



TOURNAMENT REGULATIONS OUTDOOR COMPETITIONS

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**FEDERATION INTERNATIONALE DE HOCKEY
INTERNATIONAL HOCKEY FEDERATION**

WorldHockey

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1. RULES OF THE COMPETITION

- 1.1 The tournament shall be conducted in accordance with the current Rules of Hockey and the Tournament Regulations of the F.I.H.
- 1.2 The Tournament Regulations will be sent by the F.I.H. to the host country's National Association. A copy of the Regulations must be communicated by the Organising Committee to all participating countries in due time prior to the start of the tournament, and more copies must be made available during the pre-tournament briefing meetings.

2. PARTICIPANTS

- 2.1 A maximum of 18 (eighteen) players per team may be entered by each country.
- 2.2 If an Under 21 junior competition a junior shall be defined as a player who is under 21 years of age on the 31 December on the year preceding the tournament.
- 2.3 If an Under 18 junior competition a junior shall be defined as a player who is under 18 years of age on the 31 December on the year preceding the tournament.
- 2.4 In the case of withdrawal of one or more teams the participation of reserve teams is:
 - to be approved by the F.I.H. in the case of an invitation tournament
 - the prerogative of the F.I.H. in any other case.

The host country, the participating countries and the media will be notified accordingly prior to the tournament commencing.

3. TOURNAMENT OFFICIALS

- 3.1 The President and/or the Hon. Secretary General of the F.I.H. (or, in their absence, one or more officials formally designated by the F.I.H.), shall be the F.I.H. Representative(s) during the tournament.

If the FIH Representative is not the President or Hon. Secretary General and any doubt arises at any time during a tournament as to his authority or any other matter affecting his duties, he must immediately contact the President or Hon. Secretary General for guidance and instructions.

- 3.2 A Tournament Director shall be appointed by the F.I.H. The tournament director has the full power and authority of the FIH in relation to all matters concerning the conduct of the tournament in accordance with these regulations
- 3.3 The Tournament Director shall:
 - (a) Appoint the match umpires, video umpire (if applicable), technical officers and judges for each match from amongst those previously selected or approved by the F.I.H. to officiate in the tournament provided that:
 - (i) Match umpires may not be appointed to a match in which their country is playing. Whenever possible, the same principle will apply to any official on duty for such a match.
 - (ii) Video umpires may not be appointed to a match in which their country is playing.
 - (iii) A team official of a participating team is not permitted to be a technical official of the tournament.

- (b) Ensure that all participants abide by the F.I.H. Code of Conduct.
 - (c) Have authority to suspend for one or more matches, players, team officials and other officials who, in the opinion of the Tournament Director, are guilty of misconduct before, during or after a match wherever that misconduct occurred. Such suspended persons may not enter the field of play, or the technical facility areas (including the team bench) surrounding the same during the match(es) of suspension until the match(es) is/are finished.
 - (d) In deciding on the length of any suspension the Tournament Director is not limited to the remaining matches in the Tournament but may impose a suspension that has effect for matches beyond the conclusion of the Tournament.
- 3.4 With the consent of the FIH Representative, the Tournament Director may delegate the exercise of his powers and authorities, in whole or in part and for such duration as the TD deems necessary, to a Tournament Officer. In the absence of the FIH Representative, such power of delegation may only be exercised with the consent of an FIH Office Bearer.
- 3.5
- (a) Any player or official who is suspended by the Tournament Director under Regulation 3.3(c) may appeal against the suspension to the Appeal Jury.
 - (b) In the case of an appeal under Regulation 3.5(a), the provisions of Regulation 17 apply save and except that in respect of suspensions for matches beyond the conclusion of the Tournament, any player or official aggrieved by the decision of the Appeal Jury may, notwithstanding the provisions of Regulation 17.5, lodge a further appeal to the Judicial Commission.
 - (c) Pending the hearing of an appeal by the Judicial Commission, any suspension imposed by the Tournament Director as confirmed by the Appeal Jury stands and the player or official remains suspended and ineligible to participate in the Tournament pending ~~until~~ the decision of the Judicial Commission.
 - (d) In the case of an appeal to the Judicial Commission under Regulation 3.5(a), the provisions of Articles 17, 18 and 19 of the Statutes apply.
 - (e) The decision of the Judicial Commission shall be final and binding and no appeal may be made to the Court of Arbitration for Sport.
- 3.6 When the tournament is over, the Tournament Director, the National Association of the person concerned and, in the case of permanent exclusion (red card) of a player from the field of play the umpire involved, must send a detailed report on the facts within one month to the F.I.H.

4. ENTRY FORMS

- 4.1 Entry forms must be received from the participating countries by both the F.I.H. and the Organising Committee not later than 14 days before the start of the tournament.
- 4.2 The entry form must comprise:
- the names of up to 18 players wishing to take part in the tournament identified by their respective playing shirts numbered from 1-32;
 - the name of the team manager, not being the team coach or team medical doctor;

- the name of a stand-in team manager not being the team coach or team medical doctor, who will take over the duties and responsibilities of the team manager if the latter is incapacitated or suspended;
 - 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;
 - 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/skirt and socks); and
 - 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 / blouses.
- 4.3 The Organising Committee must hand a copy of all entry forms to the Tournament Director upon arrival at the venue.
- 4.4 Notification in writing of any amendment to entry forms must be delivered by the team managers to the Tournament Director not later than 24 hours prior to the first match of the tournament or at the pre-tournament briefing meeting, whichever is the later. No further amendments will be accepted after the deadline concerned.

5. PRE-TOURNAMENT BRIEFING MEETING WITH THE TOURNAMENT DIRECTOR

- 5.1 Team managers, stand-in team managers and team coaches or assistant team coaches must attend the meeting. In case a team coach or assistant team coach is not able to attend due to unavoidable circumstances, then that coach must sign an official document declaring to have received from the team manager all relevant information from the team manager as communicated during the meeting. The team manager must deliver the signed document to the Tournament Director before the first match of the team in the tournament.
- 5.2 Team managers must bring to the meeting samples of the clothing of their field players and goalkeepers (primary and alternate colours) as well as the leg guards, kickers, hand protectors and headgear of their goalkeepers.
- 5.3 The passports of the players must be produced at the meeting by the team managers and/or, if required, by the individuals themselves at another time and place to be agreed upon, for proof of identity, nationality and, if a junior tournament, age.
- 5.4 The F.I.H. Code of Conduct, established to create awareness of and accountability for the promotion of the game of hockey amongst the participants of the tournament, will apply and a copy of it must be signed by the team managers before the end of the meeting.
- 5.5 The 'Acknowledgement and Agreement Form' required by the FIH Anti-Doping Policy must be signed by each individual player and submitted to the Tournament Director before the end of the meeting.

6. TEAM CLOTHING/EQUIPMENT AND COLOURS

- 6.1 Each team must wear the colours of its country (either primary or alternate) as specified on the entry form (Regulation 4.2) and 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.
- 6.2 If in the opinion of the Tournament Director the colours of two opposing teams might lead to confusion, one of the teams must change colours. This team will be chosen by the toss of a coin if an amicable settlement is not possible.

- 6.3 For clear vision of the ball the following rules apply:
- Players must not wear white socks.
 - Shoes must be predominantly dark in colour, but not green. Shoes containing white manufacturer's logos, white lace-hole trims and/or white bottom and sides of the soles will be permitted.
 - 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.
 - 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 competition. This number must appear in filled (not outlined) distinctive figure(s) and be:
- not less than 16 cm and not more than 20 cm in height, on the back of the player's shirt
 - not less than 7 cm and not more than 9 cm in height, on the front of the player's shorts/skirt at left thigh level.
- 6.5 Each goalkeeper's number must remain the same throughout the competition. This number must appear in filled (not outlined) distinctive figure(s) and be:
- not less than 16 cm and not more than 20 cm in height, on the back of the goalkeeper's shirt
 - 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 in the Olympic Games and any FIH World Level Event (i.e. World Cup, Indoor World Cup, World Cup Qualifier, Champions Trophy, Champions Challenge, Olympic Qualifier and Junior World Cup). 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, skirt / shorts without number, plus suitable material for numbering in an emergency.
- 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:
- wear shin guards, worn inside the socks, at all times during a match;
 - wear any body protection (including leg protection) underneath / inside normal playing clothing;
 - be permitted to wear a face mask while defending a penalty corner provided that the face mask has a smooth surface and fits flush with the face;
 - be permitted to wear a soft face and head protection throughout a match for medical reasons subject to an appropriate medical certificate being submitted to the Tournament Director;
- 6.10 Tournament Directors must require teams to submit all playing equipment for approval prior to the commencement of an event; the requirements set out above and

the general requirement in the Rules that players must not wear anything that is dangerous to other players will be checked at this time.

- 6.11 No advertisement may appear on any item of clothing or equipment used by any player, umpire or official except as may be permitted by these Regulations (refer to Appendix V).

Manufacturer identification(s) on a particular item of clothing worn by players or equipment used by players whilst playing may be permitted by the F.I.H. in accordance with these Regulations (refer to Appendix V).

- 6.12 No player on the field of play will use or be equipped with any device to receive communication.

7. COMPOSITION OF A TEAM

- 7.1 At a time and place to be agreed upon with the Tournament Director during the pre-tournament briefing meeting, each team manager must nominate before every match from the players whose names appear on the entry form, excluding any player who has been suspended from playing in the match by the Tournament Director (Regulation 3.4):

- the eleven players who will be on the field of play at the commencement of the match
- up to 5 more 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).
- the captain and goalkeeper(s) for the match

The remaining players, 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 the suspended players, if any, then go and remain outside the technical facility areas surrounding the field of play until the match is finished.

A nominated player who becomes incapacitated during warm-up or practice may be replaced by a player whose name appears on the 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.

- 7.2 At a time and place to be agreed upon with the Tournament Director during the pre-tournament briefing meeting, each team manager must nominate before every match either the coach or assistant coach whose names appear on the entry form, excluding any coach or assistant coach who has been suspended from the team bench in the match by the Tournament Director (Regulation 3.3):

- 7.3 Each team must have a captain, on the field of play or on the team bench during a match.

- 7.4 Each team must have a minimum of 8 players, including a goalkeeper or a player acting as a goalkeeper, on the field of play for a match to be started or continued.

In case a team does not fulfill this condition, the opposing team will be considered as having won the match by a score of 5-0, or by the score when the match was discontinued, whichever of the two scores will be more advantageous for the winning team.

8. SUBSTITUTION OF PLAYERS

- 8.1 The substitute player(s) will be chosen from amongst the players nominated for that match.

- 8.2 (a) Any player nominated by the team manager to enter as a substitute, having been given a board bearing the number of the player to come off, will go in the vicinity of the centre line of the field of play, not in front but not more than 3 meters aside the Technical Officials' table.

If a field player, he will attract the attention of the player to be substituted, and the substitution will be carried out under the supervision of a technical official on duty, without stoppage of time.

If a goalkeeper, the substitution will be supervised by the umpire(s) and time must be stopped.

- (b) When substituted, a player must immediately go to the team bench.
- (c) 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.

- 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 eight persons, plus the team medical doctor, if registered, must remain seated on the team bench during regulation time, including time stoppages, unless the Technical Officer on duty or umpire(s) direct otherwise or when following substitution 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 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, depending upon the circumstances.

- 9.4 No incapacity treatment will be permitted on the field of play.

- (a) If a player becomes incapacitated on the field of play, one of the umpires may stop the match and assess whether or not the player requires attention from the team bench.

- (b) (i) In the case of an injury to a field player, the umpire may authorise 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, to 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. The umpire may also authorise, if necessary, the stretcher bearers to enter the field of play.

- (ii) In the case of an injury to a goalkeeper, the umpire may authorise 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, to 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. The umpire may also authorise, if necessary, the stretcher bearers to enter the field of play.

- (c) If any person from the team bench and/or the on-duty doctor 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. The two minute period will be managed by the technical officials on duty. The player required to leave the field may be substituted.
- 9.5 If a player sustains an injury which causes bleeding then that player must leave the field of play as soon as possible and must not re-enter until the bleeding has ceased and the wound is adequately covered. Blood stained clothing must be replaced and equipment cleaned before re-entry to the field of play.
- 9.6 If blood staining to the field of play occurs then immediate cleaning must take place by applying an 80% alcohol solution (if a grass field of play) or rubbing with a cloth soaked in an 80% alcohol solution (if a synthetic field of play) for approximately one minute. During this operation there must be a time stoppage of play.
- 9.7 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 but, not within the 23 metres lines and the back lines. A goalkeeper may leave and re-enter the field of play only adjacent to the goal.
- 9.8 Team officials and players may leave the technical facility area surrounding the field of play during half time only with prior permission of the Technical Officer on duty 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. DURATION OF MATCHES

- 10.1 A match shall consist of a regulation time of two periods of 35 minutes each, separated by an interval of 10 minutes. The score at the end of the regulation time will be registered by the FIH as the result of the match.

10.2 Extra-Time:

The rules of hockey will apply to extra time.

In order to establish an outright winner of a classification match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw.

After a 5-minute rest the umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. The extension of time will consist of two periods of 7½ minutes each in between which teams must change ends, without a rest period.

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

If the score is still equal at the end of the extra-time, a penalty stroke competition will be played to establish the winner of the match.

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 agreed regulation full time (see Regulation 10), the score on the resumption being that at the time the interruption took place.
- 11.2 On resumption, Regulation 8 relating to the substitution of players shall apply as though there had been no interruption to the match.

12. TIME-KEEPING

- 12.1 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 and, if necessary, extra time, at half time and full 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.
- 12.2 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.

13. DISQUALIFICATION / FAILURE TO PLAY

- 13.1 During the pool matches:
 - (a) A team either disqualified or refusing to play or to complete a match shall be deemed to have withdrawn from the tournament.
 - (b) If a team so withdraws from the tournament, any matches it has played until then, as well as all the matches it has still to play, will be recorded as a 5-0 loss and that team shall be ranked last in the pool (and in the tournament). The pool points table will be corrected accordingly.
 - (c) No goals will be awarded to any player in all matches played or to be played by the team that has been disqualified or has failed to play.
- 13.2 During the classification matches:
 - (a) A team either disqualified or refusing to play or to complete a match will be deemed to have withdrawn from the tournament at that stage and to have lost the match in question.
 - (b) The team will be ranked last in the tournament and will not receive, or will not be allowed to keep any medals and trophies to which it was entitled or which it had already received.
 - (c) All teams ranked below the team at the time of the withdrawal will be advanced by one place in the final ranking. Where appropriate after such revision of the ranking, the next highest ranked team(s) at the time of the withdrawal will be awarded any medals and trophies as appropriate.
 - (d) No goals will be awarded to any player in all matches played or to be played by the team that has been disqualified or has failed to play.

14. VIDEO UMPIRE

- 14.1 The match umpires shall be entitled to refer for decision by the video umpire any of the following questions:
 - (a) Whether the ball has crossed the goal line legally (within the area bounded by the goalposts and crossbar) when attempting to score a goal;
 - (b) Whether the ball is inside or outside the circle when attempting to score a goal; or

- (c) Whether the ball has been touched inside the circle by the stick of an attacker, following a deflection which results in the ball crossing the goal line.

If possible, the video umpire shall provide his/her decision by the answer 'yes' or 'no' as appropriate.

However, if when reviewing the video replay(s) the decision is not clear to the video umpire, he/she shall indicate to the referring match umpire who will then be responsible for making the final decision.

- 14.2 The video umpire shall call for as many replays from any camera angle as necessary to reach a decision. As a guide, a decision should be made within 30 seconds whenever possible, but the video umpire shall have a discretion to take more time in order to finalise a decision.
- 14.3 The decision of the video umpire shall be final and binding on the match umpire who referred the matter for decision.
- 14.4 All other decisions shall remain with the match umpires.

15. PROTESTS

- 15.1 If a team wishes to lodge a protest at the end of a match or at the end of a penalty stroke competition then the team manager must:
 - (a) Declare the intention to do so immediately under the signature when signing the match or penalty stroke competition report, and
 - (b) Reduce to writing the grounds of the protest and must hand that document to the Technical Officer on duty within 15 (fifteen) minutes of the completion of the match or of the penalty stroke competition, and
 - (c) Deposit five hundred Euros (€500) (or equivalent in freely convertible currency) with the same Technical Officer within thirty (30) minutes of the completion of the match or of the penalty stroke competition. Failure to comply with any part of this regulation will result in the dismissal of the protest.
- 15.2 The deposit will be forfeited to the FIH unless the protest is allowed, in the absence of a decision of the FIH Executive Board.
- 15.3 The Tournament Director must make a decision in writing and publish it at the latest two hours after the end of the match or of the penalty stroke competition in question. It is the obligation of the Team Manager to make arrangements with the Tournament Director to be available so that the Tournament Director can give his decision to the Team Manager.
- 15.4 Notwithstanding any of the other provisions of this Regulation, no protest may be made to or considered by the Tournament Director from a decision of an umpire or video umpire during a match.

16. APPEAL JURY

At world level tournaments and qualification tournaments for these events:

- 16.1 the Office Bearers must appoint an Appeal Jury; but
- 16.2 may delegate the authority to appoint an Appeal Jury to the F.I.H. Representative.

17. APPEALS

- 17.1 If one or more of the teams involved in a protest wish to appeal, the team manager(s) must do so in writing within 30 (thirty) minutes after the Tournament Director's decision has been published (Regulation 15.3). If no such appeal is lodged then the decision of the Tournament Director is final.
- 17.2 (a) Appeals must be handed to the Tournament Director together with a deposit of 500 (five hundred) Euros (or equivalent in freely convertible currency).
- 17.2 (b) The deposit will be refunded after the decision of the Appeal Jury unless the protest is deemed a futile one by the F.I.H.
- 17.3 The Tournament Director must immediately inform the President of the Appeal Jury.
- 17.4 The Appeal Jury must meet and make a decision in writing and publish it as soon as possible but not later than two hours before the start of the first match on the next day that games are played.
- 17.5 The decision of the Appeal Jury is final and binding.

18. DOPE TESTING

- 18.1 All dope tests must be carried out strictly in accordance with the World Anti-Doping Code 2003 (and as further amended and updated) and the F.I.H. Anti Doping Policy, January 2007 (and as further amended and updated).
- 18.2 (a) All international matches and competitions, senior and junior, men and women, will be subject to dope testing as the F.I.H. may direct.
- 18.2 (b) The team managers will be advised at the Tournament Director's pre-tournament briefing meeting of details of the dope testing procedure.
- 18.3 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 tournament.
- 18.4 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 F.I.H. Anti-Doping Policy.

19. UNFORESEEN EVENTS

- 19.1 If circumstances arise which are not provided for in these Regulations, the Tournament Director will determine any actions necessary to deal with those circumstances.
- 19.2 If any team affected by the decision of the Tournament Director under Regulation 19.1 wishes to appeal, it may do so following the same procedures set out in Regulation 17.

APPENDIX I

ONE POOL COMPETITION PLAN AND RANKING

1. PLAN OF THE COMPETITION

1.1 All the teams will play against each other, and the following points will be awarded for each match:

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

Teams will be ranked according to the number of points each has accumulated in the competition.

1.2 (a) If at the end of the competition 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 result of the match played between those teams will be taken into consideration to determine the ranking of the tied teams.

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 1.1 above). If there remains equality, then the teams involved shall be ranked according to paragraphs 1.2(a), (b), (c), and (d).

(e) Should there still remain equality among two teams, then the matter will be settled by a penalty stroke competition (paragraph 3) between those teams.

If more than two teams are involved, then each team will play a penalty stroke competition against the other teams in the same sequence of play as per the order of play in the tournament, in accordance with paragraph 3, (but with 5 (five) strokes only to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.

A ranking will then be established based upon the results of the round of penalty strokes only, with the award for each play 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 lowest number of goals.

If equality remains then teams having an equal number of points shall be ranked according to paragraphs 1.2(a), (b), (c) and (d) as applied to goals recorded during the penalty stroke 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. RANKING WITH FINAL CLASSIFICATION PLAY-OFF COMPETITION

- 2.1 This regulation applies only to the final classification play-off competition that is to be played after the one pool competition.
- 2.2 Finals will be played as follows based on the final ranking in the one pool competition:
- 1st Ranked Team v. 2nd Ranked Team (to determine 1st and 2nd places)
 - 3rd Ranked Team v. 4th Ranked Team (to determine 3rd and 4th places)
 - 5th Ranked Team v. 6th Ranked Team (to determine 5th and 6th places)
- 2.3 The score at the end of the regulation time of any match shall be registered by the F.I.H. as the result of the match.
- 2.4 In order to establish an outright winner of a match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw. After a 5 minute rest the umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. The extension of time shall consist of two periods of 7½ minutes each in between teams shall change ends, without a rest period.
- 2.5 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.
- 2.6 If the score is still a draw at the end of the extra-time, a penalty stroke competition shall be played to establish the winner of the match.

3. PENALTY STROKE COMPETITION

- 3.1 (a) Five players from each of the two teams, chosen by their respective team manager from the players listed on the entry form, or, in the case of a classification match, from the players nominated for that match, except as excluded hereunder, shall take a penalty stroke alternately against one and the same defending goalkeeper of the other team unless the latter has been incapacitated and replaced, making a total of ten penalty strokes, five for each team. The players must take the penalty strokes in the same sequence as the list of five players nominated and communicated by the team managers to the Technical Officer on duty prior to the start of the penalty stroke competition.
- (b) No player who has been suspended by the Tournament Director, or in the case of a classification match, has been permanently suspended (red card) by the umpires during that same match, shall to take part in a penalty stroke competition.
- (c) If during a penalty stroke competition a player (either a stroke taker or a defending goalkeeper) is suspended, then that player shall take no further part in that penalty stroke competition and, unless a defending goalkeeper, cannot be replaced.
- If a stroke taker, any stroke the player should have been entitled to take will be counted as no goal. If a defending goalkeeper, the replacement may only be from one of the nominated stroke takers. The player replacing the defending goalkeeper may continue to take penalty strokes but, when required to defend penalty strokes, must wear protective headgear. This player may also wear other approved protective equipment.
- 3.2 The umpires, after consultation with the Technical Officer on duty, shall choose the goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke. The team having scored or been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.

- 3.3 In the event of an equal number of goals having been scored or awarded, a second series of penalty strokes must be started with the same players, subject to incapacitated defending goalkeeper(s) being replaced, and shall cease after a team shall have scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team. That team shall be the winner of the second series.

The sequence of stroke takers does not need to be the same as in the previous series and the team manager has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke.

- 3.4 The team whose player has taken the first penalty stroke of the first series (see paragraph 3.1(a)) must defend the first penalty stroke of the second (unlimited) series.
- 3.5 Only the team managers, defending goalkeepers and nominated stroke takers may enter the field of play during a penalty stroke competition. These persons will remain outside the 23 meters area unless a player is authorised by an umpire or technical official on duty to take or defend a penalty stroke.

APPENDIX II

TWO POOL COMPETITION PLAN AND RANKING

1. PLAN OF THE COMPETITION

1.1 There will be two pools, each comprising half of the number of the participating teams. Should the numbers be uneven, one of the pools will comprise one more team than the other.

1.2 The two pools will be composed as follows:

POOL A	POOL B
1	2
4	3
5	6
8	7
9	10
12	11
13	14
16	15

1.3 The reserve teams will be named in order of priority.

1.4 In the case of non-participation of one or more team(s), the reserve team(s), if called upon, will, in principle, automatically take the place of the defaulting team(s) without changing the pools of the match programme.

However, the F.I.H. reserve the right to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE POOLS

2.1 In each pool, all the teams will play against each other, and the following points will be awarded for each match :

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

In each pool, teams will be ranked according to the number of points each has accumulated in the competition.

2.2 (a) If at the end of the pool matches two or more teams have the same number of points for any place in a pool, 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 remain 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 result of the match played between those teams will be taken into consideration to determine the ranking of the tied teams.

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 (paragraph 2.1). If there remains equality, then the teams involved shall be ranked according to paragraphs 2.2(a), (b), (c), and (d).

- (e) Should there still remain equality among two teams, then the matter will be settled by a penalty stroke competition between those teams (paragraph 4).

If more than two teams are involved, then each team will play a penalty stroke competition against the other teams in the same sequence of play as per the order of play in the tournament, in accordance with paragraph 4 (but with 5 strokes only to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.

A ranking will then be established based upon the results of the round of penalty strokes only, with the award for each play 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 lowest number of goals.

If equality remains then teams having an equal number of points shall be ranked according to paragraphs 2.2(a), (b), (c) and (d) as applied to goals recorded during the penalty stroke competition.

If an equal position of three (or more) 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.

3. CLASSIFICATION MATCHES

- 3.1 The semi-finals will be as follows:

1st Pool A v. 2nd Pool B
1st Pool B v. 2nd Pool A

The winners of these matches will play for 1st and 2nd places (the final) and the losing teams will play for 3rd and 4th places.

- 3.2 Classification matches for 5th to 8th places will be as follows :

3rd Pool A v. 4th Pool B
3rd Pool B v. 4th Pool A

The winners of these matches will play for 5th and 6th places and the losing teams will play for 7th and 8th places.

- 3.3 Classification matches for 9th to 12th places will be as follows :

5th Pool A v. 6th Pool B
5th Pool B v. 6th Pool A

The winners of these matches will play for 9th and 10th places and the losing teams will play for 11th and 12th places.

- 3.4 Classification matches for 13th to 16th places will be as follows :

7th Pool A v. 8th Pool B
7th Pool B v. 8th Pool A

The winners of these matches will play for 13th and 14th places and the losing teams will play for 15th and 16th places.

- 3.5 In the case of there being an odd but equal number of teams in each pool, the two teams finishing at the bottom of each pool, will play against each other for the two last places in the tournament.
- 3.6 In the case of there being an odd number of teams in one pool and an even number of teams in the other pool, classification matches for the last three places in the tournament will be as follows :

Bottom Pool A v. Bottom Pool B

The losing team of this match will be ranked in the last place in the tournament and, to determine the next two higher places, the winner will then play the team that finished in the penultimate place in the pool, which had the even number of teams.

However, where there are either 9, or 13 teams in the tournament, the team finishing bottom of the pool which had the odd number of teams will not play classification matches, and will be automatically ranked in the last place in the tournament.

- 3.7 The score at the end of the regulation time of any match shall be registered by the F.I.H. as the result of the match.
- 3.8 In order to establish an outright winner of a match for the purpose of the competition, the duration of that match shall be extended if, at the end of the regulation time, the result is a draw. After a five (5) minute rest the umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. 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.
- 3.9 If the score is still a draw at the end of the extra-time, a penalty stroke competition shall be played to establish the winner of the match.

4. PENALTY STROKE COMPETITION

- 4.1 (a) Five players from each of the two teams, chosen by their respective team manager from the players listed on the entry form, or, in the case of a classification match, from the players nominated for that match, except as excluded hereunder, shall take a penalty stroke alternately against one and the same defending goalkeeper of the other team unless the latter has been incapacitated and replaced, making a total of ten penalty strokes, five for each team. The players must take the penalty strokes in the same sequence as the list of five players nominated and communicated by the team managers to the Technical Officer on duty prior to the start of the penalty stroke competition.
- (b) No player who has been suspended by the Tournament Director, or in the case of a classification match, has been permanently suspended (red card) by the umpires during that same match, shall to take part in a penalty stroke competition.
- (c) If during a penalty stroke competition a player (either a stroke taker or a defending goalkeeper) is suspended, then that player shall take no further part in that penalty stroke competition and, unless a defending goalkeeper, cannot be replaced.

If a stroke taker, any stroke the player should have been entitled to take will be counted as no goal. If a defending goalkeeper, the replacement may only be from one of the nominated stroke takers. The player replacing the defending goalkeeper may continue to take penalty strokes but, when

required to defend penalty strokes, must wear protective headgear. This player may also wear other approved protective equipment.

4.2 The umpires, after consultation with the Technical Officer on duty, shall choose the goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke. The team having scored or been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.

4.3 In the event of an equal number of goals having been scored or awarded, a second series of penalty strokes shall be started with the same players, subject to incapacitated defending goalkeeper(s) being replaced, and shall cease after a team shall have scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team. That team shall be the winner of the second series.

The sequence of stroke takers does not need to be the same as in the previous series and the team manager has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke.

4.4 The team whose player has taken the first penalty stroke of the first series (see paragraph 4.1(a) above) must defend the first penalty stroke of the second (unlimited) series.

4.5 Only the team managers, defending goalkeepers and nominated stroke takers may enter the field of play during a penalty stroke competition. These persons will remain outside the 23 meters area unless a player is authorised by an umpire or technical official on duty to take or defend a penalty stroke.

APPENDIX III

TWO POOL 8-TEAM COMPETITION PLAN AND RANKING (POOL C CLASSIFICATION MATCHES)

1. PLAN OF THE COMPETITION

1.1 There will be two pools, each comprising four teams.

1.2 The two pools will be composed as follows:

POOL A	POOL B
1	2
4	3
5	6
8	7

1.3 The reserve teams will be named in order of priority.

1.4 In the case of non-participation of one or more team(s), the reserve team(s), if called upon, will, in principle, automatically take the place of the defaulting team(s) without changing the pools of the match programme.

However, the F.I.H. reserve the right to re-arrange the composition of the pools prior to the pre-tournament briefing meeting.

2. RANKING IN THE POOLS

2.1 In each pool, all the teams will play against each other, and the following points will be awarded for each match :

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

In each pool, teams will be ranked according to the number of points each has accumulated in the competition.

2.2 (a) If at the end of the pool matches two or more teams have the same number of points for any place in a pool, 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 remain 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 result of the match played between those teams will be taken into consideration to determine the ranking of the tied teams.

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 (paragraph 2.1). If there remains equality, then the teams involved shall be ranked according to paragraphs 2.2(a), (b), (c), and (d).

- (e) Should there still remain equality among two teams, then the matter will be settled by a penalty stroke competition between those teams (paragraph 4).

If more than two teams are involved, then each team will play a penalty stroke competition against the other teams in the same sequence of play as per the order of play in the tournament, in accordance with paragraph 4 (but with 5 strokes only to be taken compulsorily by each team) in the same sequence of play as per the order of play in the tournament.

A ranking will then be established based upon the results of the round of penalty strokes only, with the award for each play 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 lowest number of goals.

If equality remains then teams having an equal number of points shall be ranked according to paragraphs 2.2(a), (b), (c) and (d) as applied to goals recorded during the penalty stroke competition.

If an equal position of three (or more) 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.

3. CLASSIFICATION MATCHES

- 3.1 The semi-finals will be as follows:

1st Pool A v. 2nd Pool B
1st Pool B v. 2nd Pool A

- 3.2 Classification matches for 5th to 8th places will be as follows :

After completion of the pool matches (Pool A and Pool B) the 3rd and 4th placed teams from each pool will be placed into Pool C comprising four (4) teams.

The number of points, goals for and goals against that each of these two teams have accumulated in either Pool A or Pool B, based only upon the results of the matches played between them, will be carried forward into Pool C.

The four teams in Pool C will then play against each of the two teams that they have not played in the Preliminary Pool Round.

The following points will be awarded for the additional matches played by each team in Pool C:

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

Teams will be ranked according to the number of points each has accumulated in the competition both in the Preliminary Round Pool (see 2.1) and Pool C (see 3.2(ii)). If there is equality between two or more teams, then the teams involved will be ranked according to paragraph 2.2 above.

The final rankings of the teams in Pool C will be determined in accordance with paragraph 2 above.

4. PENALTY STROKE COMPETITION

- 4.1 (a) Five players from each of the two teams, chosen by their respective team manager from the players listed on the entry form, or, in the case of a classification match, from the players nominated for that match, except as excluded hereunder, shall take a penalty stroke alternately against one and the same defending goalkeeper of the other team unless the latter has been incapacitated and replaced, making a total of ten penalty strokes, five for each team. The players must take the penalty strokes in the same sequence as the list of five players nominated and communicated by the team managers to the Technical Officer on duty prior to the start of the penalty stroke competition.
- (b) No player who has been suspended by the Tournament Director, or in the case of a classification match, has been permanently suspended (red card) by the umpires during that same match, shall to take part in a penalty stroke competition.
- (c) If during a penalty stroke competition a player (either a stroke taker or a defending goalkeeper) is suspended, then that player shall take no further part in that penalty stroke competition and, unless a defending goalkeeper, cannot be replaced.

If a stroke taker, any stroke the player should have been entitled to take will be counted as no goal. If a defending goalkeeper, the replacement may only be from one of the nominated stroke takers. The player replacing the defending goalkeeper may continue to take penalty strokes but, when required to defend penalty strokes, must wear protective headgear. This player may also wear other approved protective equipment.

- 4.2 The umpires, after consultation with the Technical Officer on duty, shall choose the goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke. The team having scored or been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.
- 4.3 In the event of an equal number of goals having been scored or awarded, a second series of penalty strokes shall be started with the same players, subject to incapacitated defending goalkeeper(s) being replaced, and shall cease after a team shall have scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team. That team shall be the winner of the second series.

The sequence of stroke takers does not need to be the same as in the previous series and the team manager has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke.

- 4.4 The team whose player has taken the first penalty stroke of the first series (see paragraph 4.1(a) above) must defend the first penalty stroke of the second (unlimited) series.
- 4.5 Only the team managers, defending goalkeepers and nominated stroke takers may enter the field of play during a penalty stroke competition. These persons will remain outside the 23 meters area unless a player is authorised by an umpire or technical official on duty to take or defend a penalty stroke.

APPENDIX IV

TWO TEAM PLAY-OFF COMPETITION

1. RANKING IN THE COMPETITION

- 1.1 The two teams shall play three times against each other, being understood that there shall be at least one day rest during the competition and that there shall be at least 22 hours time difference between the start times of matches on consecutive days.

However, with the permission of the F.I.H., the requirement to have the rest day may be waived providing that the request for waving that day is made to the F.I.H. by the host country prior to the competition commencing and with the agreement of the other participating country.

- 1.2 The following points shall be awarded for each match:

- three points to the winner
- one point to each team, in the event of a draw
- no points to the loser

Teams shall be ranked according to the number of points each has accumulated in the competition.

- 1.3 If at the end of the competition, the two teams have the same number of points, they shall be ranked according to their respective goal difference (which means "goals for" less "goals against").

A positive goal difference always takes the precedence over a negative one.

- 1.4 If there remains equality among the two teams (same number of points and same goal difference), then they shall be ranked according to their respective number of "goals for".

- 1.5 Should the number of "goals for" having been scored by or having been awarded to the two teams be equal, then the duration of the third match shall be extended. After a 5 minute rest the umpires will toss a coin with the captains and the winner will have the choice of ends or possession of the ball to re-start the match. The extension of time shall consist of two periods of 7½ minutes each in between which 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 will be the winner of the competition.

- 1.6 If the score is still a draw at the end of the extra-time, a penalty stroke competition (paragraph 2) shall be played to establish the winner of the competition. In case the same team wins the two first matches, it will not be compulsory to play the third match.

- 1.7 If the same team wins the first two matches, it will not be compulsory to play the third match.

2. PENALTY STROKE COMPETITION

- 2.1 (a) Five players from each of the two teams, chosen by their respective team manager from the players nominated for the third (3rd) match, but excluding any player who has been permanently suspended (red card) by the umpires during that same match, shall take a penalty stroke alternately against one and the same defending goalkeeper of the other team unless the latter has been incapacitated and replaced, making a total of ten penalty strokes, five

for each team. The players must take the penalty strokes in the same sequence as the list of five players nominated and communicated by the team managers to the Technical Officer on duty prior to the start of the penalty stroke competition.

- (b) If during a penalty stroke competition a player (either a stroke taker or a defending goalkeeper) is suspended, then that player shall take no further part in that penalty stroke competition and, unless a defending goalkeeper, cannot be replaced.

If a stroke taker, any stroke the player should have been entitled to take will be counted as no goal. If a defending goalkeeper, the replacement may only be from one of the nominated stroke takers. The player replacing the defending goalkeeper may continue to take penalty strokes but, when required to defend penalty strokes, must wear protective headgear. This player may also wear other approved protective equipment.

- 2.2 The umpires, after consultation with the Technical Officer on duty, shall choose the goal to be used and shall toss a coin with the captains, the winner having the choice to take or defend the first penalty stroke. The team having scored or been awarded the highest number of goals shall be the winner and the competition will cease once an outright winner has been established.

- 2.3 In the event of an equal number of goals having been scored or awarded, a second series of penalty strokes shall be started with the same players, subject to incapacitated defending goalkeeper(s) being replaced, and shall cease after a team shall have scored or been awarded one more goal than the opposing team after an equal number of strokes (no minimum, no maximum) have been taken by each team. That team shall be the winner of the second series.

The sequence of stroke takers does not need to be the same as in the previous series and the team manager has freedom of choice at the time of each stroke as to which of the nominated players shall take the stroke. In this second (unlimited) series, all five nominated players shall take a stroke before any of them are eligible to take a further stroke.

- 2.4 The team whose player has taken the first penalty stroke of the first series (see paragraph 2.1(a) above) must defend the first penalty stroke of the second (unlimited) series.
- 2.5 Only team managers, defending goalkeepers and nominated stroke takers may enter the field of play during a penalty stroke competition. These persons will remain outside the 23 meters area unless a player is authorised by an umpire or technical official on duty to take or defend a penalty stroke.

APPENDIX V

UNIFORM ADVERTISING

1. MANUFACTURER IDENTIFICATION

An article of clothing or equipment may display as follows the manufacturer's identification: the name, trademark, logo, or any other distinctive sign of the manufacturer of the item, when worn or used by a player, official or umpire whilst playing or officiating in any event:

1.1 At Olympic Games

Refer to IOC Rule 61 for full text of definitions and regulations. The display may appear once only on any article and the size thereof may not exceed the following overall areas:-

<i>Clothing</i>	<i>20 sq.cm</i>
<i>Sticks</i>	<i>Exempt from IOC Rule 61, hence no restriction</i>
<i>Other Equipment</i>	<i>Less than 10% of the surface area of the item, with a maximum size of 60 sq.cm.</i>
<i>Accessories</i>	<i>(gloves, sunglasses and eyewear, socks, towels, helmets and hats) 6 sq.cm</i>
<i>Shoes</i>	<i>6 sq.cm (normal distinctive design pattern shall be permitted)</i>

1.2 At Other Inter-Nations Events (Applies also to Olympic Qualifying Events)

The display may appear once only on any article of clothing, except on shirts/blouses where it may be repeated in the one or two figure(s) of the number(s) on the back of the shirts/blouses. Any such display may not exceed the overall size of 20 sq.cm per article.

No restriction on equipment, headgear or shoes.

2. SPONSOR'S ADVERTISMENT

2.1 At Olympic Games

Advertising is not permitted on clothing or equipment during these events – see also paragraph D.1 and D1.1 of this Bye-Law

2.2 At Other Inter-Nations Events (Applies also to Olympic Qualifying Events)

(a) Interpretation

- (i) The definition of "sponsor advertising" is to include all funding bodies such as national lotteries, National Olympic Committees and public or private companies. Uniforms may carry up to five advertisements from a maximum of four team sponsors, the same for all players of the team as per the sites displayed in the attached diagrams.
- (ii) All measurements are taken as the area within a rectangle drawn around the advertisement. Please refer to the diagrams below for further information on the positions of the advertising sites.
- (iii) Advertising must conform to all domestic legislation and regulations in force at the venue at which the team is competing. It is the responsibility of the National Association (NA) of each participating team to ensure compliance.

- (iv) No advertising will be permitted that is deemed by the FIH to be detrimental to the positive image of the game.
 - (v) Temporary skin tattoos are not permitted as advertising media.
- (b) Procedure for Approval
- (i) The FIH must be advised by the NA not less than three weeks prior to the date of the first event during which the NA wishes to advertise on the players' or umpires'/officials' uniforms, as to the following:
 1. the specific team(s) for which the advertising is to be applied
 2. the company(s)/organisation(s) product(s)/business type and country(s) of origin;
 3. the size of advertisement(s) (sample in full scale to be submitted);
 4. the text of the advertisement(s); and
 5. the position(s) of the advertisement(s) on the players uniform.
 - (ii) Only written approval by the F.I.H. is valid. Approval will be given (or denied) within one week after submission to the FIH. The approval, when given, is valid for any subsequent event.
 - (iii) Changes to approved advertisements must be approved by FIH in the same manner.
 - (iv) FIH will ensure publication of the list of approved advertisements for the benefit of host organisers of FIH events on its official website (www.WorldHockey.org). Host organizers who wish to register a conflict of interest between a tournament sponsor and a participating team's sponsor must advise FIH in writing not less than one week prior to the start of the event. A decision will be made at the discretion of the FIH.

(c) Athletes' Uniforms

Advertising in the form of a company's name, logo or trademark is permitted when expressly authorised by the FIH, as described below.

- (i) On the front of the athlete's shirts/blouses – size not exceeding 350sq cm.
- (ii) Uniforms with sleeves - on the upper arm of both sleeves – size not exceeding 80sq cm.
- (iii) Uniforms without sleeves – on both side panels of the shirt/blouse (see diagram) – size not exceeding 80sq cm.
- (iv) on the front of the collar – size not exceeding 40sq cm.
- (v) men's shorts – on the back of the right leg – size not exceeding 100sq cm.
- (vi) women's skirts –on the back below the waistline.

- (vii) a further site, positioned below the collar on the reverse of the shirt/blouse is to be reserved for FIH/tournament use, effective from 1st June 2006.
 - (viii) There are no restrictions on the size of the national emblem of the team.
- (d) Umpires/Officials' Uniforms
- Advertising in the form of a company's name, logo or trademark is permitted when expressly authorised by the FIH, as described below.
- (i) on the front of the umpires' shirts/blouses – size not exceeding 350 sq cm.
 - (ii) on the back of the umpires shirts/blouses, below the umpire's name – size not exceeding 350 sq cm.
 - (iii) the host organizer or FIH may add a tournament, National Association or FIH logo to the uniform, in place of the national emblem, with no restriction on size of the logo.
- (c) Other Clothing and Equipment
- Advertising that conforms to paragraphs D2.2(a) above, is permitted at any event not under the IOC jurisdiction on training clothing (tracksuits, etc.), sports bags, medical bags, etc.

2.3 Continental Club Events and other events

Advertising guidelines for these events are the responsibility of the respective Continental Federations or relevant body.

Illustrations of Uniform Advertising

<http://www.worldhockey.org/vsite/vfile/page/fileurl/0,11040,1181-174174-191392-104323-0-file,00.pdf>