complaint received by the League within seven days of the incident.
3. Upon receiving a complaint the League's Discipline Chairman shall decide what action should be taken if any.
4. No game may be called off because of a technical dispute.
5. Except in accordance with Rule 6 below, no player may play for any club other than his own in any League season (September to April)
6. No player may change clubs during the League competitions until he has written consent of the two clubs involved and League's consent, which will be denied if unfair advantage gained.
7. No player may change clubs after the start of a play-off or knockout series, or during the last three weeks of any League round-robin competition.
8. A player's "usual playing level" or "designated playing level" (defined in the section on Player Registration) likewise may not change during play-offs or the last 3 weeks of a round robin.
9. Any team which uses, or agrees to the use of, any ineligible player will forfeit the game by a walk-over score of 5-0. If both teams breach this rule then both teams will record a loss.
10. **No player may play in a Premier match until he has signed the VFHL Code of Conduct.**

TEAM CAPTAIN'S RESPONSIBILITIES

1. Each captain must have his game card properly filled out.
2. The team first-mentioned in schedule will supply the game ball.
3. Field preparations, including watering and lighting if needed.
4. Behaviour of team's on-field players, substitutes, sidelines and supporters.

GAME CARDS

1. Game cards must be filled out before scheduled start time. A team that does not have its card ready before start time risks forfeiture if umpires decide this is unnecessary delay.
2. Players' names not listed **on the game card before the game** are ineligible to play.
3. Premier and Division 1 teams may play up to 16 eligible players in the game. This rule does not apply to players who are under 16 years on January 1 of the current season.
Division 2 and 3 teams may play an unlimited number of players.
4. All players who did not play in the game must be crossed off of the game card before captains and umpires sign the cards.

SUSPENSION OF INDIVIDUALS

1. Any player under any suspension anywhere is suspended from participating in any capacity in any game anywhere in B.C. until after his suspension has ended.
2. Length of Suspension:
 - a) An individual is suspended for the rest of the game he is currently involved in for receiving a **red card**. In addition he is suspended for a further period of **16 days or more**. The length of the further suspension is according to the nature of the offence and will be communicated to the club by the Discipline Chairman in writing. A suspension of 16 days is for two full weekends of games that the player would have been eligible to play. Bye weekends or break periods are not counted as part of the period of suspension.

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- b) A **red card** is worth 12 points. **Yellow cards** are noted by umpires as 0 points, 3 points or 6 points depending on the nature of the offence.
 - (i) **Any player accumulating 12 points is suspended for a minimum of 16 days (Two playing weekends.)**
 - (ii) **Any team accumulating 40 card points (16 games) is immediately penalised 3 points from the team's standings and is fined \$200. The fine must be paid by 10:00pm on the Wednesday before the team's next match or the match is forfeited.**
- c) The player's suspension begins immediately after the end of the match in which he got the card that caused him to be suspended.
- d) An individual receiving a suspension at the end of the season (or over any break or bye period) will still have to sit out the remainder of his suspension at the re-start of league games. Changing teams or clubs between seasons does not eliminate this suspension.
- e) On each occasion that a player receives a suspension his club is also fined \$25.
- f) A Discipline Committee does not have to meet to enforce these fines and suspensions.
- g) If an individual wishes to appeal his suspension he must do so no later than the day after the game. Such appeals must be in writing and directed to the Discipline Chairman and/or the League's President. There is no appeal of any suspension of 30 days (minimum of 4 games) or less.
- h) As red card and yellow card suspensions and fines are automatic the suspended individual and his club do not have to be notified.
- i) If a suspended player plays during his suspension his team automatically forfeits its game (5-0 walkover). In addition the suspended player still has to serve his suspension. The player and his captain may be further disciplined.
- j) **SUSPENSION OF TEAM MEMBERS and SUPPORTERS ON THE SIDELINES:** Penalties such as red cards and yellow cards can be imposed on coaches and other team members who are present at a game, including substitute players who are on the sidelines. The team captain must then nominate a player to leave the pitch to serve the suspension. If the captain does not immediately do so the umpire will choose a player to serve the suspension. In the case of the suspension of any non-playing team member (i.e. not listed on the game card) the nominated player will have the red card or yellow card charged to him. If a substitute player is suspended, he will have the card charged to him, not the player nominated to serve the suspension.

POSTPONEMENTS, NO-SHOWS AND FORFEITS

1. All games will be played as scheduled. Any team not able to play as scheduled must notify the League Administrator 72 hours in advance. The team not able to play will forfeit the game by a 5-0 walkover score, and will be fined \$50 (\$40 of which will be credited to the team which did not get its scheduled game). Further, the forfeiting team is still responsible for its umpiring assignment for that week and must also cover the umpiring assignment of the team that did not get its game due to the forfeiture. The forfeiting team may also have to bear costs of field preparation or rental where that applies.
 - Any team which, in forfeiting, does not notify the League Administrator 72 hours in advance will be assessed a \$100 "no-show" fine (\$70 of which is credited to the opposition team for the expense and time lost in preparing for a game not played).
 - Any team forfeiting its game at Victoria will be fined \$200 costs plus \$50 forfeiture fee.
 - In a situation where a team claims a walkover 5-0 win, but where the game is played as a "friendly" the League may decline to fine the forfeiting team. If the two teams play a "friendly" the umpires will only receive credit for the match if they stay and umpire. Where no match takes place; the umpires will be credited for officiating the game upon receipt by the Data Manager of a properly completed game card detailing the events. Umpires must send in the game card whether a game was played or not.
2. Players and umpires shall consider all games "on" unless otherwise indicated on the League Website Schedule 3 hours prior to the game.

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3. Team captains may not agree between themselves to postpone a game.
4. The Coordinators may postpone or move games. Any request to postpone or move a match must be made to the appropriate Coordinator well in advance and must be for a compelling reason. **Unless there is a pre-season request for a bye there will be no byes granted. Any bye request must be for a compelling reason.**
5. The umpires may decide to abandon a match if they both decide that conditions make the game too dangerous to continue or if the field time booked for the game has ended and there is another field user waiting to start. **Games must end on time if there is a user for the field in the following time slot.**
6. All games abandoned at half time or before will have to be replayed.
7. The scores of games abandoned in the second half will stand.
8. A team that walks off the field before a game is completed will be penalised points and/or money unless the League is satisfied such a fine is not appropriate in the circumstances.
9. To make up postponed games the Coordinator will assign fields, times, and umpires, then notify the captains. It is then a scheduled fixture.
10. The Coordinators may give priority in the scheduling of make-up games to those games that will have a bearing on divisional standings
11. All games must start within 10 minutes of scheduled start time. **If 8 players are not on the pitch ready to play** (and on the game card) by this time the opposition shall claim a 5-0 forfeit.)

STANDINGS

1. Three points for a win, one point for a tie.
2. If there is a tie on points at the end of a round-robin competition:
 - a) The team with the least games played shall be placed above the other, or
 - b) Goal difference decides placement, or
 - c) The most goals for, or
 - d) Scores between the two teams, or
 - e) If still a tie the League Executive will select a tie-breaking format if breaking the tie is deemed to be necessary.

CLUB COLOURS AND UNIFORMS

1. No player shall be permitted to play if he is not wearing his club's colours and approved club uniform. **Umpires have no discretion in enforcing this rule.** (Note that these rules provide for forfeiture of a game if a team has less than **8 players ready to play at game time.**)
2. All players in Premier, Div. 1, and Div. 2 must have legible numbers permanently fixed or printed on their shirt backs. Numbers must be Arabic numerals no less than five inches in height.
3. In Premier and Div. 1 no player may take the field unless his shorts, shirt and socks are the League-approved uniform for his team.
4. In Div. 2 and 3 there is a "two-faults" rule wherein each team may field a maximum of 2 uniform faults. These faults may only concern wrong shorts or socks. No player may have wrong socks and wrong shorts at the same time. In addition, there is a \$5 fine for each of the two faults allowed. The umpires must note on the game card any player wearing either wrong shorts or socks. Such fines may not be appealed.
5. Violations of uniform rules may be reported to the VFHL by any club's president or secretary, the Coordinators, or any one of the League's Directors.
6. Following are the various clubs' approved colours for shirts, shorts, socks:

Burnaby Lake FHC	dark blue with white, dark blue, royal blue
Hong Kong FHC	royal, white, royal (plus change strip)
India FHC	light blue, dark blue, dark blue

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Panthers FHC	red, white, red
Surrey FHC	white, royal, royal (and change strip)
Raiders FHC	dark green and white, green and white, green
Richmond FHC	black with red, black, black (alternate: red)
University of B.C.	dark blue and gold, dark blue, blue
University of Victoria	dark blue primary with white change strip
United Brothers FHC	blue and gold, white, gold (red and white change strip)
Vancouver Hawks FHC	white or red (except Premier: black), black, red (alt: black)
VRC Jokers FHC	orange, navy, orange
West Vancouver FHC	burgundy, black, burgundy (Premier: white change strip)
Victoria Selects	green and white, green, white (also have a change strip)

7. The League Executive must approve new club colours.
8. Should two teams have similar colours, the team that adopted theirs later shall wear a change strip whenever their two teams play each other.

PLAYERS' EQUIPMENT

1. **Shinguards** and **mouthguards** are highly recommended. Shinguards must be worn under socks. Socks must be pulled up over the calf. **Any player injured in the mouth while not wearing a mouthguard is not covered by our sport insurance.**
2. **Teams may play without a goalkeeper.** Goalkeepers must wear full head and face protection.

FEES, FINES, AND ASSESSMENTS

1. Assessments of fees or fines are to be paid upon request.
2. Failure to respond promptly (14 days) will result in that club being suspended. All members of the club are suspended until payment in full has been made.
3. Money owed to the VFHL is always due on a Wednesday at 6:00pm so that clubs in arrears (suspended) will have their games forfeited with 3 days notice given to the opposition and umpires. The suspension automatically continues to be renewed each Wednesday until the arrears are paid.

CLUBS' REGISTRATION WITH VFHL and FHBC

1. League registration shall be **at the annual pre-season General Meeting.**
2. Clubs enter the number of teams, non-refundable deposits (**\$500.00 per team**), team contacts, and club executive list.
3. Late registration is not guaranteed and requires a \$25 late fee.
4. Team lists of any new players must be submitted to FHBC one week before the first League games so that all players are covered by sport insurance.
5. As new players are recruited, those names must also be submitted. No player can play at any time unless he is a registered member of FHBC (and FHC)
6. Full registration with FHBC of all returning players, managers, umpires must be completed by Oct. 3, 2006. FHBC fees are due at that time.

ELIGIBILITY & DESIGNATED PLAYING LEVELS

1. The names of **9 designated players per team** for all but a club's lowest team must be in the hands of the League Administrator before the first League game. A "designated" player must play regularly (60% or more of games). Teams that fail to comply will forfeit their games or be suspended. Players on duty with National or Provincial teams (or other Representative teams at a similar level) are credited as having played League games they could not attend because of their representative team commitments.

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2. **Designated players** may not play on any team below their designated team.
3. **Undesignated players are also assigned a playing level below which they cannot drop.** They must not drop more than one team below the one they "usually" play on. This rule does not apply to players who are under 16 years on January 1 of the current season.
4. Any player wishing to drop to a lower team than one he would normally be allowed to play on must notify the Data Manager before doing so and must have this move confirmed before playing down. **Player moves are allowed only in the first week of each month, and never in the last 3 weeks of a round robin or during any playoffs series.**
The player must then stay down 3 League weekends for his new lower team before being allowed to play any games for any higher team.
5. Any senior national team player (World Cup, Olympics, Pan-Ams, and their qualifiers) or nationally-carded senior player may not play for other than his club's 1st team until he has not played for, or been carded with, his national team for at least 2 years.
6. No player may play for any more than 2 of his club's teams in any one week of the schedule. Penalty: forfeiture of lower team's game.
7. To be eligible to play in any playoff game a player must have played in games on **at least 3 previous weeks for his club** in the September-March season.
8. On Shield Competition weekends no player may play in both his club's A-Shield team and B-Shield team if his club is entered in both competitions.
9. Minimum playing age: will be 14 or over this season.
10. **Division 3 games are recreational and the eligibility to play in them is relaxed. The usual eligibility rules do not apply. Players are required to play in these games "in the spirit of a recreational friendly match."** There are no standings, playoffs, or trophies for Division 3.

FIELD REGULATIONS

1. Clubs with home fields shall appoint field managers.
2. Field Managers shall:
 - a) Ensure permits are obtained one month before League start.
 - b) Ensure fields are fully prepared for scheduled matches.
3. Teams playing the last match on any field are responsible for putting equipment away.
Wright Field, Tamanawis, UVic, Cunnings, and Eric Hamber: Home Captains must have lights and watering keys
Burnaby Lake, Newton and Minoru: Changing rooms open. Goals must be wheeled off of the field at game's end.

THE FIELDS

- BL Burnaby Lake & BL West (turf)**
West end of Burnaby Lake. Spratt St. or Kensington Ave. exits from trans-Canada freeway
- EH Eric Hamber School, Vancouver**
Oak St., at West 35th Ave.
- W West Vancouver (Hugo Ray Park)**
West of Capilano Bridge on Hwy. 1, take Exit 13, then right on Hadden, right again to Hugo Ray Park
- WF Wright Field (UBC)**
At the intersection of East Mall and 16th Avenue in the UBC Sports Fields Complex.
- UVIC University of Victoria**

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Enter from Mackenzie Ave. at north end of the University campus

MN **Minoru Turf (Richmond)**
In Minoru Park on Granville just west of Minoru Rd.

TAM **Tamanawis Park (Surrey)**
64th Avenue at 126th Street

THE SCHEDULE

1. All games are to start within 10 minutes of the scheduled start time or a forfeit is declared.
2. Games are to end on time even if the 2nd half has to be shortened to fit the game into the times booked by the VFHL for the game. This need not apply where no other user has booked the pitch immediately afterward.
3. Teams claiming a win or tie must e-mail to the Data Manager immediately following the game. The League must have the scores on the day the game is played.
4. In the event of a tie **both captains** must e-mail the score. Scores are sent to vfhl_05@yahoo.ca
5. Failure to send in scores as required will incur a \$10 fine on each occasion.
6. Umpires submit game cards so that scores are officially confirmed and so that the League receives other necessary information concerning the game.