

HAW LOCAL RULES

ASTERISK, HASH, CIRCLE (GK) & PERMIT PLAYERS

Spirit and Intent: Notwithstanding the specific wording of any section, sub-section, or clause, the Board of Management shall ensure that the 'Spirit of the Competition' is applied. In regard to the interpretation and application, specific decisions by the Board of Management shall be final and prevail over any content or other interpretation.

Penalties for Incorrect Use of Asterisk, Hash & Circle Rules

Penalties for players used or recorded incorrectly under the Asterisk (*), Hash (#) and Circle (GK) rule, are the same as playing an ineligible player.

Under Bylaws 5, 6 & 7 the penalty is:

1. Playing an ineligible player where the match is won - Loss of 3 premiership points & the result awarded to the opposing team as a 5/0 win.
2. Playing an ineligible player where the match is lost - Loss of 3 premiership points.

GOALKEEPERS (who playing a Second Match on the Field)

The guidelines for seniors for goalkeepers playing in a 2nd match as a field player without being constrained by the following rule - Once a player has taken part 9 (nine) times in a higher division they must stay in that higher division unless an approved permit has been granted.

1. Goalkeepers can play in a division as a fully kitted keeper, & in their clubs' next lower or higher division as a field player (excluding kicking back).
2. When playing as a field player, not participate in the defending of a penalty stroke.
3. This permit will be constantly reviewed in the spirit of the game, and may be overturned.

HASH RULE

The Hash rule has been introduced for Clubs with more than one (1) team in a division, with the aim of making the Asterisk rule fairer and more manageable, stop a large amount of deferred or forfeited matches, and be in the spirit of a fair competition. The Hash rule is not intended for use in the finals series without an approved permit.

JUNIOR COMPETITION

Different Asterisk guidelines are in place to ensure all juniors get the opportunity to enjoy hockey regardless of their ability. It is recommended by HAW that Juniors only take part in 2 junior matches per round.

Juniors Asterisk (*), Hash (#) and Circle (GK) Rule

In the spirit of the junior competition the players asterisk match should be the match outside their regular age bracket or irregular team.

* All players playing a second game in juniors in another grade must place an asterisk (*) on the match sheet in the ASTR column.

All players playing a second game in juniors in the same age group with their club must place a Hash (#) on the match sheet in the ASTR column.

○ All Goalkeepers playing a second game on the field must place a Circle (○) on the match sheet in the ASTR column for the game that they are on the field.

Under the Asterisk guidelines;

- All Asterisk players Hash and Circle players must be clearly indicated on the match sheet.
- In the Asterisk match the player shall NOT be eligible to be awarded "B&F" votes.
- Where there are 11 players to start, Asterisk players may not participate during the 1st 10 minutes of each half, unless there is an injury substitution.
- When there are less than 11 players to start a game the Asterisk player may start. The remaining Asterisk player/s who have not started may not enter the field of play during the first 10 minutes of the each half, unless there is an injury substitution.
- Each team is allowed up to 5 junior Hash players each match.
- There is no limit to the number of junior Asterisk player

Juniors with Permits

Any junior who has a permit to play in a match that is outside their chronological age group shall be identified by placing a "P" on the match card

Under the permitted players guidelines the player is NOT eligible for "B&F" votes.

SENIOR COMPETITON

No player can participate in any more than 2 senior matches (including state-league) on any weekend. If a player plays in more 2 matches in the senior on the same weekend, the penalties for playing an illegal player would apply to all matches that weekend.

Once a player has taken part 9 (nine) times in a higher division they must stay in that higher division unless an approved permit has been granted.

Asterisk, Hash and Circle (GK) matches are not counted for finals eligibility.

Seniors Asterisk (*), Hash (#) and Circle (GK) Rule

* All players playing a second game in seniors in a higher grade must place an asterisk (*) on the match sheet in the ASTR column.

All players playing a second game in seniors in the same division with their club must place a Hash (#) on the match sheet in the ASTR column.

○ All Goalkeepers playing a second game on the field in the next lower or higher division must place a Circle (○) on the match sheet in the ASTR column for the game that they are on the field.

Under the Asterisk, Hash and Circle guidelines;

- All Asterisk, Hash and Circle players must be clearly indicated on the match sheet
- In the Asterisk, Hash or Circle match the player is NOT eligible for "B&F" votes.
- Where there are 11 players to start the match, Asterisk, Hash or Circle players may not participate during the 1st 15 minutes of the first half, unless there is an injury substitution.
- When there are less than 11 players to start the match the Asterisk, Hash or Circle player may start. The remaining bench who have not started may not enter the field of play during the first 1st 15 minutes of the first half, unless there is an injury substitution.
- The injured Asterisk, Hash or Circle player is not allowed to retake the field
- Each team is allowed a combination of up to 5 Asterisk or Hash players each match.-

MASTERS COMPETITON

Masters Asterisk (*)

All Masters players who are under the age 35 at the date of play must be indicated by placing an Asterisk on the match sheet in the ASTR column.

Under the Asterisk guidelines;

- All Asterisk players must be clearly indicated on the card by an asterisk (*) on the match sheet in the ASTR column
- In the Asterisk match the player is NOT eligible for "B&F" votes.
- Where there are 11 players to start, Asterisk players may not participate during the 1st 10 minutes of each half, unless there is an injury substitution.
- When there are less than 11 players to start a game the Asterisk player may start. The remaining Asterisk player/s who have not started may not enter the field of play during the first 10 minutes of the each half, unless there is an injury substitution.
- Each team is permitted up to two players on the field, and up to three players in total between the ages of 34 and 35 on any one match sheet.
- These players must be clearly identified by something visibly pink
- Division 1 and Capital League players are not permitted to be under age players.