



Regulations

of World Series Hockey
Season 1:
29 February-2 April 2012

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1. RULES OF THE LEAGUE

- 1.1 The World Series Hockey (“WSH”) League shall be conducted in accordance with the Rules of Hockey in force on the first playing day of the league except as varied by Appendix 2 to these Regulations.
- 1.2 The Regulations will be sent by WSH to the participating teams prior to the start of the League. WSH will make copies available for the participating teams and the technical officials at the pre-league briefing meetings.
- 1.3 The WSH Code of Conduct, established to create awareness of and accountability for the promotion of the game of hockey amongst the participants of the WSH League, will apply.
- 1.4 The WSH Image Rights Policy, established to allow WSH to use images taken at the World Series Hockey will apply.

2. LEAGUE OFFICIALS

- 2.1 A Technical Director shall be appointed by WSH. The Technical Director has the full power and authority of the WSH in relation to all matters concerning the conduct of the WSH League in accordance with these regulations
- 2.2 The Technical Director shall:
 - (a) In conjunction with the Sports Technical Manager appoint the match umpires, video umpire (if applicable), technical officers and judges for each match from amongst those previously selected or approved by the WSH to officiate in the WSH League.
 - (b) A team official of a participating team is not permitted to be a technical official of the League.
 - (c) Ensure that all participants abide by the Code of Conduct (Appendix 3).
 - (d) Have authority to suspend for one or more matches in accordance with Disciplinary Penalties (Appendix 4). Such suspended persons may not enter the field of play, or the technical facility areas (including the team bench, coach’s box and video tower) surrounding the same during the match(es) of suspension until the match(es) is/are finished.

3. TEAM ENTRY

- 3.1 A maximum of 25 (twenty five) players per team may be entered by each participating team.
- 3.2 The official Team Entry Form must be forwarded by all participating teams and submitted to the Technical Director.
- 3.3 The Team Entry Form must include:
 - (a) the names of up to 25 players wishing to take part in the WSH League identified by their respective playing shirts numbered from 1-32;
 - (b) the name of the team manager, not being the team coach, assistant team coach or team medical doctor;
 - (c) the name of a stand-in team manager not being the team coach, assistant team coach or medical doctor, who will take over the duties and responsibilities of the team manager if the latter is incapacitated or suspended;
 - (d) the name(s) of the team coach, assistant team coach, team physiotherapist and team medical doctor, if present and wishing to be authorized to sit on the team bench;
 - (e) details as to primary and alternate colours of field players clothing (the primary set must comprise of at least 80% single colour per piece and the alternate set must consist of a colour(s) completely different from the dominant one(s) in the primary set for shirt, shorts and socks); and
 - (f) details as to primary and alternate colours of goalkeeper’s shirts which must consist of colours completely different from the primary and alternate colours of the field players shirts.
- 3.4 Notification in writing of any amendment to entry forms must be delivered by the team managers to the Technical Director not later than 24 hours prior to the first match of the WSH League or at the pre-league briefing meeting, whichever is the later. No further amendments will be accepted after the deadline concerned.

4. PRE-TOURNAMENT BRIEFING MEETING WITH THE TECHNICAL DIRECTOR

- 4.1 Team managers must attend the meeting.
- 4.2 Team managers must bring to the meeting samples of the clothing of their field players and goalkeepers (primary and alternate colours, goalkeeper’s shirts not being white) and all playing equipment for approval prior to the commencement of an event. This includes goalkeepers’ headgear, hand protectors, leg guards and kickers together with any protective equipment they want to use such as, but not limited to, face masks and hand protectors worn by field players.
- 4.3 The Technical Director, at his absolute discretion, shall advise the team managers of the clothing of their field players and goalkeepers for each game.
- 4.4 The ‘Acknowledgement and Agreement Form’ required by the Code of Conduct, Anti-Doping Regulations and Image Rights Policy must be signed by each individual participant (i.e. all team members and officials, including players, managers, coaches, medical and para-medical staff and all WSH League officials) and submitted to the Technical Director before the end of the meeting.

5. COMPOSITION OF A TEAM

- 5.1 At a time and place to be agreed upon with the Technical Director during the pre-league briefing meeting, each team manager must before every match complete the appropriate form nominating from the players and support staff whose names appear on the Team Entry Form, excluding any player who has been suspended from playing in the match by the Technical Director (Regulation 2.2 (c)):
- (a) the eleven players who will be on the field of play at the commencement of the match
 - (b) up to seven players who are to start on the team bench (unless one or more players have been suspended for that game in which case the number of players is reduced accordingly).
 - (c) the captain and goalkeeper(s) for the match
 - (d) team manager
 - (e) coach or assistant coach (but not both)
 - (f) physiotherapist (if any)
 - (g) medical doctor (if any)
- 5.2 The remaining players and support staff, with the exception of suspended players, if any, may warm-up and practice with their team up to 10 minutes prior to the scheduled start time of the match. The team manager shall be responsible to ensure that these players and support staff then go and remain outside the technical facility areas surrounding the field of play until the match is finished, subject to them being allowed to return to the field of play at half time if the team remains at the field of play.
- 5.3 A nominated player who becomes incapacitated during warm-up or practice may be replaced by a player whose name appears on the Team Entry Form up to 10 minutes prior to the scheduled starting time of the match. The team manager must notify the Technical Officer on duty accordingly, who will inform the team manager of the opposing team and the media.
- 5.4 Each team must have a captain, on the field of play or on the team bench during a match.

6. TEAM CLOTHING/EQUIPMENT AND COLOURS

- 6.1 Each team must during a match wear the colours of its team as directed by the Technical Director (Regulation 4.3).
- 6.2 Any additional items of clothing worn by a player during a match must be of the same colour specified for the adjoining piece of clothing.
- 6.3 For clear vision of the ball the following rules apply:
- (a) Players must not wear white socks.
 - (b) Shoes must not be white or green. Shoes containing white manufacturer's logos, white lace-hole trims and/or white bottom and sides of the soles will be permitted.
 - (c) Goalkeepers must wear a shirt of a colour different from that of their own team and that of their opponents. The shirt may not be white. Leg guards, kickers and hand protectors may not be white.
 - (d) The stick, including tape added to it, may not be coloured white or green over the lowest 100 mm, as measured from the lowest part of the stick.
- 6.4 Each field player's number must remain the same throughout the League. This number must appear in filled (not outlined) distinctive figure(s) and be:
- (a) not less than 16 cm and not more than 20 cm in height, on the back of the player's shirt
 - (b) not less than 7 cm and not more than 9 cm in height, on the front of the player's shorts at left thigh level.
- 6.5 Each goalkeeper's number must remain the same throughout the League. This number must appear in filled (not outlined) distinctive figure(s) and be:
- (a) not less than 16 cm and not more than 20 cm in height, on the back of the goalkeeper's shirt
 - (b) not less than 7 cm and not more than 20 cm in height, on the front of the goalkeeper's shirt.
- 6.6 The display of the name of the player is compulsory. The name must appear in filled distinctive (not outlined) letters of minimum 6 cm and maximum 10 cm in height on the back of each player's shirt, positioned above the player's number so that the number remains clearly visible.
- 6.7 Two spare sets of players clothing should be with each team involved in a match, including a shirt, shorts without number, plus suitable material for numbering in an emergency situation.
- 6.8 All players must be uniformly and neatly dressed at all times during a match.
- 6.9 In relation to playing equipment worn by field players they must:
- (a) wear shin guards, worn inside the socks and below the knee, at all times during a match;
 - (b) wear any body protection (including shin pads) underneath / inside normal playing clothing;

- (c) in relation to any requirement in the Rules of Hockey related to 'medical reasons' provide the Technical Director and WSH Medical Officer with a medical certificate setting out nature of equipment to be worn and medical reasons to justify it and obtain the written approval of the Technical Director and WSH Medical Officer prior to wearing of equipment. This includes supporting/protective knee braces.
- 6.10 No advertisement may appear on any item of clothing or equipment used by any player, umpire or official except as may be permitted by WSH during a match, including warm-up and cool-down periods.
- Manufacturer identification(s) on a particular item of clothing worn by players or equipment used by players whilst playing may be permitted by WSH.
- 6.11 No player on the field of play will use or be equipped with any device to receive communication.

7. DURATION OF MATCHES

- 7.1 A match shall consist of a regulation time of four periods of 17½ (seventeen and a half) minutes each, separated by an interval of 3 minutes at quarter and three quarter time, and of 10 minutes at half time. The score at the end of the regulation time will be registered by the WSH as the result of the match.
- 7.2 Time-outs
- (a) Each team may call for a time-out one time in each half (i.e., first two quarters and last two quarters) in a match.
- (b) A time-out may be indicated to the umpire at any time during play by the Team-Manager holding a sign up to show the on-field umpires.
- (c) An umpire shall only grant the time-out request when the play is stopped and immediately before putting the ball back into play by the team requesting the time-out, after it has been outside the backlines or sidelines, at a free push, a centre pass or a bully;
- (d) A time-out may not be called by an umpire within the period from the award of a penalty corner or penalty stroke until after it has been completed.
- (e) The umpires on duty shall decide the appropriate time to stop the play for the time-out.
- (f) A time-out may be granted once to each team in each half of the match. Time-outs which have not been taken during the first half cannot be transferred to the second half.
- (g) A time-out takes a maximum of two minutes, with the following procedure:
- The umpires on duty stop play by blowing the whistle.
 - A "T" signal is made with their hands in front of their chest to indicate that a time-out has been requested.
 - The Technical Officer will stop match time and commence a 2 minute countdown.
 - Any temporarily suspended player(s) may re-join their team for the duration of a time-out but must return to their seat at the technical table to complete their suspension period.
 - At the expiry of 1 minute 30 seconds, the Technical Officer on duty will inform the umpire nearest to the technical table.
 - The umpire shall immediately blow his/her whistle for the players to return to the pitch.
 - After exactly 2 minutes (or less if both teams are ready to play), the umpire shall re-start the game, and the technical officials shall re-start the match time clock.
- 7.3 Extra-Time:
- (a) To establish an outright winner of a semi-final for the purpose of the League, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw.
- (b) To establish an outright winner of the Grand Final Series where teams are equal on points the end of regulation time of the third match of that series the duration of that match shall be extended.
- (c) The extension of time will consist of two periods of 7½ minutes each, the first to start after a 5 minute rest and in between which teams must change ends, without a rest period.
- (d) The extra-time shall cease, however, once a team has scored a goal that is awarded by the umpire. That team will be the winner of the match.
- (e) If the score is still equal at the end of the extra-time, a shoot-out competition will be played to establish the winner of the match. (refer to Appendix 3)
- (f) Prior to the start of the extra time period, the umpires will toss a coin with the captains and the winner of the toss will have the choice of ends or possession of the ball to restart the match.
- (g) The Rules of Hockey will apply to extra time.

8. INTERCHANGE (SUBSTITUTION) OF PLAYERS

- Note:** This Regulation should be read in conjunction with 'Guidelines for Goalkeeping Privileges and Substitution' (Appendix 5)
- 8.1 The interchange player(s) will be chosen from amongst the players nominated for that match.
- 8.2 Any player entering the field of play as an interchange, must display a board bearing the number of the player to come off.

- 8.3 The interchange will be carried out under the supervision of a technical official on duty.
- 8.4 After leaving the pitch having been interchanged, a player must immediately go to the team bench.
- 8.5 The team manager of the players concerned is responsible for the proper application of the procedure.

9. ADMISSION TO THE FIELD OF PLAY

- 9.1 The team coach or assistant team coach may not enter the field of play at any time under any circumstances with the exception of time-outs and a shoot-out competition.
- 9.2 The team manager, team coach or assistant team coach (but not both), the physiotherapist and substitute players nominated for that match, up to a maximum of ten persons, plus the team medical doctor, if registered, must remain at the team bench during regulation time, including time stoppages, unless the Technical Officer on duty or umpire(s) direct otherwise or when following the interchange procedures. The team manager, who is responsible for the conduct of all persons occupying the bench, must be present on the bench during the match and occupy the seat nearest to the technical officials' table.
- 9.3 Vocal communication by team officials and/or players on the team bench must not in any way be directed at the technical officials seated at the table, the umpires and/or the players of the opposing team. The Technical Officer on duty, after warning a team manager of acts of misconduct by a person or persons on that team bench is empowered, should misconduct continue, to suspend the person or persons from further participation in the game and to order that person or persons to leave the field of play and the near vicinity of the technical table and team bench area for the remainder of the game. Further disciplinary action may be taken by the Technical Director after the match, depending upon the circumstances.
- 9.4 No incapacity treatment will be permitted on the field of play except for goalkeepers as provided below.
 - (a) If a player becomes incapacitated on the field of play, one of the umpires may stop the match to provide the team medical staff to assess whether or not the player requires attention.
 - (b)
 - (i) In the case of an injury to a field player, the registered team medical doctor and/or physiotherapist, or, if a team does not have such registered officials, the on-duty WSH League doctor and/or team manager, may enter the field of play to assist and remove the player concerned from the field of play as soon as it is safe to do so. If necessary, the stretcher bearers may enter the field of play.
 - (ii) In the case of an injury to a goalkeeper, the registered team medical doctor and/or physiotherapist, or, if a team does not have such registered officials, the on-duty doctor and/or team manager, may enter the field of play – with material for treatment – to assess and as appropriate provide brief treatment or remove the goalkeeper concerned from the field of play as soon as it is safe to do so. If necessary, the stretcher bearers to enter the field of play.
 - (c) If any person from the team bench and/or the on-duty WSH Medical Officer enters the field of play to attend to a player other than a goalkeeper, that player must leave the field of play and return to the team bench area for a minimum of two minutes. This applies even if no treatment or assessment of the injury actually takes place. The two minute period will be managed by the technical officials on duty. The player required to leave the field may be interchanged, subject to the provisions of the Rules of Hockey.
- 9.5 If blood staining to the field of play occurs then immediate cleaning must take place by using a Non-Acid Disinfectant Surface Cleaner which is effective against antibiotic-resistant bacteria or, if such a material is not available, an 80% alcohol solution. During this operation there must be a time stoppage of play.
- 9.6 No liquid or other refreshment may be consumed on the field of play. Any player wishing to take refreshment during a match, including during time stoppages, must leave the field of play and is permitted to re-enter as specified in the Rules of Hockey. A goalkeeper may leave and re-enter the field of play only adjacent to the goal.
- 9.7 Team officials and players may leave the technical facility area surrounding the field of play during half time but, in doing so players must leave their sticks and goalkeepers their sticks, hand protectors and headgear at or near the team bench and must return not less than two minutes before the match is due to be restarted.

10. TIME-KEEPING

- 10.1 Time-keeping will be controlled by the technical officials on duty whose responsibility it will be to signal the end of the periods of regulation time at quarter time, half time, three quarter time and full time and, if necessary, the periods of extra time. However, in the case of an extension of any period of regulation time to permit the completion of a penalty corner, the umpires will signal the end of that period.
- 10.2 The umpires must blow a whistle to start or re-start the match; they must also signal to the technical officials on duty every stoppage they may order and the subsequent re-start.

11. INTERRUPTIONS OF A MATCH

If a match is interrupted by the umpires (e.g. because of weather or field of play conditions) or the technical table officials because of thunderstorm with lightning, this match must be resumed as soon as possible (not necessarily on the same field of play or on the same day), under the following conditions :

- 11.1 The match must be completed up to the regulation full time (see Regulation 7.1) or the completion of extra time as the case may be (see Regulation 7.2), the score on the resumption being that at the time the interruption took place. The restart on resumption is at the place where player was interrupted and with the decision taken at the moment of interruption or in the event of no decision taken, with a bully.
- 11.2 On resumption, Regulation 8 relating to the interchange (substitution) of players shall apply as though there had been no interruption to the match.

12. VIDEO UMPIRE

- 12.1 Power to refer decisions to the video umpire:
 - (a) The match umpires are the only persons who can refer decisions to the Video Umpire, either at their own decision or as requested by a team, using their team referral pursuant to paragraph 12.7.
 - (b) Referrals cannot be made as a result of protests, queries or pressure from players, team managers or coaches on any decision. Teams (and their captains) will be held responsible for any violation or abuse of the Video Umpire protocols.
 - (c) No one, including the Video Umpire or technical officials at the technical table, can stop the match to request a referral.
- 12.2 The match umpires themselves may refer decisions to the Video Umpire when they are not convinced that they have taken, or are able to take, the correct decision only relating to the awarding or disallowing of goals.
Referrals shall only relate to whether or not a goal has been legally scored.
- 12.3 The match umpires shall therefore be entitled to request the Video Umpire to assist in making decisions (related to whether or not a goal has been legally scored) which will include, but are not restricted to:
 - (a) Whether the ball crossed the goal line (within the area bounded by the goal posts and crossbar).
 - (b) Whether the ball was legally played or touched inside the circle by the stick of an attacker before the ball crossed the goal line.
 - (c) Whether the ball travelled outside the circle before it entered the goal during the taking of a penalty corner
 - (d) Whether a technical breach of the rules has been observed within the attacking 23 metre area in the play leading to the awarding or disallowing of a goal. It is then for the umpire to take any breach into account in reaching his decision. A technical breach of the Rules is defined as an offence that is visible without asking for an interpretation of the Video Umpire. Therefore possible breaches of interpretation Rules like, not limited to, "distance" or "dangerous play" are not subject for referral.
- 12.4 The Video Umpire shall call for as many replays from any camera angle as necessary to reach a decision.

The Video Umpire will provide his advice and recommendation ('Goal', 'No Goal' or 'No decision possible'; plus advice on any observed breach of the rules as per paragraph 12.3(d)) within the shortest time frame possible. If a breach of the rules is observed and advised to the match umpire, it is then for the match umpire to take into account the breach in reaching his final decision.
- 12.5 The final decision, including any matter of interpretation, remains with the match umpire and not the video umpire.
- 12.6 All other decisions shall remain with the match umpires.
- 12.7 In addition, each team shall be allowed one team referral during any match (i.e. including any extra time periods but not during a shoot-out competition), subject to paragraph (g) below of this Regulation:
 - (a) Team referrals will be restricted to decisions within the 23 metre areas relating to the award (or non-award) of goals and penalty strokes. The award of personal penalty cards may not be the subject of a team referral.
 - (b) Any team player, on the pitch at the time of the incident, can request a team referral.
 - (c) This one player must indicate to the umpire that he wishes to use his team referral. He must do so immediately after the incident or decision which is to be referred by using the "T" signal as well as confirm this verbally to the umpire. No other/further players are permitted to approach the umpire, other than the captain of the team using their referral.
 - (d) The player requesting the team referral must inform the umpire of the exact nature of the decision (or non-decision) that his team wishes to be reviewed.
 - (e) The umpire will then request video umpire assistance with the usual signal, followed by a "T" signal to denote a team referral, and relay whatever information is necessary by radio to the video umpire.
 - (f) The normal video umpire procedures will then be followed.

- (g) In the event that the referral is upheld the referring team will retain its right of referral.
- (h) A team referral that has been already been adjudicated upon, or a situation just prior to that referral situation may not or cannot be the subject of a subsequent referral by the opposing team
- (i) After a decision has been taken no player of either team may approach the umpire to query or protest the final decision. The team captain will be held responsible for the attitude of his team.

13. PROTESTS

- 13.1 If a team wishes to lodge a protest at the end of a match or at the end of a shoot-out competition then the team manager must:
 - (a) Declare the intention to do so immediately under the signature when signing the match and/or shoot-out competition report, and
 - (b) Submit in writing the grounds of the protest and hand that document to the Technical Officer on duty within 15 (fifteen) minutes of the completion of the match or of the shoot-out competition, and
 - (c) Deposit Fifty Thousand Rupees (INR 50,000) with the same Technical Officer within thirty (30) minutes of the completion of the match or of the shoot-out competition.
 - (d) Failure to comply with any part of this regulation will result in the dismissal of the protest.
- 13.2 The deposit will be forfeited to WSH unless the protest is upheld.
- 13.3 The Technical Director must make a decision in writing and publish it at the latest twelve hours after the end of the match or of the shoot-out competition in question.
- 13.4 Notwithstanding any of the other provisions of this Regulation, no protest may be made to or considered by the Technical Director from a decision of an umpire or video umpire during a match or shoot-out competition.

14. DOPE TESTING

- 14.1 All dope tests must be carried out strictly in accordance with the World Anti-Doping Code in force on the first playing day of the WSH League and the FIH Anti Doping Regulations in force on the first playing day of the WSH League.
- 15.2 (a) All matches will be subject to dope testing as the WSH may direct.
(b) The team managers will be advised at the Technical Director's pre-league briefing meeting of details of the dope testing procedure.
- 15.3 Any player (Nos. 1-32) nominated for a selected match may be subjected to a dope test after the match even if that player has remained on the team bench throughout that match. A player may be subjected to more than one dope test during the WSH League.
- 15.4 A positive test or a refusal to submit to a test will render the player concerned and the player's team and officials subject to the disciplinary provisions as to sanctions and penalties, and the procedures and rights as stated in the World Anti-Doping Code.

16 UNFORESEEN EVENTS

If circumstances arise which are not provided for in these Regulations, the Technical Director will determine any actions necessary to deal with those circumstances.

APPENDIX 1

ONE POOL LEAGUE COMPETITION (HOME AND AWAY)

1. PLAN OF THE LEAGUE

- 1.1 Each team shall play two Leagues Matches against each other team each season, being the Home Club in respect of one such League Match and the Visiting Team in respect of the other.
- 1.2 The winner of a League Match shall score three points.
- 1.3 Each team participating in a League Match which is drawn shall score one point.
- 1.4 Teams will be ranked according to the number of points each has accumulated in the League.

- 1.5 (a) If at the end of the League two or more teams have the same number of points for any place, 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 results of the two matches played between those teams will be taken into consideration to determine the ranking of the tied teams, firstly, the points won in these two matches, secondly, the goal difference if both teams won one match and thirdly, according to their respective number of 'goals for'.

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 (see paragraph 1 above). If there remains equality, then the teams involved shall be ranked according to paragraphs 1.5(a), (b), (c), and (d) of this Appendix.

- (e) Should there still remain equality among two teams, then the matter will be settled by a shoot-out competition (paragraph 5 of this Appendix) between those teams.

If more than two teams are involved, then each team will play a shoot-out competition against the other teams (the order of shoot-out competitions to be chosen by lot by the Technical Director), in accordance with paragraph 5 of this Appendix, (but with 5 (five) shoot-outs only to be taken compulsorily by each team) in the same sequence of play as per the order of play in the league.

A ranking will then be established based upon the results of the round of shoot-outs only, with the award for each series of the respective shoot-out competitions of 3 points to the team having scored or been awarded the highest number of goals, 1 point to each team having scored or been awarded an equal number of goals and 0 points to the team having scored or been awarded the least number of goals.

If equality remains then teams having an equal number of points shall be ranked according to paragraphs 1.5(a), (b), (c) and (d) of this Appendix as applied to goals recorded during the shoot-out competition.

If an equal position of more than two teams still remains thereafter, then the same procedure shall be repeated until the teams can be ranked. A draw shall take place to establish each sequence of play if such further rounds of penalty strokes are required.

2. SEMI-FINALS

The top four teams at the end of the regular home and away league season will advance to the WSH Finals.

- 2.1 Semi Final 1: 1st ranked team v. 4th ranked team
The venue for this match will be allocated by the Technical Director. The winner of this match will advance to the Grand Final.
- 2.2 Semi-Final 2: 2nd ranked team v 3rd ranked team
The venue for this match will be allocated by the Technical Director. The winner of this match will advance to the Grand Final.
- 2.3 The score at the end of the regulation time of any semi-final match shall be registered by the WSH as the result of the match.

- 2.4 In order to establish an outright winner of a match for the purpose of the league, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw. The extension of time shall consist of two periods of seven and a half (7½) minutes each in between teams shall change ends, without a rest period.

The extra-time shall cease, however, once a team has scored or been awarded a goal. That team shall be the winner of the match.

- 2.5 If the score is still a draw at the end of the extra-time, a shoot-out competition shall be played to establish the winner of the match.

3. GRAND FINAL

- 3.1 The winner of Semi-Final 1 will play the winner of Semi-Final 2 in the Grand Final. The venue for this match will be allocated by the Technical Director. The winner of this match is crowned as WSH Champion.

- 3.2 The score at the end of the regulation time of the match shall be registered by the WSH as the result of the match.

- 3.3 In order to establish an outright winner of a match for the purpose of the league, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw. The extension of time shall consist of two periods of seven and a half (7½) minutes each in between teams shall change ends, without a rest period.

The extra-time shall cease, however, once a team has scored and been awarded a goal. That team shall be the winner of the match and will be crowned as WSH Champion.

- 3.4 If the score is still a draw at the end of the extra-time, a shoot-out competition shall be played to establish the winner of the match. The winner of the shoot-out competition will be crowned as WSH Champion.

4. 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 a series of shoot-outs required to determine a result and the following playing rules and procedures shall be followed.

- 4.1 The respective team managers shall nominate 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.

- 4.2 Team managers sign the Shoot-out Competition form to confirm the nominations of the players and the sequence of players to take the first round of 5 shoot-outs.

- 4.3 A player who is still suspended by the Technical Director 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.

- 4.4 The Technical Officer for the match will specify in advance of the shoot-out competition which goal will be used for the shoot-out competition, which may depend upon television requirements.

- 4.5 The Technical Officer for the match will specify in advance of any possible shoot-out competition the method of the timing shoot-outs taking account of the facilities available and the need to control time accurately.

- 4.6 A coin is tossed by the umpires; the team which wins the toss has the choice to take or defend the first shoot-out.

- 4.7 All players 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

- 4.8 The goalkeeper/defending player of the team taking a shoot-out may be on the back-line outside the circle.

- 4.9 A player taking or defending a shoot-out may enter the 23m area for that purpose.

- 4.10 If a player taking a shoot-out is also defending the shoot-outs taken by opponents, he is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put their protective equipment on again.

- 4.11 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 (unless the taking of any remaining shoot-outs will not change the final result).

- 4.12 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 signals to the technical table that the time may start;
 - (e) an official at the technical table starts the clock which automatically issues an audible signal at the end of the run-down time;
 - (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 (the ball having crossed the line before the expiration of 8 seconds);
 - (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;
 - (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.
- 4.13 If a penalty stroke is awarded as specified above, it is taken by the two players involved in the shoot out concerned unless either of them is incapacitated. The result of this penalty stroke will be considered to be the result of that particular shoot-out.
- 4.14 A video referral can only be requested by an umpire to determine, if necessary, whether or not the ball crossed the goal-line for a goal to be scored before 8 seconds has elapsed. No team referrals are permitted for the shoot-out competition.
- 4.15 The team scoring the most goals is the winner.
- 4.16 A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
- 4.17 If during a shoot-out competition a player (either an attacker or a goalkeeper/defending player) is suspended:
- (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 he is 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 counts as no goal; the shoot-outs taken by this player and scored or awarded before being suspended count as a goal.
- 4.18 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 clause 4.3 of 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.
- 4.19 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 team entry form for that particular match, except as excluded above in clause 2 or unless suspended by an umpire during the shoot-out competition.
- 4.20 Incapacity to continue either as a goalkeeper/defending player or an attacker will be confirmed by the on-duty WSH Medical Officer.
- 4.21 If an equal number of goals are scored and / or awarded 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 penalty shoot-out in a series defends the first penalty shoot-out of the next series

- (d) when one team has scored and 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.
- 4.22 If an equal number of goals are scored and awarded 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.
- 4.23 Unless varied by this Appendix, the Rules of Hockey apply during a shoot-out.

APPENDIX 2

SCHEDULE OF VARIATION TO RULES OF HOCKEY APPLICABLE FOR WSH

The following variations to the Rules of Hockey will apply for the World Series Hockey – 17 December 2011 / 22 January 2012.

1. BREAKING AT PENALTY CORNER

Rule 13.3.h: Until the ball has been played, no attacker other than the one taking the push or hit from the back-line is permitted to enter the circle and no defender is permitted to cross the centre-line or back-line.

- (a) For any offence of this rule by a defender on the back-line, other than the goalkeeper or player with goalkeeper privileges, the offending player is required to go beyond the centre-line and cannot be replaced by another defender
- (b) For any offence of this rule by a defending goalkeeper or player with goalkeeping privileges, the defending team defends the penalty corner with one less player
- (c) For an offence of this rule by an attacker who enters the circle before the ball is played, the offending player is required to go beyond the centre line
- (d) If the player taking the push or hit from the back-line feints at playing the ball, the offending player is required to go beyond the centre line but is replaced by another attacker; if this feinting leads to an offence of this rule by a defender, only the attacker is required to go beyond the centre line
- (e) All the consequences above apply only for the re-taken penalty corner; a subsequent penalty corner may be defended by five players.

2. GREEN CARD – TWO MINUTE SUSPENSION

Rule 14.1.b: For any offence, the offending player may be warned (indicated by a green card).

The offending player is temporarily suspended for two (2) minutes of playing time.

- (a) For the duration of each temporary suspension, the offending team plays with one less player.
- (b) If a field player is receiving a green card, the umpires stop the match (but not necessarily the time) to issue the card; if time has been stopped, the umpires restart it immediately after issuing the card.
- (c) If a goalkeeper or player with goalkeeping privileges is receiving a green card, the umpires stop the time and restart it immediately after that player has left the field of play.
- (d) The offending player leaves the field immediately; if he interferes with play on their way to the designated suspension area the umpire may further penalise the player in accordance with the Rules of Hockey.
- (e) The two minute temporary suspension starts when the player is seated in the designated area.
- (f) Timing of the suspension is controlled by a technical official on duty.
- (g) The offending player is permitted to resume play when the technical official on duty indicates that the period of suspension has been completed unless this occurs during the taking of a penalty corner in which case the player cannot return until the corner has been completed or another penalty corner is awarded.
- (h) A player can only receive one (1) green card in a match. If a second warning with a green card is given, this card will automatically be followed by a yellow card.

3. YELLOW CARD – TEMPORARY SUSPENSION

Rule 14.1.c: For any offence, the offending player may be temporarily suspended for a minimum of 5 minutes of playing time (indicated by a yellow card).

- (a) The offending player is temporarily suspended for five (5) minutes or ten (10) minutes of playing time, being at the full discretion of the umpires.
- (b) The duration of temporary suspension is indicated to the technical official on duty by the umpire who issues the yellow card.
- (c) For the duration of each temporary suspension, the offending team plays with one less player.
- (d) If a field player is receiving a yellow card, the umpires stop the match (but not necessarily the time) to issue the card; if time has been stopped, the umpires restart it immediately after issuing the card.
- (e) If a goalkeeper or player with goalkeeping privileges is receiving a yellow card, the umpires stop the time and restart it immediately after that player has left the field of play.
- (f) The offending player leaves the field immediately; if they interfere with play on their way to the designated suspension area the umpire may further penalise the player in accordance with the Rules of Hockey.

- (g) The temporary suspension commences when the player is seated in the designated area.
- (h) Timing of the suspension is controlled by a technical official on duty.
- (i) The offending player is permitted to resume play when the technical official on duty indicates that the period of suspension has been completed unless this occurs during the taking of a penalty corner in which case the player cannot return until the corner has been completed or another penalty corner is awarded.
- (j) A player can only receive one (1) yellow card in a match. If a second yellow card is given to the same player, this card will automatically be followed by a red card.

4. TIME-OUTS – TWO MINUTES

Refer to Regulation 7 – ‘Duration of Matches’

APPENDIX 3

DISCIPLINARY PENALTIES

1. GREEN CARDS

No fixed penalties/suspension will apply to participants who receive multiple green cards throughout the League.

2. YELLOW CARDS

The following automatic suspensions shall apply where multiple yellow cards are issued to a player during the matches of the WSH:

- 2.1 Three (3) yellow cards – 1 match suspension; no financial penalty
- 2.2 Four (4) yellow cards – no additional suspension; financial penalty INR 10,000
- 2.3 Five (5) yellow cards – 2 match suspension; financial penalty INR 15,000
- 2.4 Six (6) yellow cards – 3 match suspension; financial penalty INR 25,000
- 2.5 Seven (7) yellow cards – 4 match suspension; financial penalty INR 30,000
- 2.6 Two (2) yellow cards in one match (yellow/yellow followed by automatic red) to be registered as two yellow cards; financial penalty INR 10,000

Suspensions as set out above will apply automatically and be served from the next match in which the player's team is involved. There shall be no right of appeal except in the case of mistaken identity (see paragraph 6 below). Any financial penalties are to be paid to WSH prior to the next match of the team.

Pursuant to Regulation 5.1 the number of players to start on the team bench will be reduced by the number of player(s) serving a suspension.

3. RED CARDS

The following automatic suspensions shall apply where a red card is issued to a player during any match:

- 3.1 One (1) red card (non physical) – 1 match suspension; no financial penalty
- 3.2 One (1) red card (physical) – 2 match suspension; financial penalty INR 50,000
- 3.3 In the event that a player receives another red card in any future match, the Technical Director will decide on the suspension of this player. Financial penalty for second or subsequent red card:
 - (i) Non physical - INR 50,000
 - (j) Physical - INR 75,000

Suspensions as set out above will apply automatically and be served from the next match in which the player's team is involved. There shall be no right of appeal except in the case of mistaken identity (see paragraph 6 below). Financial penalties are to be paid to WSH prior to the next match of the team.

Pursuant to WSH Regulation 5.1 the number of players to start on the team bench will be reduced by the number of player(s) serving a suspension.

4. MISCONDUCT BY TEAM OFFICIALS AND SUBSTITUTE PLAYERS (TEAM BENCH)

The following automatic suspensions shall apply where a substitute player or a member of the team support staff has been sent off the team bench by the Technical Officer on duty during any match.

- 4.1 Sending off a team official – 1 match suspension; financial penalty INR 50,000.
- 4.2 Sending off a substitute player – 1 match suspension; financial penalty INR 20,000
- 4.3 All cases of misconduct of team support staff members will be the subject of possible disciplinary hearing and action by the Technical Director. Based upon the report of the Technical Officer on duty for the match, the Technical Director at his sole discretion will decide if a hearing will be held.

Suspensions as set out above will apply automatically and be served from the next match in which the player's and/or team support staff team is involved. There shall be no right of appeal except in the case of mistaken identity (see paragraph 6 below). Financial penalties are to be paid to WSH prior to the next match of the team.

Pursuant to WSH Regulation 5.1 the number of players to start on the team bench will be reduced by the number of player(s) serving a suspension.

5. WALK-OFF BY TEAM

A walk off is defined as (whole or part of) the team walking off the field and/or refusing to continue to play for any length of time.

In the event that there is a walk-off by a team the following automatic penalties shall apply:

- 5.1 The result of the match will be recorded as a 5-0 loss to the team that walks off (unless the actual score is not higher at the time of the walk off, in which case the higher score will be recorded) **AND** a deduction of 3 league points.
- 5.2 Penalty fee of INR 20,000 for each player of the 18 and for all members of the support staff on the team bench during that match.
- 5.3 Penalty fee for team-franchise INR 2 lakhs (INR 200,000)
- 5.4 Any goals scored by a player of the team that walks off in that particular match will not count for 'highest goal scorer' during the league.
- 5.5 No match awards that might be awarded can be received by any of the players of the team that walked off.
- 5.6 The Team manager, Captain and any other team members that is required to attend the disciplinary hearing by the Technical Director are required to follow any directive(s) given.

6. MISTAKEN IDENTITY

- 5.1 If a Player who has been issued a yellow or red card in any match and claims that he was the victim of mistaken identity in relation to the imposition of such sanction, he may appeal to the Technical Director.
- 5.2 In the event of a claim for 'mistaken identity' the Team Manager may apply in writing to the Technical Director to lift the sanction and statistical count for the card issued for that player.
- 5.3 The Team Manager, on behalf of the Player, must, by 1pm the next day notify the Technical Director in writing of the claim, together with evidence upon which the claim is founded. The details must, however, include
 - (a) a signed statement by the Player shown the relevant card by the umpire that he was not responsible for the offence reported;
 - (b) a statement of the Team Manager identifying specifically the name of the person responsible;
 - (c) a written statement from the Player responsible for the offence.
 - (d) Proof of the mistaken identify, i.e. a video and/or DVD of the incident.
- 5.4 The Technical Director, at his full discretion, shall decide whether the 'mistaken identity' is proven.
- 5.5 In the event of the claim being upheld by the Technical Director, all penalties related to the card issued will be transferred to the correct player as advised by the Team Manager.
- 5.6 In the event the Team manager refuses or cannot advise the identity of the correct player to the Technical Director, the appeal will be denied.
- 5.7 In the event that the evidence presented does not satisfy the Technical Director, the appeal will be denied.
- 5.8 Where such an appeal is lodged, the issue of the colour card cannot be withdrawn, only re-allocated to the correct player if the claim of mistaken identity is proven.
- 5.9 The decision of the Technical Director shall be final and binding and not subject to appeal.

7. OTHER PENALTIES

The Technical Director shall have the power to conduct any disciplinary hearing in accordance with the Code of Conduct and the Guidelines on Process for Hearing and Determining any Reported Offence.

The decision and any such penalties imposed by the Technical Director in relation to any such disciplinary hearing he may hold in this regard shall be final and binding and not be subject to appeal.

APPENDIX 4

CODE OF CONDUCT

1. INTRODUCTION

WHS has full jurisdiction and authority over everything concerning hockey and the playing of hockey in the league. Any person involved in the WSH agrees to comply with, but not limited to, all, Rules of Hockey and WSH League Regulations, Anti-Doping Regulations, WSH Image Rights Policy and the Rules and Directives of the Code of Conduct.

2. CODE OF CONDUCT

- (i) The code is established to create awareness of and accountability for the promotion, administration, coaching and playing of the game of hockey.
- (ii) All participants are responsible for their own behaviour and conduct, and as such, accountable.
- (iii) It is the responsibility of the Franchisee of each participating team to instruct their players and team officials on the Code of Conduct. The Franchisees shall share liability with their players and team officials should breaches occur of the terms of the rules, regulations, codes and policies as listed above.
- (iv) Complaints in relation to either misconduct or breaches of the terms of the rules, regulations, codes and policies shall be dealt with by the Technical Director.

3. PARTICIPANTS

The Code of Conduct is applicable to each participant in the WSH.

Participants shall be considered:

- (i) All Franchise team members and officials including players, team management, coach and coaching staff, medical staff, technical support staff and the duly appointed representatives of the participating teams.
- (ii) All WSH technical officials including the Technical Director, Sports Technical Manager, Technical Officer, Umpires' Manager, Medical Officer, Judges and Umpires, and any other ad hoc officials appointed by WSH.

4. JURISDICTION

Given that each participant is subject to the WSH, the WSH is committed in maintaining the highest standards of behaviour and conduct. In pursuance of these standards, all participants shall observe also the following Rules and Directives:

- (i) Participants shall at all times conduct themselves fairly, properly and in an acceptable manner on the field of play and at any part of the hockey venue or accommodation, including but not limited to hotels, airports, train stations.
- (ii) No person may conduct himself in a manner or commit any act or omission which may prejudice the interest of hockey or which may bring the game of hockey or WSH into disrepute.
- (iii) Without prejudice to the generality of the foregoing, the following shall be regarded as conduct which is improper, unfair, and unacceptable:
 - (a) Verbal/physical abuse or hostility towards any other participant, person or any other member of the public.
 - (b) Disputing, protesting and/or reacting in a provocative or disapproving manner in an inappropriate way toward any decision made by an umpire or official.
 - (c) Feigning injury and/or overreacting to an alleged breach or decision
 - (d) Charging or advancing towards an umpire or technical official in an aggressive manner when appealing.
 - (e) Using rude or abusive language or hand signals.
 - (f) Abuse of hockey equipment or clothing, venue equipment or fixtures and fittings.
 - (g) Failure to comply with any directives respecting team dress protocols for medal presentation ceremonies
 - (h) Any hostility, verbal or physical abuse towards an accredited Anti-Doping Control Test Officer.
 - (i) Any act that appears to, or is intended to, influence any participant or which may affect any decision, the outcome of any match or the league result. (e.g. an inducement in the form of money or gift)

5. MEDIA CONFERENCES

It shall be compulsory for a team coach and team captain (or other nominated player as required by the Media Manager) to attend a media conference if requested.

6. PUBLIC STATEMENTS

- (i) The WSH defines a “public statement” as follows:

Any statement in which the whole, part or essence, is made public. Such a statement may be made in a newspaper, magazine, periodical or by any electronic (Internet, E-Mail, SMS, Twitter, Facebook, etc.) or other means through the medium of television, radio or in any other manner whatsoever, regardless of the circumstances in which the statement was made.

- (ii) Public statements must be fair, constructive and reasonable and must not involve a personal attack on another player, umpire, appointed official or administrator.

- (iii) The WSH recognises that fair and reasonable comments on the game in general are essentially in the interests of everyone. However, it further recognises that in the interest of maintaining the generally excellent relations that currently exist between players, umpires and officials, it is necessary to ensure that any such comment and criticism be constructive.

7. ANTI-DOPING REGULATIONS

Each player and team staff member shall comply with the World Anti-Doping Code and they shall not direct any verbal or physical abuse or hostility towards Doping Control Test Officials. Any possession of dope-related drugs or drugs on the list of prohibited substances as mentioned in the World Anti-Doping Code and/or the WADA List of Prohibited Methods and Prohibited Substances, or the commission of any criminal offence relating to drugs, shall be handled in accordance with the World Anti-Doping Code.

No player, coaching staff, management team or any support staff who is currently serving any active sanction/punishment for a positive drug test shall be permitted to be involved in this league.

8. GAMING AND BETTING

Participants shall not participate in, or be in any way involved with any form of betting or gaming activities, including online betting or gaming activities, related to the event in which they are participants.

9. DRESS CODE – OPENING, CLOSING AND/OR OTHER CEREMONY

At all ceremonies each team must wear the official dress as directed by the Technical Director.

10. PROCESS

In the event of an alleged breach of the Code of Conduct, the Technical Director, or person with the appropriate delegated authority, will determine if there is to be a hearing.

APPENDIX 5

GUIDELINES ON PROCESS FOR HEARING AND DETERMINING ANY REPORTED OFFENCE

1. THE REPORT

Reports of alleged breaches of the WSH Code of Conduct shall be made to the Technical Director (TD) or initiated by the TD in his own right.

The TD is to determine if an offence has been committed.

A report can be received by the TD from any person but if received later than 24 hours after the occurrence of the conduct said to constitute the alleged offence the TD must exercise a discretion to accept such a report.

2. PRINCIPLES OF NATURAL JUSTICE

Principles of natural justice apply in the following way:

The TD will advise the Team Manager with respect to:

- The fact of the report of an offence
- The identity of the participant
- The time and place of the hearing
- Details of the conduct and the mode of proof of it
- Whether additional witnesses will be called to present evidence
- If the report was received later than 24 hours after the occurrence of the alleged breach said to constitute the offence the TD must state the reasons for the exercise of the discretion to accept the report. No appeal is available from the exercise of that discretion

3. THE HEARING

The TD must chair the meeting (subject to delegation for reason of conflict of interest).

The hearing must be attended by the person the subject of the report and one representative if he desires (in addition the person the subject of the charge may be assisted by an interpreter).

The TD must outline the evidence relied on to support the report including showing any video footage.

The participant is to be asked for his response to the report – i.e. does he accept the offence charged or not. The team member **must** be permitted to present material as to either or both of the fact of the offence or penalty.

Should the person the subject of the report fail to attend the hearing the hearing shall take place in the absence of that person and the fact of the failure to attend shall be taken into account in the determination of the appropriate penalty in the event that an offence is found to have been committed.

4. THE DECISION

The decision should be in writing and read to the person the subject of the report by the TD (through an interpreter if necessary). It should deal (at least) with the following matters:

- (i) Whether or not the team member accepts the breach of the code of conduct.
- (ii) If the team member does not accept the breach, a finding as to whether a breach has occurred and why.

Should it be found (or agreed) that an offence has been committed either the minimum penalty is imposed or if a greater penalty then details of:

- (i) The disciplinary history of the team member.
- (ii) The attitude of the team member at the hearing.
- (iii) Any penalty already incurred, e.g. if a card was given during the game the length of time of any suspension served under that card.
- (iv) Comment on the seriousness of the offence by comparison with other offences within that level.

5. CLEAR DEFINITION OF THE PENALTY

- (i) The number of matches for which the team member is suspended.
- (ii) The date of commencement of the suspension.
- (iii) The match or matches to which the suspension shall apply must be specified.
- (iv) Any terms of the penalty in addition to suspension.