Rules of Play E.H.V. Never Less

Introduction to the competition rules

1. A team must comply with the competition rules in order to take part in the internal competition.
2. If a team no longer complies with the competition rules, the team's participation in the internal competition will be suspended.

Competition rules – deposit system

3. Before the start of the first half of the outdoor competition, a team must have a deposit of 150 euros held by the board.
4. Before the start of the second half of the outdoor competition, a team must have a deposit of 75 euros held by the board.
5. A team must at all times have a deposit of at least 50 euros held by the board of the association.
6. The amount of the deposit is calculated as the total of all payments made, minus the total of all fines and the total of all pay-outs.
7. A team can pay a deposit to the board by transferring money to the treasurer of the board, stating the team name.
8. A team can have its deposit paid out in kind or in cash by submitting a request to the treasurer. The treasurer may refuse this request if the requested pay-out would leave the deposit too low to comply with the competition rules.

Competition rules – fines

9. The board imposes a fine of 20 euros for every match in which a team fields fewer than 4 players.
10. The board imposes a fine of 5 euros for every referee a team fails to provide. For every scheduled match, a team must provide at least two referees per pitch. There must be at least one referee on each side of the pitch.
11. The total amount of fines that can be imposed on a team per hockey evening is 50 euros.
12. Article 11 does not apply if a team does not report that it will be absent on a hockey evening, or reports this later than 24 hours before the start of the first match.

Amendment of the competition rules and fines

13. The board and the BAC (Beleidsadviescommissie) are jointly authorised to amend the competition rules by a qualified majority of 75 percent in a joint meeting.
14. The General Members' Meeting is authorised to amend the competition rules by a simple majority.
15. Only the General Members' Meeting is authorised to amend articles 1, 2, 9, 11, 13 and 14. This article can only be amended by the General Members' Meeting by a qualified majority of 75 percent.

Introduction to the match rules

16. A team must comply with the match rules in order to play a valid match.
17. An invalid match must still be played by both teams. If this is not done, the match will be treated as a match in which both teams fielded 0 players within the meaning of article 9.
18. If one of the teams does not comply with the match rules, that team receives 0 points, a goal difference of -3 and the minimum number of sportsmanship points. The other team receives 3 points, a goal difference of +3 and the maximum number of sportsmanship points. If a team with at least 4 of its own players, but fewer than the number of players required for a valid match, does play, it can still receive sportsmanship points, up to a maximum of half of the total number of points, rounded up. For the other team, a minimum number of sportsmanship points then applies, equal to the maximum for the first team.
19. If neither team complies with the match rules, both teams receive 0 points, a goal difference of -3 and the minimum number of sportsmanship points.

Match rules

20. A team must field at least 8 of its own players.
21. A team may field a maximum of 5 men.
22. Barring injuries, a team may not have any of its own players on the bench while substitutes are fielded. The exception is the situation in which there are male players on the bench who are not allowed to play (because a maximum of 5 men may be on the pitch), while the team is still short of players on the pitch. In that case the team may arrange female substitutes to make up the numbers to 11 players.
23. A team must be lined up within 5 minutes of the start of the match.
24. Substitutes may only be fielded if the hockey committee is informed, 24 hours before the start of the first match, of how many substitutes the team needs.
25. If a valid reason is given for requesting substitutes late, the hockey committee may make an exception to article 24.

Amendment of the match rules

26. The board is authorised to amend the match rules by a simple majority. The intention to amend a match rule is announced to the Policy Advisory Committee and the hockey committee no later than one week before the amendment is announced.
27. Only the General Members' Meeting is authorised to amend articles 16, 17, 18, 19 and 26 of the match rules, by a simple majority. This article can only be amended by the General Members' Meeting by a qualified majority of 75 percent.

Hockey rules – outdoor competition

Introduction to the outdoor rules

28. At Never Less we play matches of 25 minutes in which 2 teams play 11 against 11. At Never Less we play without goalkeepers, which means that each team plays with 11 field players.
29. With a few exceptions, Never Less follows the rules set by the KNHB (Royal Dutch Hockey Association).

Basic rules

30. Below are some basic rules with clarifications, and the restarts of play that can occur at Never Less.

a. Foot: A foot occurs when the ball hits a part of the body; this is not allowed. A ball that hits the hand holding the stick does not count as a foot, but only if the hand makes no movement towards the ball.
b. Back stick: The ball may not be played with the rounded side of the stick.
c. High balll: At Never Less, the ball may in principle **NOT** be played high. In certain situations a raised ball may be tolerated by the referee, for example with a slightly bouncing pass or reception. The deciding question is always whether the player who raises the ball gains an advantage. This advantage is in any case assumed if the ball is played inside the circle or into the circle, if the ball is received near an opponent, if the ball is played over a stick, and if the ball becomes harder to intercept for a player who could reasonably have done so. An advantage is assumed more readily in an attacking situation and when an experienced player is involved. In a dangerous situation, the referee must always blow the whistle for a high ball. A deliberately high ball is never tolerated. A ball above knee height is never tolerated.
d. Hacking: The stick of the opponent who has the ball may not be touched without playing the ball.
e. Hitting: Hitting is not allowed in the attacking half or in one's own circle, because there is no goalkeeper.
f. Obstruction: The attacker may not deliberately stand still between the ball and the defender to prevent the defender from reaching the ball.
g. Pushing: Opponents may not be pushed.
h. Distance: When the ball is put back into play, the defending side must always keep a distance of 5 metres. Inside the 23-metre area, the attacking side must also keep a distance of 5 metres.

<u>Dead-ball situations</u>

31. The following dead-ball situations can occur. For each situation, it is explained how to proceed.
    a. Over the sideline: If the ball crosses the sideline, it is taken at the spot where it crossed the line, by the team that did not touch it last.
    b. Hit-out: If the ball crosses the back line and was last touched by the attacking side, the ball is taken in line with the spot where it crossed the back line, no further out than the line level with the top of the circle.
    c. Long corner: If the ball crosses the back line and was last touched by the defending side, the ball is taken on the 23-metre line, in line with the spot where it crossed the back line.
    d. Free hit: Anywhere on the pitch except inside the circle, a free hit is awarded for a foul. The ball is then taken at the spot where the foul was committed, by the side that was fouled.
    e. Free hit for the defending side inside the circle: If a foul is committed against the defending side inside the circle, the defence may take the free hit anywhere inside the circle.
    f. Penalty corner: This is awarded when the defence commits a foul inside the circle, for example a foot, a raised ball or deliberately playing the ball over the back line.
        i. Five defenders take position in the goal and the rest of the defending team goes beyond the centre line.
        ii. One attacker stands at the penalty corner mark and passes the ball in. All other attackers stand outside the dotted line (they do not all have to stand around it).
        iii. The ball is played to another attacker and must have been outside the dotted line before the attack can continue towards the goal. A goal can therefore only be scored once the ball has been outside the dotted line!

iv. The defenders and attackers may only run in/out once the ball has been played by the injector.

g. Penalty stroke: A penalty stroke is awarded for a foul inside the circle that prevents a goal (for example a foot on the goal line that prevents a goal).
   i. The penalty stroke is taken from the 23-metre line, on an open goal.
   ii. All players are behind the 23-metre line.
   iii. The attacker plays the ball towards the goal in one fluid movement.

32. If a final ends in a draw, shoot-outs are taken.
    a. An attacker starts on the 23-metre line and a defender on the penalty spot. After the umpire has blown the whistle, the attacker has 8 seconds to score the shoot-out.
    b. There are four possible outcomes:
       i. The attacker scores a goal for the attacker
       ii. The attacker does not score or commits a foul no goal for the attacker
       iii. The defender commits a serious or deliberate foul on the attacker or the ball to prevent a goal penalty stroke for the attacker
       iv. The defender commits any other, unintentional foul a new shoot-out for the attacker
    c. Both teams get five attempts to score from a shoot-out; the team with the most goals wins the match.
    d. Players may attack only once and defend only once per set of shoot-outs.
    e. In the first set of shoot-outs, only three men may attack and only three men may defend.
    f. For each shoot-out, the attacking team lines up its player first.
    g. If there is no winner after the first five shoot-outs, further sets of shoot-outs are taken until there is a winner. The count of men/women and attackers/defenders starts again after the first set of 5.
33. Agreeing on the result of a match in advance is not allowed. Losing on purpose is not allowed either. If the board or another team notices that this happens, strict action will be taken. This rule is brought to you in part by team Balvaria in 2022/23.

Hockey rules – indoor competition

Introduction to the indoor rules

34. Indoors, the same rules apply as outdoors, with a number of exceptions.
35. With a few exceptions, Never Less follows the rules set by the KNHB (Royal Dutch Hockey Association).
36. An indoor match lasts 15 minutes.

Indoor rules that differ from the outdoor rules

37. The pitch used for indoor hockey is considerably smaller, so fewer players are fielded. Each team may field 6 players. A maximum of 2 men per team may be on the pitch.
38. If a team has fewer than 5 of its own players, the opponent automatically wins 3-0. If 6 of the team's own players are not present, the team may be supplemented with players from other teams.
39. Only pushing the ball is allowed; a hit or slap hit is considered a foul.
40. In addition to wearing a mouthguard and shin guards, it is compulsory indoors to wear a hockey glove on the left hand, so make sure you have one!
41. The side boards of the pitch may be used during play. The ball is therefore not out when it hits them.

42. You may have a maximum of three points of contact with the ground: two feet and one hand. Putting a knee on the ground or lying down is therefore not allowed.
43. An attacking player may not play through the opponent's block. A block means that the defending player holds the stick flat on the ground, with the left hand pressed to the ground.

Indoor rules that are the same as outdoors

44. The ball may not be raised.
45. The players on the pitch count as field players. There is therefore no goalkeeper.

Dead-ball situations

46. After a foul, the ball may be taken by the other team. This can be done with a self-pass, by playing it to another player, or by playing it to a teammate via the side boards.
47. Different rules apply around the circle:
    a. When the ball is taken from the opponent's half, it may not go directly into the circle.
    b. Before the ball enters the circle, the player must first move 3 metres with the ball, or the ball must first have been touched by at least one other player (attacker or defender).
48. The long corner is taken from the centre line. If a defender deliberately plays the ball over the back line, the attacking side is awarded a free hit level with the circle.
49. In the case of a penalty corner, play is stopped and the ball is taken from the centre spot by the attacking side. A maximum of 3 players (of the defending side) may stand in the defending circle. The rest must start in the attacking circle. All defending players may leave these areas as soon as the ball has been taken by the attacking side. Attacking players may stand anywhere on the pitch except in the defending circle, which they may only enter once the ball has been taken.
50. If a team has fewer than 5 of its own players, the opponent automatically wins 3-0. If 6 of the team's own players are not present, the team may be supplemented with players from other teams.

Shoot-outs

51. If a final ends in a draw, shoot-outs are taken. Because the indoor pitch is smaller, different starting positions apply:
    a. The attacker starts on the centre line and the defender on the back line. After the umpire has blown the whistle, the attacker has 8 seconds to score the shoot-out.
    b. Otherwise, the same rules apply as outdoors.

Amendment of the hockey rules

52. The board is authorised to amend the hockey rules by a simple majority. The intention to amend a hockey rule is announced to the Policy Advisory Committee and the hockey committee no later than one week before the amendment is announced.
53. Only the General Members' Meeting is authorised to amend article 52 of the hockey rules, by a simple majority. This article can only be amended by the General Members' Meeting by a qualified majority of 75 percent.