

West District Youth Development League

Format and Guidance

Mission Statement

It is the intention of the West District to continue to improve and maintain the quality of youth players within the District by providing both existing and previously unseen talent the opportunity to be viewed under tournament match conditions. To this end we have introduced the Youth Development League, designed to identify and develop such players.

The event is also designed to cater for the progression of youth Umpires and technical officials and will provide a formal insight for all of the workings of Tournament Directors and associated officials in the running of an official **eleven-a-side tournament under FIH Rules**.

The event will also allow for the training / mentoring and selection of coaches and managers for anyone interested in becoming involved in the West District coaching and management team.

League Format & Player Selection Process

Initial selection will take place over a day of trials with the successful candidates being invited to take part in the development league which is scheduled as; (dates for 2010 are detailed below).

Day	Date	Venue	Event	Group	Start	Finish
Sun	12 th Sep. 2010	Bellahouston	Trials	Level 1	10:00	12:30
				Level 2	13:30	16:00
Sun	3 rd Oct. 2010	Bellahouston	League	Level 1	09:00	12:00
				Level 2	13:00	16:00
Sun	5 th Dec. 2010	Bellahouston	League	Level 1	09:00	12:00
				Level 2	13:00	16:00

This will be followed by three League Sundays after the New Year, with dates being advised before the Christmas break.

The exact number of teams taking part will be determined by the district coaching and management teams (the selectors) and will also be dependent upon the number of successful candidates selected. It is envisaged that a maximum of 6 teams will take part in the league.

Players will be selected at two levels of participation, Level 1 and Level 2, with Level 1 being the higher standard. It is anticipated that there will be four teams for each level and, subject to advice of the coaches; it is possible that players may be moved across levels throughout the course of the event.

Teams will be coached and managed by west district coaches and officials and will contain a maximum squad of 18 players. This means that as many as 108 players could be selected for the squads.

The tournament is open to both boys and girls and squad selections will include a spread of male / female players.

This event should be attended by all players wishing to be selected for the following West District youth squads for 2010;

- West district U13 boys squad (Nottingham tournament)
- West district U14 mixed squad (Inter district tournament)
- West district U15 boys squad (Inter district tournament)

Player Nominations

Player nomination sheets are attached and must be returned no later than Wednesday 8th September 2010.

Player Qualification

To be eligible to play in the event, players must be under the age of 14 years old as at 1st January 2011. *(A player whose 14th birthday is on or after 1 January is eligible, a player whose 14th birthday is before 1 January is ineligible).*

However, in some circumstances, some slightly over age players may be allowed entry into the tournament. Any club who wishes to nominate a slightly over age player should enter their names in at the bottom of their player nomination sheet, identify them as an over age nomination and provide a brief explanation as to why you think they should be considered for participation in this event.

Players in this category may attend the trials and a final decision on their ability to participate in the event will lie solely with the selectors.

Player Entry Fees and Documentation

Players who are successful in being selected will be charged a participation fee of £25 for the season and as all players will be advised of selection on the day of the trials they should bring the fee on the day of the trials. Cash or cheque payments are acceptable with cheques being made payable to **SH West District**.

This fee will cover;

- Participation in the event (10 games of hockey).
- Coaching
- Pitch hire
- Playing shirt (to be kept by players after the event).

Players who are successful in being selected will also be required to return a parental consent form to allow them to take part in the event and this should be returned at YDL Week 1.

Technical Appointment Nominations

Clubs may nominate technical officials for training and participation as TD's on the nominations sheet provided and must be returned no later than Wednesday 8th September 2010.

Youth Umpire Nominations

Clubs may nominate youth umpires, between the ages of 16 & 25 for training and participation on the nominations sheet provided and must be returned no later than Wednesday 8th September 2010.

West District Assistant Coaching / Management Nominations

Clubs may nominate prospective assistant coaches and managers on the nominations sheet provided and must be returned no later than Wednesday 8th September 2010.

Note:

- All such participants will be required to provide evidence of disclosure certification, level 1 coaching accreditation or course participation.
- Invitation to participate in this event does constitute a formal appointment as a west district coach or official and will be for the duration of the event only.

League Administrator

The league administrator will be Ian McLean (Kelburne & West District). All player, coaching and officials nomination forms should be returned directly to him as advised on the documentation.

TECHNICAL RULES

Rules of the Game

The tournament shall be conducted in accordance with the current FIH Rules of Hockey.

Hockey Balls

Match balls will be provided by the West District. Match balls will normally be white.

Protective Equipment (*Mouth guards etc*)

It is mandatory for all players participating in the Tournament to wear mouth guards and shin guards.

Team Managers are to control the wearing of shin and mouth guards.

Admission to the Field of Play

A maximum of **eleven** (11) players of each team and the umpires may be on the field of play during a match.

The team Manager, who is responsible for the conduct of the squad and officials, must be present in the dugout at all times during the match and must occupy the seat nearest to the Technical Officials table.

Vocal communication by the team officials and players on the team bench must not in any way be directed at the Technical Officials, the umpires or the players of the opposing team. Physical or verbal abuse of any kind is not acceptable, severe penalties will be applied.

The Tournament Director or 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 order that person or persons involved to go and stay in the team changing room for the remainder of the match. Further disciplinary action may be taken by the Tournament Director after the match. (*The Tournament Director may impose such penalties as appropriate*).

- a) In the event of a player becoming incapacitated and not leaving the field of play, then one of the umpires may stop the match. If it then appears that the player is unable to resume play, that player must leave the field of play, and remain off the field for a minimum of **two** (2) minutes. (*Time is stopped for serious injury*).
- b) If the player cannot or will not leave, then the umpire will:
authorise the registered team medical doctor/physio or if a team does not have such registered officials, authorise the team manager to enter the field of play to assist and remove the player concerned as soon as it is safe to do so

Team officials and players may leave the field of play during half time only with prior permission of the Tournament Director or Technical Officer on duty but in doing so players must leave their sticks and goalkeeper gauntlets and headgear at the team bench and must return not less than **two** (2) minutes before the match is due to be restarted.

Bleeding Players on the Field Of Play

If a player sustains an injury which causes bleeding then that player must leave the field of play as soon as possible or as directed by an umpire and shall not re-enter until the bleeding has ceased and the wound is adequately covered. (*Time is stopped for serious injury*).

Blood stained clothing must be replaced and equipment cleaned before re-entry to the field of play. (*Player's number must be applied to replaced tops*).

If blood staining to the field of play should occur then immediate cleaning must take place by applying 80% alcohol (if a grass field of play) or rubbing with a cloth soaked in 80% alcohol (if synthetic field of play) for approximately one minute. During this operation there will be a time stoppage of play.

Captain

One (1) player of each team must be appointed as captain. *(Co-captains are not permitted).*

A replacement captain must be appointed when a captain is suspended.

Captains must wear a distinctive armband or similar distinguishing article on an upper arm or shoulder.

Captains are responsible for the behaviour of all players on the field of play.

Defaulting of a Game

A default can be accepted on medical advice, or other extenuating circumstances, when a team is unable to field **seven** (7) fit players. The points for the match will be:

- the defaulting team - 0 points;
- the opposing team - 3 points.

The score recorded shall be 3 - 0 in favour of the opposing team.

If at any time during the match the number of players on the field of play for a team is less than **seven** (7), this team shall have defaulted the match. The points for the match will be:

- the defaulting team - 0 points;
- the opposing team - 3 points.

If, at the time a team defaults, the goal difference is more than +3 in favour of the opposing team then that score will stand otherwise the score will be 3-0 in favour of the opposing team. *(If 5 players from a team are suspended the match is lost).*

A team (that is a minimum of **seven** (7) fit players) that has not appeared on the field of play at the official match start time shall be defaulted from the match. If a team is late due to extenuating circumstances, deemed appropriate by the Tournament Director, the match may be rescheduled. Unless rescheduled the points for the match shall be:

- the defaulting team - 0 points;
- the opposing team - 3 points.

The score recorded shall be 3 - 0 in favour of the opposing team.

Failure to Play

A team refusing to play or to complete a match shall be considered as withdrawing from the tournament.

If a team thus withdraws from the tournament, all the matches it has played until then will be considered as not having been played, not only by the withdrawing team, but also by all the teams it had played against. The points table shall be corrected accordingly.

Game Duration

A match shall consist of **two** (2) periods of **twenty** (20) minutes each, separated by an interval which shall not exceed **five** (5) minutes.

Goalkeepers

Each team may have on the field a fully kitted goalkeeper with a shirt of a different colour to both teams
or
a goalkeeper with protective headgear and a different coloured shirt to both teams
or
field players only.

A team may change between these options by making substitutions.

Time will be stopped to substitute a fully kitted goalkeeper. (*On or Off*).

Goalkeepers are permitted, for the purposes of substitution, to leave or enter the field near the goal they are defending.

A fully kitted goalkeeper is not allowed to take part in the match outside the **twenty three** (23) metre area they are defending, except when taking a penalty stroke.

A goalkeeper with only protective headgear and a shirt of a different colour must not take part in the match outside the **twenty three** (23) metre area they are defending when wearing the headgear but may remove the headgear safely and take part in the match anywhere on the field.

If a team is playing with outfield players only, none of the players defending in the D or at a penalty corner has goalkeeping privileges. In this tournament, for safety purposes, if a penalty stroke is awarded a goalkeeper may be substituted on or a nominated outfield player may become the goal tender with appropriate head and face equipment. If none of the aforementioned occurs then a penalty push into an empty goal will be authorised by the umpire.

Interruptions to a Match

The responsibility for the stopping of any match rests with the Tournament Director, Technical Officer on duty or the two controlling umpires.

Substitution of Players

Each team is permitted to substitute from a maximum of **eighteen** (18) players.

- a) substitution is permitted at any time except within the period from the award of a penalty corner until after it has been completed; during this period substitution is only permitted for teams with only outfield players wishing to bring on a goal keeper or nominated outfield player with head and face protection or injury to or suspension of the defending goalkeeper.
- b) Substitution of a player is permitted only after that player has left the field.
- c) Substitutions are not permitted for suspended players during their suspension.
- d) Outfield players must leave or enter the field for substitution purposes within **three** (3) metres of the centre-line on a side of the field agreed with the umpires.
- e) Goalkeepers are permitted to leave or enter the field for substitution near the goal they are defending.
- f) Time is stopped for substitutions of fully kitted goalkeepers but not for substitutions of field players.

Time-Keeping

Time-keeping will be controlled by the Technical Table officials whose responsibility it will be to signal the end of the periods of regulation time at half time and full time and any period of extra time.

The umpires shall blow a whistle to start or re-start the game; they shall also signal to the Technical Table officials where present every stoppage they may order and the subsequent re-start.