



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.

JUNIOR COMPETITION

Different Asterisk guidelines are in place for junior competitions to ensure participants 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.

Junior Asterisk (*)

In the spirit of the junior competition the players asterisk match should be the match outside their regular age bracket or irregular team. If a player wishes to play their main match outside their regular age bracket then they must fill in the Age Nomination form to indicate their primary nominated team.

All junior players nominate the match outside their primary nominated team by placing an Asterisk on the match sheet.

Under the Asterisk guidelines:

- All Asterisk players must be clearly indicated on the card by an asterisk (*) in the ASTR column on the match book.
- A player is always an Asterisk player for their secondary team regardless of whether the primary team is playing that weekend.
- 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 *1st 7.5 minutes of the first quarter and the 1st 7.5minutes of the 3rd quarter*, 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 *1st 7.5 minutes of the first quarter and the 1st 7.5minutes of the 3rd quarter* unless there is an injury substitution.
- There is no limit to the number of junior Asterisk player

Junior Hash (#)

All juniors playing a second game in the same age group and gender with their club must place a Hash (#) on the match sheet in the ASTR column for their non-regular team. This applies for clubs with, for example, two U12 boys teams, not an U12 girls and an U12 boys team

Under the Hash guidelines:

- All Hash players must be clearly indicated on the card by a hash (#) in the ASTR column on the match book.
- In the Hash match the player shall NOT be eligible to be awarded “B&F” votes.
- Where there are 11 players to start, Hash players may not participate during the *1st 7.5 minutes of the first quarter and the 1st 7.5minutes of the 3rd quarter*, unless there is an injury substitution.
- When there are less than 11 players to start a game the Hash player may start. The remaining Asterisk player/s who have not started may not enter the field of play during the *1st 7.5 minutes of the first quarter and the 1st 7.5minutes of the 3rd quarter* unless there is an injury substitution.
- Each team is allowed up to 5 junior Hash players each match.

Juniors with Permits

Any junior who has a permit to play in a match that is outside their expected age group or gender 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 COMPETITION

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

Once a player has taken part nine (9) times in a higher division they must stay in that higher division unless a permit has been granted. Clubs and players need to ensure they are aware of the count of matches each player has played in each division. If a player plays down after playing nine (9) matches in a higher division, including asterisk games, then the penalties for an illegal player will be enforced.

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 for their non-regular team.

○ All regular 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.

○ All field players playing a second game in goals as a fully kitted keeper 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 in the goals.

Under the Asterisk, Hash and Circle guidelines for all Divisions exception Division 1:

- All Asterisk, Hash and Circle players must be clearly indicated on the match sheet
- where there are 11 players to start the match, Asterisk, Hash or Circle players may not participate during the first quarter, unless there is an injury substitution. The injured player is not allowed to retake the field with the exception of a blood rule substitution.
- When there are less than 11 players to start the match the Asterisk, Hash or Circle player may start. The remaining bench players who have not started may not enter the field of play during the first quarter, unless there is an injury substitution.
- Each team is allowed a combination of up to 5 Asterisk or Hash players each match.

For Division 1 there is no restrictions on when Asterisk players can take the field, or any limit to the number of Asterisks players that can be used. However, all Asterisk players must be clearly indicated on the match sheet.

Goalkeepers Playing a Second Match on the Field

A senior goalkeeper playing in a 2nd match as a field player is not 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 a permit has been granted."

The guidelines for these players are as follows:

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, they are not permitted to 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 senior division or junior age group. Its aim is to make the Asterisk rule fairer and more manageable, and to stop a large amount of deferred or forfeited matches.

The Hash rule is not intended for use in the finals series without an approved permit.

MASTERS COMPETITON

Masters Asterisk (*)

All Masters players who are 34 or have an approved permit at the date of play must be indicated on the match sheet by placing an Asterisk in the ASTR column. These payers must also be identified by wearing something pink. Each team is only allowed to have two (2) of these players on the field at any one time.

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 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 who are 34 or have an approved permit in any one match.
- These players must be clearly identified by something visibly pink
- Division 1 and Capital League players are not permitted to be underage players.