

BHUK South East Conference

Rulebook

2023-2024 Season



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1.0 INTRODUCTION

The purpose of these Rules and Regulations is to facilitate fair and competitive ball hockey league, while developing the sport in the South East Region. The Organising Committee (OC) reserve the right to impose appropriate sanctions on teams that do not comply with these rules. This document outlines rules and regulations that apply to all South East tournaments, events, and league play. This document is an overview of 'local rules' for the South East Conference, all BHUK and ISBHF rules will be followed. Where a local conference rule conflicts with a BHUK or ISBHF rule then the local conference rule applies.



2.0 PRE-GAME

2.1 SOUTH EAST CONFERENCE FORMAT

2.1.1 The 2023-24 competition will run with teams based in the South East Region playing each other in 'Game Day' events. A league table will be kept throughout the season. Games will take place at the Bisley Roller Rink (The Lord Roberts Centre, Queens Rd, Bisley, Brookwood, Woking GU24 0NP). South East Conference will operate one league only in the 2023-24 season. This will be the South East Ball Hockey League (SEBHL), which is open to both men and women and juniors (see 2.6).

2.1.2 South East Ball Hockey League (i.e., Adult), due to venue constraints, will be a shortened season consisting of 3 'Game Day events' for Division 2 and one game day for Division 1. It will operate between February 2024 to June 2024 (typical target is October to June season). Each team will play several games over the game day. Division 1 will occur after the BHUK Tier 1 season is completed.

2.1.3 Where possible event dates will be chosen to avoid clash with BHUK events. In particular, dates for Tier 1 and Tier 2 will be avoided where possible as to allow league teams to participate.

2.1.4 Due to shortened season the playoff will be rolled into the last game day for Division 2. Division 1 will consist of one game day only and will include a playoff.

2.1.4.1 Playoff format for 2023-24 is as follows:

- Division 2: one game playoff of the first place vs second place team. Game is to be 2 periods of 15 minutes of stoppage time. If however the league ends up running behind schedule and at risk of not finishing within the time frame booked, the League executive reserves the right to reduce the game length. This will be communicated to the Division 2 managers.
- Division 1: There will be semi final games featuring 1st place vs 4th place and 2nd place vs 3rd place. The winners of each game will meet in the playoff final. All playoff games will consist of 2 periods of ten minutes with stoppage time. If however the league ends up running behind schedule and at risk of not finishing within the time frame booked, the League executive reserves the right to reduce the game length. This will be communicated to the Division 2 managers.
- Where playoff game is tied at end of regulation time, there will be a Four min stop clock sudden death Overtime (OT) period. If tied after the 4 minutes OT, then a three-round shootout (where each shooter is different player) will be held. If tied after the three rounds, then will have an additional one shooter round (new shooter), and repeat until winner determined (needs to be new shooter each time until each player has done a shot).

2.1.5 A team fee will be agreed at the start of the Conference season. The fee covers the following: venue hire, referees, insurance, equipment, social media, trophy

and awards and miscellaneous operating expenses. Please see the Team Registration section for further details.

2.2 ORGANISING COMMITTEE

2.2.1 The Organising Committee (OC) will be determined at the start of each season.

2.2.2 The OC will consist of a Chairman, Vice Chairman, Secretary, Treasurer & Social Media, Head of Officiating & Discipline, Statistician, Women's Development and Registrar. We ask each team to nominate a representative to hold a position on the OC. While all teams are expected to take a set role, any team without a set role will still have a representative on the OC.

2.2.3 The roles and responsibilities for the OC are as follows:

- Chairman (Andrew Rae): in charge of Organising Committee; will chair and head meetings regularly; will ensure the league operates according to the governing rules and regulations; develop and own relationship with BHUK, is the primary signatory on bank account including online banking; liaise with and own relationship with venue management, oversee all roles as listed below.
- Vice-Chairman (Vacant): supports chairman, including, but not limited to, filling in for Chairman, if they are not available; assists the Chairman to ensure league rules and regulations are adhered to; performs additional tasks as and when needed; is the secondary signatory on bank account including online banking.
- Secretary (Lewis Phillips): responsible for all internal communications, including, but not limited to, setting all meeting dates, times, and locations, and to create the meeting agenda and take minutes, which are issued on timely basis (within 1 week of meeting); ensures fixtures lists are provided to teams on timely basis. In addition the secretary role will be in charge of player registration; ensures roster lists up are to date on Mystatsonline; processes all new registrations (see 2.5) and player transfers, including updating rosters, as per 2.7; ensures all registered players have signed a waiver prior to play; maintain original copies of waivers on file.
- Treasurer (Andrew Rae): responsible for the league budget as well as tracking and reporting of all financial transactions, including the collection of all debts owed and paying liabilities on timely basis; to manage the league bank account and act as signatory.
- Social Media (Vacant): work with the Secretary to issue communications on social media [social media is defined as, but is not limited to, the league Facebook group and page, respectively, Twitter, Instagram, league website, etc.]; monitor and respond to all inquiries on social media; work in cooperation with BHUK on social media; manage the league website.
- Head of Officiating and Discipline (Laura Dance): responsible for selecting and scheduling referees; securing & maintaining league referee jerseys; ensuring referees adhere to the league rules consistently; review standards of play and

refereeing; ensure the provision of game balls; chair the BHUK SE Conference Disciplinary Committee.

- This role will also handle the following Game Day decisions (if cannot be seen as impartial, then this may get delegated out to another ref)
- Ensure event runs according to time schedule.
- Deal with any issue that may arise on the day (excluding those within the domain of Event Organiser – see 2.3.2.2). These include but are not limited to those described in 5.2.2; 5.4.2; 5.4.4; 5.4.5; 6.15.
- Statistician (Ash White): provision of all documentation for each event (game sheets, incident log, league rules, schedule); collect game sheets at conclusion of each event; compile stats to be published online; statistics to compile are as follows: league table/standings, leading scorers, leading goaltenders. See sections 3.4.5 and 4.2.1.
- Women's Development (Vacant): To encourage development of Women playing the sport. This season focus will be on entering a regional team in BHUK Women's tournaments and encouraging players to enter the Ladies draft tournament.
- Youth Development (Vacant): to oversee the league's youth programme including but not limited to the Junior league. Long term aim is to develop Youth leagues for all age groups.

2.2.3.1 The OC's role is to oversee the operation of the conference and implement the rules and regulations stated in this document. Committee to consist of this person plus each team's representative (typically coach or manager).

2.2.4 When the OC has been elected, any changes to the rules can be proposed and implemented, as long as a 2/3 majority of the OC vote in favour. Where a member of the OC holds more than one title, their vote will only count once.

2.2.5 If any member of the OC fails to communicate with the committee, due to changing or unforeseen circumstances, the OC will call inactive members to discuss the lack of contact and whether they wish to continue.

2.2.6 If the previous point does not resolve the issue, the inactive member will be emailed within two weeks of phone contact.

2.2.7 If the previous point does not resolve the issue, the inactive member will be emailed once again to inform them the OC believes they have effectively resigned.

2.2.8 The new vacancy will be advertised without waiting for the next annual general meeting (AGM). This will also apply to OC members who resign during the conference season.

2.3 EVENT ORGANISER

2.3.1 One individual will be nominated by the OC as the Event Organiser. This can be a member of the OC. Teams and players must comply with any and all decisions

made by the Event Organiser. At times, the Event Organiser's responsibilities may be delegated to other individuals.

2.3.2 The role of Event Organiser consists of:

2.3.2.1 Pre-Event

- To confirm the score clock is functioning and obtain a laptop to control said score clock from venue. [If not available from venue, work on a backup plan]
- To ensure game balls are brought to venue.
- To ensure the following are available in hard copy at every event: League Rulebook, Schedule, Game Sheets (enough to cover all games on the day), Incident Report, Ref Match Report, Team Rosters, and Registration Details.
- Any other preparatory work as required.

2.3.2.2 During Event

- To review game sheets and ensure the information noted is recorded correctly.
- To deal with issues that may arise on the day (excluding those within the domain of Head of Officiating and Discipline). These include, but are not limited to, the responsibilities described in 3.5.3; 5.4.4.
- To delegate event decisions to the Head of Officiating and Discipline in order to ensure impartiality.
- Ensure there is a responsible person to check that the venue is tidy at end of the day.

2.4 TEAM REGISTRATION

2.4.1 Any team wanting to play in the BHUK South East Conference must formally register their team with the South East Conference using this form: https://docs.google.com/forms/d/1cc_cl3RUfpNdsJzjjO3JwyLYHnz2_IMm9A5Ormx8Umc/viewform?edit_requested=true

2.4.1.1 As part of registration process/form, teams are asked to either provide named first aider or provide the name of a team who has agreed to provide their first aid.

2.4.2 Each team must pay a non-refundable deposit (see 2.4.3) towards an annual fee prior to start of season. This fee, along with a list of players, must be presented to the OC in advance of the first event at the date and time provided by Secretary (Registrar).

2.4.3 For the SEBHL, the Division 2 deposit amount is £283.33 and £100 for Division 1. It must be paid in advance with the remaining balance to be spread over two more payments. These payments for Division 2 will be due on 15 February and 9 March. A discount of three (3) percent will be provided to any team who pays 100% of fee upfront.

- 2.4.4 If any amount of the team registration fee is outstanding (as compared to payment plan) prior to start of game day event then this team will forfeit all games for which there is a debt.
- 2.4.5 Any teams requesting entry to the League from outside South East region must be approved by BHUK

2.5 PLAYER REGISTRATION

- 2.5.1 Each player must complete their registration with the South East Conference prior to playing in any match. This can be found at: <https://www.bhuksec.co.uk/registration>. Note players who played in Division 2 do not need to register again to play in Div 2 however the Div 1 manager must declare in writing to all other team managers as to which of these players will be on their roster
- 2.5.2 Each player must also register with and pay in full their Ball Hockey UK player registration. This can be found at: <https://www.ballhockeyuk.com/registration-forms>. Note that if a player elects to register on BHUK's six-week trial then they must sign up for annual registration once the six-week period expires, otherwise they are not eligible for play.
- 2.5.3 To complete their registration, a player must fill in the conference registration form, which includes a legal waiver. If the player is under 18, a parental/guardian waiver is also required, without exception. The player must also be listed on their official team roster and filed with the league.
- 2.5.4 Registration, for both South East Conference and Ball Hockey UK, must be completed prior to the event day and any new registrants (with roster number) will be provided to the Conference Registrar. The registration deadline for each event will be set by Conference Registrar.
- 2.5.5 To be eligible for playoffs a player must have been registered and played in at least one league game prior to playing in any playoff game.
- 2.5.6 If a player participates in any league game (or for playoffs, a player who does not qualify as per 2.5.5) is not registered, then:
- The player will be awarded a one game penalty as soon as the offence is identified.
 - Any goals and assists scored by the player will not count towards the individual but will count for the team. Any major penalties will count towards the individual.
 - The team for which the player violated these conditions will be penalized two points for every game illegally taken part of.

- 2.5.7 It is the responsibility of Team managers to ensure that any player subject to any disciplinary issues or not fully registered, does not play in any league game.

2.6 AGE LIMIT

- 2.6.1 Players must be 15 years of age before they can compete in senior events OR
- have officially made the national team for a GB Junior World Championship squad in current or previous seasons OR
 - if a GB Junior team has not yet been announced, any player who has formally registered to trial for a GB Junior World Championship squad (i.e., GBU16, GBU18, GBU20 – male or female) and have been confirmed as having attended at least one national team training.
- 2.6.2 Exceptional young players who do not qualify can also be eligible if approved by the OC. The player's coach/team manager bears full responsibility for the decision to include younger player and any injuries related during the game.
- 2.6.3 Any player under the age of 18 years at the start of the season will be required to obtain signed parental/guardian consent (in the form of U18 Waiver) and ensure it is on file with the OC.

2.7 PLAYER TRANSFERS

- 2.7.1 Players are free to transfer between clubs and register for any other South East Conference registered team.
- 2.7.2 After initial player registrations, during a season, transfers between teams (including transfer between teams within a club) must be registered.
- 2.7.3 The transfer process is:
- The player (or their new team) needs to submit a transfer request in writing (SMS message, e-mail, WhatsApp, Messenger, etc.) to the Conference Secretary/Registrar.
 - The Conference Secretary/Registrar will notify the former club of the transfer. The former club may then raise an objection or grant permission. Permission will be assumed automatically granted if there is no response from the former club within five (5) days.
 - The Conference Registrar will decide whether the transfer will be approved and will communicate the decision as appropriate. Transfers will always be approved unless there is a clear violation of the rules and principles of BHUK.
 - The transfer must be submitted a minimum of ten (10) days prior to an event in order to be eligible.

- A £25 charge will be due from the receiving team within two (2) days of the transfer being approved. Failure to complete payment within the timeline will nullify the transfer.

2.7.4 The player database, which is available to all team managers, will be updated with the player associated to the new team. The player transfer process should take less than one (1) week. A player is only allowed to be transferred once (1) per season. If a player does not follow the transfer protocol and plays for a different team, then:

- The player will be awarded a one game penalty as soon as the offence is identified.
- Any goals and assists scored by the player will not count towards the individual but will count for the team. Any major penalties will count towards the individual.
- The team for which the player violated these conditions will be penalized two points for every game illegally taken part of.
- The player remains registered for their original team until the transfer is approved. If a transfer is declined and any of the parties involved want to protest, the appeal must be delivered in writing to the OC for further investigation.

2.8 SELECTION OF REFEREES

- 2.8.1 The Head of Officiating and Discipline will select and allocate appropriately competent referees, when possible. The aim is to select referees that are not registered players and/or part of a team's management. In the event this is not possible (e.g., shortage of referees), each team taking part in an event will provide one official (can be a non-player).
- 2.8.2 The aim is to have a minimum of two (2) qualified, independent referees per match and a minimum of three (3) referees available per 'Game Day event'.
- 2.8.3 At a minimum, referees will be qualified with a Level 1 Bronze BHUK referee certification. The BHUK referee certification levels are as follows:

Level	Details
1 – Bronze	Foundation knowledge of the rulebook, positioning on the court, how to communicate, how to conduct face-offs, confidence to call penalties and get them right, knowledge of penalty timings.
2 – Silver	On-court experience in officiating. In person assessment on performance. First Aid qualified and CRB checked.
3 – Gold	Experienced official, capable of mentoring others.
4 – Platinum	International standard. Would be recommended for ISBHF tournaments.

- 2.8.4 For critical matches (e.g., playoffs), in the event two qualified, independent referees are unavailable, a request will be made to BHUK to provide referees.
- 2.8.5 Referees with an association with a given team will not be allowed to referee those games involving that team unless there is a critical shortage of referees on the game day. Examples of associations would be a close relative who plays on the team, or who plays for a given team.
- 2.8.6 Any objections to the selection of a referee or referees should be made prior the start of a match. This is the only opportunity for teams to object to selection of referees and any objection made during or after a match will be deemed invalid. A change in referee(s) prior to a match will only be permitted in extreme cases where a valid objection or conflict of interest is approved by the Head of Officiating and Discipline. If the Head of Officiating and Discipline does not accept the objection or if change is not possible due to availability, etc., then teams must accept the selected referees.
- 2.8.7 The referees will not be changed during a match due to objections from either of the playing teams.
- 2.8.8 The total referee fees will be budgeted at £37.50 per hour [depending on experience] based on all referees presents. This payment is the sole responsibility of the OC and the cost of which will be included in team registration fee. If Match Report is required, payment will be withheld until Match Report is submitted to Head of Officiating and Discipline.
- 2.8.9 Due to small pool of Refs in the South East Region, we will budget £120 per event to cover travel costs. This is intended for 'out of region refs' however can be paid to any in region referees who travel a long distance to game location.

2.9 INSURANCE

- 2.9.1 Ball Hockey UK provides insurance to all registered teams and conferences. This insurance provides public liability and employee cover. Public liability covers any damage during play or surrounding play. Employee cover supports volunteers, referees, coaches, and anyone else involved in the organisation that helps. While these volunteers and refereeing is not classed as employment, they still carry out duties for the organisation as instructed and are thus covered. Details posted on BHUK website (<https://www.ballhockeyuk.com/>).

2.10 DBS

- 2.10.1 All team coaches and managers plus paid referees are required to have successfully completed a DBS check.

3.0 DURING

MATCH

3.1 REFEREES

- 3.1.1 Referees will wear full BHUK SE Conference approved referee kit when officiating any match.
- 3.1.2 It must be understood that referees make mistakes and inexperienced referees will make more mistakes.
- 3.1.3 Referees oversee the match, and all decisions must be respected. The Event Organiser and OC members will not get involved in refereeing decisions during a match except in extreme circumstances (e.g., involving injury).
- 3.1.4 Any complaints about referees must be made in writing to the Head of Officiating and Discipline (if complaint relates to this person, then to be made in writing to Chairman).
- 3.1.5 ISBHF rules must be followed: only the team captain(s) or assistant captain(s) are entitled to speak to the referees (see 3.3.14). This must be on their jersey OR before the game the Team manager must inform the referee so that the referee is aware who are the Captains and Assistants). If a referee considers this rule to be violated, the relevant player can be given an appropriate penalty.

3.2 GAME TIME & SCHEDULE

- 3.2.1 Division 2 games will consist of two periods of ten minutes of fully stop clock play. There will be no overtime periods. All games will result in a win, loss, or draw. The regular season will consist of 12 games per team (playing each opponent 4 times). Division 1 regular season games will consist of two periods of ten minutes however stoppage time will only be in last two minutes if the score is within two goals or less.
- 3.2.2 Time will be allotted prior to each game for a two (2)-minute warm up. For those requiring more time to warm up due to age/injury, please do so off-court prior to the allocated time for your game. Where a game day is falling behind schedule, the EO/head of Officiating & Discipline may decide to remove the pre-game warmup.
- 3.2.3 If the score-clock is available, it will be used. In the event a score-clock is not available the timekeeper will visibly communicate (i.e., sheet with large number on it) major milestones in a match (e.g., when one (1)-minute is left). Upon a game's conclusion, the timekeeper will sound a horn loudly. Further to the unavailability of a score-clock, when penalties occur, the timekeeper will provide an audible ten-second countdown so the penalised player will be aware of the penalty concluding.
- 3.2.4 To ensure we keep to time budget or make up for time lost e.g., due to significant injury) and thus ensure rental booking times, the Head of Officiating

and Discipline or EO has authority to make adjustments to bring us back on schedule. In priority order the adjustments will be: a) remove warmup and or make games one period of 20 minutes, b) remove teams right to a timeout c) reduce game length.

3.3 GAME RULES

- 3.3.1 Game play will be 4 on 4 plus goalie for the SEBHL.
- 3.3.2 Teams must be prepared to start a game at the scheduled time.
- 3.3.3 If a team is not prepared to start a game on time (this includes Eligible player sheet being reviewed and updated/approved by team manager for first game of day), they will be given a bench minor penalty for delay of game.
- 3.3.4 Teams that are more than five (5)-minutes late in terms of being ready to play (this includes Eligible player sheet being reviewed and updated/approved by team manager for first game of day) for a game will automatically forfeit the game, recorded as a 3 – 0 loss.
- 3.3.5 Players that arrive late will only be permitted to play if they arrive in the first half of the game.
- 3.3.6 One 30-second time-out will be available to each team per game (see exception for 3.2.4). In the event of time constraints, time-outs may not be allowed at the discretion of the Head of Officiating and Discipline. If this occurs, teams will be notified prior to a game.
- 3.3.7 Player substitutions may occur on the fly, immediately following a penalty assessment, general whistle, after a goal or during a time-out.
- 3.3.8 The floating blue line is used during a game as per ISBHF rules.
- 3.3.9 To negate an offside, you need to return to the line, otherwise known as offside clearing.
- 3.3.10 The Ice vs Ball document on the Conference website (<https://www.bhuksec.co.uk/ice-vs-ball-rules>) supplements the league rules.
- 3.3.11 Flooring will not be enforced at the Bisley Rink due to the size of the venue.
- 3.3.12 Rules related to penalties and numbers on the playing surface for SEBHL:
- 3.3.13 There will always be a minimum of 3 players on the surface for each team at any time. In the event of 1 team having two penalties at same time, the game will be played as 5 on 3 (i.e., non-offending team adding a player and offending team down one player). Upon completion of the first penalty, play will revert to 5 on 4 (i.e., team shorthanded will be allowed their player on the surface). If there is a whistle before the second penalty ends, then play will then revert to 4 on 3. If there is no whistle before the second penalty is over upon expiry of second penalty, the teams will go back to even strength (i.e., 5 on 5) until the

next whistle at which time play will revert to 4 on 4. If the two penalties occurred at same time, then, when the penalties are over, play changes from 5 on 3 to 5 on 5 until the next whistle at which point play reverts back to 4 on 4.

- 3.3.14 In order to preserve the integrity of the rink, at the discretion of the referee, a penalty shall be assessed to a player that overtly smashes their stick on the surface.

3.4 GAME RECORDS

- 3.4.1 Game sheets/records will be completed for each game in each event. Each team is responsible for providing accurate roster to the Registrar in advance. This roster will be used for the game sheet recording.
- 3.4.2 Wherever possible, non-playing volunteers will be used to fill in game sheets and perform time keeping duties. In the event this is not possible, we will use a pool of players to do so.
- 3.4.3 After each game, a referee must review and sign the game sheet. Where a referee is refereeing two games back-to-back this may not be possible however this will occur at the first opportunity for a break.
- 3.4.4 After each game the team managers have 20 minutes to sign the Game sheet. Game sheets are to remain at the time-keeping bench. Failure to sign game sheet within 20 minutes will result in no changes being allowed. Only exception is where video evidence is provided to prove a change to who is credited with a goal or assist.
- 3.4.5 The conference Statistician will be responsible for the collection and storing of the game record sheets from each event and ensuring these get uploaded onto MyStats.

3.5 FIRST AID

- 3.5.1 BHUK SE Conference do not provide first aid cover and it is the responsibility of each club to deal with their player injuries. Venue staff may (unlikely) provide some basic first aid, but if in any doubt call for an ambulance.
- 3.5.2 Each team will provide either a named person as their first aider OR agree with another team that they will provide the first aid for that team. All first aiders must have a first aid certificate (or medical equivalent) that is in date.
- 3.5.3 Anyone qualified in first aid may volunteer to help and should identify themselves quickly if they can help. The Event Organiser and BHUK must be informed immediately of any serious incident or accident. After each incident, a BHUK SE Incident Report must be completed by Event Organiser (or an individual qualified first aid), to be made available for consumption.
- 3.5.4 If the first aider is a goalie, then they are allowed to go to any part of the rink to provide first aid.

3.6 MANDATORY EQUIPMENT

- 3.6.1 A certified hockey helmet (with chin strap), gloves (ice hockey, ball hockey or lacrosse) are required by all (except goalies). The following equipment is strongly recommended: Jock/Jill (see 3.6.2), mouth guard, proper eye protection (i.e., certified half or full Visor or helmet cage, or sports goggles that are made of non-breakable plastic), shin pads and elbow pads. A waiver must be signed by all eligible players absolving league from all responsibility in the event of injury due to not wearing the recommended equipment.
- 3.6.2 As per ISBHF rules, all players under the age of 18, and all Women must wear a certified helmet with a cage or full visor at all times. All players over 18 and under the age of 20 must wear a half-visor. All players under the age of 18 must also wear a Jock/Jill and shin pads.
- 3.6.3 All goalies are required to wear a helmet with a face mask, chest protector, blocker, catching glove, goalie pads, Jock/Jill and use a goalie stick.
- 3.6.4 All sticks must be fitted with a Butt End made of either plastic, rubber, or tape of adequate size so as not to fit through a standard face cage.
- 3.6.5 Any noted violation of this policy will result in the stoppage of play at the referee's discretion and the offending player will be sent off to resolve the equipment issue. The player will only be permitted back on the playing surface after the resulting face-off.

3.7 TEAM UNIFORMS

- 3.7.1 Teams are to agree a team colour with the Organising Committee. All teams must have a backup colour available in the event of a colour clash with other team.
- 3.7.2 All players in a team must wear a uniform kit (shirt mandatory & shorts preferable) of the same colour, with individual, unique numbering. Players retain their squad number throughout the season (unless they make a formal request that is approved by Registrar). Goalies are not required to have a team jersey; however, they need to have a number on the jersey they wear and number to be included on team roster.
- 3.7.3 The Team playing as the **home team** as per the schedule have the right to wear their home colour jerseys. It is responsibility of the **away team** to ensure the **colours do not clash** and they should change in the first instance. If they are unable to change their jersey colour (turning inside out is allowed however ALL players to be eligible for play will need to tape numbers on their backs) they should be assessed a 2-minute penalty for illegal equipment at the start of the game. Alternatively, the away team manager can request the home team to wear their away jersey to avoid a clash in writing 24 hours prior to the face off.

- 3.7.4 BHUK acknowledges that teams may not have consistent kit. We advise that this potentially punishable by BHUK rules by a single penalty at the start of each game.

3.8 DIVISION FORMAT

- 3.8.1 League will operate a two-division format (Division 1 and Division 2) based on team level of ability. Division one will feature the top teams with Division two being the second level in terms of quality of play. Who is in what division is determined by the OC.
- 3.8.2 To help ensure teams have good numbers of players on their bench for a given game day, we will allow limited number of players registered to a Division 1 team to play in Division 2 and vice versa. The rules are as follows:
- Each Division 2 team can use a maximum of two Division 1 registered players per season (same applies vice versa however GB players playing up to Div 1 are exempt - see 3.8.3).
 - Each player used can play in a maximum of 8 games during the season (GB players playing up to Div 1 are exempt – 3.8.3)
 - All players utilised to be notified in “BHUK SEC - Team Mgrs & League Exec Group” Google chat group at least 48 hrs before using these players for first time in season
 - The league Executive will check all submissions and has right to veto any players used
 - Players must prioritise the games of their BHUK registered team regardless of league or BHUK national games unless permission granted by the division 2 team.
- 3.8.3 In addition, GB players who have game time experience in at least one International Tournament or have been named to a GB Squad team (inc. juniors or masters) and who are registered to a Division two team are also allowed to play in division 1 however priority is given to their division two team if both teams have games (regardless of regional or BHUK national games) on a given game day. The purpose of this rule is to ensure British national team players get to play at this highest possible level.

3.9 OTHER

- 3.9.1 Illegal drugs cannot be used on the premises (including outside the building). Failure to comply will result in removal from building and thus not able to play the remained of gameday.

4.0 POST-MATCH

4.1 LEAGUE POSITIONS

- 4.1.1 Games will be decided by win, lose, or draw. No overtime or shootouts will take place during the regular season. Points are awarded as follows: Win = 2 points, Draw = 1 point, Loss = 0 points.
- 4.1.2 League positions are decided by assigning the higher ranking to the team with (in the specific order below). The highest ranked team at the end of the season will be declared the regular season BHUK South East Conference Champions for their respective division.
- 1) Highest total points
 - 2) Highest total points in points in matches between tied teams
 - 3) Highest goal differential (Goals For minus Goals Against)
 - 4) If the rankings are still equal after assessing all of the above criteria, then a play-off game may be played within two weeks of the season end if agreed by both teams. Otherwise, lots will be drawn by a neutral person nominated by BHUK – the first team drawn will take the higher league position.

4.2 RECORD KEEPING

- 4.2.1 A Conference Statistician will record the league table, basic team statistics, & individual statistics (goals, assists, goalie stats, etc.) after each event and publish the results online at https://www.mystatsonline.com/hockey/visitor/league/home/home_hockey.aspx?IDLeague=63291

5.0 PLAYING-RULES

5.1 2022-23 CONFERENCE FORMAT

- 5.1.1 The BHUK South East Conference will operate out of the Bisley Roller Rink.
- 5.1.2 Intent is to have each team playing an equal number of games per Game Day wherever possible. Precise format depends on how many teams join league and determined by the OC. Fixtures will be set on a Saturday in Bisley where all teams in a given division will converge and play a series of games (event). A fixture list and subsequent league table will be produced once fixture dates are confirmed.
- 5.1.3 Games will be played in a 4-on-4 format for SEBHL. Teams can be of unlimited squad size; however, each team can only use a maximum of nineteen (19), sixteen (16)-players plus three (3)-goalkeepers, per event for SEBHL.

5.2 DEFAULTS & FORFEITURES

- 5.2.1 A team must have a minimum number of five players, four (4)-players plus one (1)-goalkeeper, to start a game in the SEBHL.
- 5.2.2 In order to avoid a delay of game penalty, teams must be ready to commence play at the referee's whistle. If for any reason during play, a team fails to provide an appropriate number of required players, a default loss will be awarded to said team.
- 5.2.3 Teams that arrive more than five (5)-minutes late for a game will automatically forfeit the game, recorded as a 3 – 0 loss.
- 5.2.4 In order to avoid a £40 fine and to allow notice for the opposing team, the Secretary must be notified of any forfeiture (cancellation) at least 1 week in advance of the event. Exceptions will be made where it is a publicly known, significant traffic delay
- 5.2.5 See 2.4.4 regarding outstanding debts and resulting forfeitures.

5.3 GUIDELINES FOR BORROWING PLAYERS

- 5.3.1 Player borrowing is intended to be used for the purposes of fielding a reasonable team and not to create a team that is more likely to win games. A player may not play for two or more BHUK SE Conference teams except in the following circumstances:
- Goalkeepers – see 5.3.1.3 below
 - If a team has six or less players (inc. goalie) available for a match, then they may include up to three additional players as follows:
 - if team has 6 players, they may borrow one and will start game down 1-0
 - if team has 5 players, they may borrow two and will start game down 2-0
 - if team has 4 players, they may borrow three and will start game down 3-0
- 5.3.1.1 Players borrowed must be fully register with league, and from any team with approval from the OC, or if shortage occurs on the day, approval from Head of Officiating and Discipline. A request must be made at least forty-eight (48)-hours in advance. In the event a request being made within forty-eight (48)-hours of an event, then this will only be approved in exceptional circumstances.
- 5.3.1.2 Borrowed player rule (goalies excluded) can only be used on one game day (regardless of whether used for full game day or a part thereof) per season and cannot be used for any playoff games.
- 5.3.1.3 Goalkeepers may be borrowed freely, with the parent club's permission. The OC should be informed of any loan or borrow situations by 48 hours before any event (unless in the event of an immediate injury). Borrowing can also be for part of the day where a player has a scheduling clash with another form of hockey (evidence to be provided upon request). The OC has the right to deny any loan or borrow request. If on the day, a goalie does not attend or is ill, then with the Head of

Officiating and Discipline, Secretary or Registrar's permission the 48-hr requirement can be waived, and a loan of goalie permitted. This will only occur in exceptional circumstances. The Head of Officiating and Discipline, Secretary or Registrar's has the freedom to converse with the organising committee before making final decision.

5.3.2 In order to facilitate the principle that the rule is not to be used to make a team better but to simply help field a team with subs, the following players are not eligible to be borrowed on a given game day:

- a) any player in the top ten scoring (including any tied for 10th) immediately prior to the game day. For the first game day of season, this will be final scoring list from previous season.
- b) any player in the top two in team scoring (including any tied for 2nd on the team). For the first game day of season, this will be final scoring list from previous season.

5.3.2.1 Exceptions are allowed to 5.3.2 where options for borrowing a player are limited. To obtain an exception approval is required from 2 of the four league positions: Conference Chairman, Conference Vice Chairman, Conference Registrar, Conference Secretary."

5.3.3 Where a club enters more than one team in the SEBHL and these teams are considered to be an 'A' rated team and a 'B' rated team, there will be further restrictions. These won't apply where a club enters two equally competitive teams.

- Team A (i.e., made up of top-rated players)– cannot move down to play for Team B. Team B will be "B" players (the second rated players). The "B" team cannot have anyone who has previously finished in top 20 scoring in league in the previous season
- Team B will have "B" players and where the "A" team falls short of minimum players (6 players), "B" team players may be used to supplement Team "A" on a given game day.
- Team "A" and "B" rosters to be provided one week before a Game Day. Any request for borrowing a player from one team to another is to be made at least 72 hours in advance of the game day
- Team Mgrs. and org committee to vote each time there is request for player movement. To be allowed $\frac{3}{4}$ of votes must be in favour of the player movement for it to be approved. Missing the deadline (see #3) of one week in advance means no players can shift for that game day

- 5.3.4 Any Borrowed players, including goal keepers, must not be selected to play in preference to other registered team players who are available. No player (exception is goalies being borrowed) may play for more than two teams on any one day, except if a team goes below minimum number during the event due to injury or significant health issue. If players are to be borrowed, then the opposing team should be notified in advance of the game and be given the opportunity to discuss with the OC of any perceived unfairness. Note that the opposing team does not have the right to refuse the additional players.
- 5.3.5 The circumstances of playing a borrowed goalie are to be specific and any evidence or misuse of this privilege may result in disciplinary action being taken by the league, which could lead to losing the game by default.
- 5.3.6 Borrowing of players will be monitored by the League OC and if any abuse of the rule is suspected, it will be investigated, and a ruling made.

5.4 PLAYER INJURIES

- 5.4.1 Player safety is the most important factor in the event of injury.
- 5.4.2 In the event of a cut where blood is spilled onto the playing surface, the Event Organiser must organise to have the floor cleaned in a manner that meets health and safety standards. Aim is to ensure gloves are brought to venue for this purpose. The injured players' treatment is the responsibility of his/her team and their first aider. In the event of time loss due to a said type of injury, the following applies.
- 5.4.2.1 If the game can finish on time, it is played to a finish.
- 5.4.2.2 If the game may not finish on time, then.
- If possible, will try to secure time at the end to run over.
 - If not possible, will aim to make the time up within our allotted time (reduce time between periods or games, etc.).
- 5.4.2.3 If the game cannot finish on time, and the lost time cannot be recovered or replaced then,
- The game will use the remainder of the allotted/budgeted time and play to a finish.
 - If the game has reached the second period (or second half of game time), or the score is showing a lead of five or more goals for either team, the Head of Officiating and Discipline can call the game with the result to stand as is.
- 5.4.3 Any and all decisions will be made by the Head of Officiating and Discipline, taking advice from the game referee while consulting the team captains. However, any and all decisions will be final.
- 5.4.4 In the event of a break, dislocation or a head, neck, or back injury where the player cannot or should not be moved, the Event Organiser must contact a member of the Bisley Roller Rink to ensure that the emergency services are contacted where

necessary. The injured players' treatment is the responsibility of his team. In the event of time loss due to a said type of injury:

5.4.4.1 If the game can finish on time, then it is played to a finish.

5.4.4.2 If the game may not finish on time, then,

- If possible, will try to secure time at the end to run over.
- If not possible, will aim to make the time up within our allotted time (reduce time between periods or games etc)

5.4.4.3 If the game cannot finish on time, and the lost time cannot be recovered or replaced then,

- The game will use the remainder of the allotted hour and play to a finish.
- If the game has reached the second period, or the score is showing a lead of five or more goals for either team, the Head of Officiating and Discipline can call the game with the result to stand as is.

5.4.5 Any and all decisions will be made by the Head of Officiating and Discipline, taking advice from the game referee while consulting the team captains.

5.4.6 If at any point after the treatment, an injured player cannot leave the playing surface unaided, the player cannot compete in the remainder of the event.

5.4.7 Any and all decisions regarding player injury will be made by the Head of Officiating and Discipline. The Head of Officiating and Discipline may consult the OC if required.

6.0 PENALTIES

6.1.1 Where any doubt occurs with the disciplinary guidelines outlined in this document, please refer to the ISBHF rulebook. Although, where rules differ from the ISBHF rulebook, the guideline from this document takes precedent.

6.1.2 This is a non-checking league however, as per ISBHF rules, contact is allowed. See the Ice Vs Ball document for further details (<https://www.bhuksec.co.uk/ice-vs-ball-rules>).

6.1.3 The penalty times are scaled to be proportional to the playing time. The examples below are based on a twenty-two (22)-minute game:

- Minor penalty: Two (2)-minutes
- Double Minor: Four (4)-minutes
- Major penalty: Five (5)-minutes
- Misconduct penalty: Ten (10) minutes OR Duration of Game
- Gross Misconduct penalty: Duration of Game

(For statistical purposes only, all misconducts (including gross misconduct and game misconduct) are noted as 10 minutes.)

- 6.1.4 All incidents of fighting, stick infractions, verbal, and physical abuse of the officials, checking from behind, etc. are subject to league review with subsequent penalties ranging from suspension to expulsion.
- 6.1.5 A game ejection will be given to any player receiving 4 minors, or a major, or a match or gross misconduct, or a game misconduct penalty during the game.
- 6.1.6 A player on the playing surface at the time of the penalty call will be elected to replace an ejected player in the penalty box.
- 6.1.7 A minor penalty will be assessed to any player who intentionally closes their hand on the ball to gain an advantage over their opponent.
- 6.1.8 A minor penalty will be given to any player who interferes with the goaltender. Goalies will be protected.
- 6.1.9 The play will be blown dead for a shot that hits the goalie in the face/helmet.
- 6.1.10 Unless the ball is in the goal crease area, no attacking player may stand in the goal crease. If a player positions themselves in the crease, the play will be blown dead immediately upon the attacking team's position of the ball. If such conditions prevail while a goal is scored, the goal will be nullified.
- 6.1.11 Any player receiving a misconduct penalty in the last three (3)-minutes of the game will receive an automatic (minimum) one-game suspension.
- 6.1.12 Bench brawls will result in the automatic expulsion of the guilty team(s).
- 6.1.13 Suspended players are strictly forbidden to appear on or behind the players' bench and will not be allowed to assume the role of coach or team manager or interfere with play in any manner. Failure to comply with this rule may result in additional disciplinary action.
- 6.1.14 Players who incur suspensions for major infractions will forfeit the right to play in all subsequent conference games, until their suspension is completely served.
- 6.1.15 Any infractions, including but not limited to anti-social behaviour, occurring in the stands, hallways, car park, etc. before or after the game will be severely dealt with by the OC and Event Organiser.
- 6.1.16 A player who deliberately shoots the ball outside the playing area, or a goalkeeper who shoots the ball directly outside the playing area, or a player or goalkeeper who throws or deliberately bats the ball with his hand or stick outside the playing area, shall be assessed a 2-minute delay of the game penalty as per ISBHF Rule 554(c).

- 6.1.17 If an unidentifiable player, whilst off the rink, uses obscene, profane or abusive language towards any official, or interferes in any manner with any official, and cannot be readily identified, the offending team shall receive a 2-minute bench minor penalty.
- 6.1.18 Any player, whilst on the rink (or in penalty box or on bench), who uses obscene, profane, or abusive language towards any official, or interferes in any manner with any official, and can be readily identified, shall receive a 10-minute misconduct penalty. This can potentially be upgraded to a game misconduct penalty at the referee's discretion.
- 6.1.19 Where any player or representative of a team (i.e. team manager or coach) who is verbally abusive to a time/score-keeping volunteer and that team is not in the game currently being player, then if there is a witness, that volunteer and witness can go direct to referee after the game and explain the event. If referee (must be a witness to corroborate the event) determines verbal abuse has occurred, then the offending team will start their next league game with a two- minute bench minor penalty

7.0 COMPLAINTS

The deadline for all complaints is one week (7 calendar days) after each incident. The OC has two weeks (14 calendar days) to conclude and report on their investigation.

8.0 DISCIPLINARY ISSUES AND GUIDELINES

The South East Conference Disciplinary Rules and Procedures document describes the governance of all disciplinary issues It should be noted that OC reserves the right to take appropriate action against any club, team, player or official for any relevant misconduct.

- 8.1.1 The Disciplinary Committee shall consist of a minimum of 3 people over 18 years of age. The Committee will be convened at the discretion of the Head of Officiating & Discipline and include a minimum of one referee and one member of the Executive Committee.
- 8.1.2 For further information, refer to the South East Conference Disciplinary Rules and Procedures document. This document is located at: <https://www.bhuksec.co.uk/league-rules>.

9.0 AGREEMENT AND WAIVER OF LIABILITY

All registered players in the SEBHL (Adult league) are to read and sign the waiver form and to provide to the OC Registrar prior to playing in first game.

9.1 WAIVER

- 9.1.1 I, the participant, confirm that I am physically able to use and/or participate in BHUK SE Conference facilities, including but not limited to the Arena.
- 9.1.2 I acknowledge & accept all liability for any injury, accident, or loss of personal property.
- 9.1.3 I hereby release BHUK SE Conference, its agents, representatives and employees from all liabilities for any direct, special, incidental, consequential, punitive or exemplary damages, regardless of the form of action arising from or related to by my use of the facilities or my participation in the activities held in these facilities and/or offered by the facilities, except for claims or losses resulting from wilful misconduct or gross negligence of BHUK SE Conference, its agents, representatives and employees.
- 9.1.4 I agree to follow the BHUK SE Conference guidelines and to abide by all policies and codes, as applicable.
- 9.1.5 I agree and accept that if I fail to abide by said BHUK SE Conference Policies and codes as well as all applicable laws and regulations, my access to the facilities and/or participation may be immediately cancelled and/or revoked and my access to the premises, use of the equipment and right to participate in a programme in the future access, may be denied.
- 9.1.6 I agree to follow the contractual of the Venue:
- i. I will treat the venue and its patrons with respect.
 - ii. I will vacate in a timely manner leaving the facility clean and tidy.
 - iii. I will keep the Entrances, exits and escape routes clear at all times.
 - iv. I will not use the Cafe/Bar for changing and not leave kit there or in corridors.
 - v. I acknowledge that teams are responsible or liable for loss or damage of any property, including valuables, howsoever caused.
 - vi. I will not perform or participate in any illegal activities on the premises including substance abuse
 - vii. I acknowledge there is no smoking allowed on the premises and I will abide by this requirement.
 - viii. I agree that I will not use alcohol before or during a game day.
 - ix. I acknowledge that violating any of the above may result in suspension and or ban.
- 9.1.7 Waiver to be signed (with name printed) and dated.

10.0 GLOSSARY

BHUK – Ball Hockey UK

BHUK SE Conference – Ball Hockey UK South East Conference

EO – Event Organiser

ISBHF – International Street & Ball Hockey Federation

OC – BHUK South East Conference Organising Committee

SEBHL – South East Ball Hockey League (adult league)

11.0 INFORMATION

Venue: Bisley Roller Rink

Links:

[ISBHF](#)

[BHUK](#)

[Bisley Roller Rink](#)

[BHUK South East Conference Facebook page](#)

[BHUK South East Conference Website](#)

[BHUK NORTHERN CONFERENCE](#)

[BHUK CENTRAL CONFERENCE](#)

[SOUTH WALES BALL HOCKEY LEAGUE](#)

[Berkshire Ballers](#)

[Ealing Eagles](#)

[London Czechoslovakians](#)

[London Jets](#)

[Medway Stampede](#)

[Windsor Knights](#)

12.0 DOCUMENT VERSION

Description	Owner	Approved	Date
<ul style="list-style-type: none"> General tidy-up 	Andrew		31-Jan-2024

<ul style="list-style-type: none"> • 2.1.4.1 Playoff Format (Division 2) • 3.2.1 – Division 2 - game length, stop clock, games per season • 3.2.4 – plan if running behind time • 3.6.2 - U18s – jock/jill and shin pads are now mandatory • 3.8.2 and 3.8.3- Player movement between divisions 			
<p>5.4.2 any incident with blood will be responsibility of Event Organiser to have cleaned up</p> <p>Removed references to allocating dressing rooms to teams</p>	Andrew		2-Feb-2024
<p>Update for Division 1:</p> <ul style="list-style-type: none"> • Playoff format 2.1.4.1 • Game length 3.2.1 • Player Registration 2.5.1 	Andrew		24-May-2024