



APPENDIX H

SHOOT OUT COMPETITION

This Appendix is lifted from the Shoot Out Competition of the FIH Tournament Regulations and is provided here solely for ease of access and for clarification of roles.

If there is contention between the copy here and the FIH Shoot Out Competition regulations, the FIH regulations take precedence.

Role Interpretation for Hockey Ireland Competition

For matches where there is no Technical Official appointed, all references to the Technical Delegate/officials shall be replaced by the umpires.

While Finals and Play-offs typically have a full complement of Officials, the two scenarios below are guidance when there are no officials or where there are only an official and a local judge.

Recommended roles and protocols when no Officials present

One person from each club step forward to act as timekeepers (club official, supporter, etc.).

Umpires: Whistle to start the shootout.
Responsibility includes crossing the line within 8 seconds.
Record the result after each shootout.
Responsible for team behaviour.

Timekeepers: Responsible for the 8 second timing and whistle the completion of the time.
Second person to watch the timing to ensure accuracy.
Location inside the 23m line, nearest Umpire 2.

Roles and protocols in EYHLD1 pool games with MTA and local judge available

Umpires: Whistle to start the shootout
Responsibility includes crossing the line within 8 seconds

MTA: Responsible for the 8 second timing and whistle the completion of the time.
Responsible for managing team behaviour, i.e. check and deal with any team discipline on completion of each shootout and don't give ready signal to umpires until situation addressed with manager(s).
Location inside the 23m line, nearest Umpire 2 and facing towards circle for duration of the shootout.

Judge: Responsible for recording the shootout taker and score
To be reasonably near the MTA to confirm recording of the shootout

In a shoot-out competition, five players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this Regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.

The following sets out both the playing Rules and the procedures to be followed.

1. If the shoot-out competition takes place after the end of a match, the first shoot-out should take place within five (5) minutes of the end of regulation playing time.
2. The respective Team Managers provide five players to take and one player to defend the shoot-outs from those on the Match Card except as excluded below. A player nominated to defend the shoot-outs can also be nominated to take a shoot-out. No substitutions / replacements are permitted during the shoot-out competition other than as specified below.
3. A player who is still serving a disciplinary suspension by the Technical Delegate at the time the shoot-out competition takes place or has been excluded permanently (red card) during the match which leads to the shoot-out competition, cannot take part in that shoot-out competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shoot-out competition even if the period of their suspension has not been completed at the end of the match.
4. The Technical Delegate will specify the method of timing shoot-outs taking account of the facilities available and the need to control time accurately.
5. The Technical Delegate will specify the goal to be used.
6. A coin is tossed; the team which wins the toss has the choice to take or defend the first shoot-out.
7. All persons listed on the Match Card other than any player who has been excluded permanently (red card) during the match which leads to the shoot-out competition are permitted to enter the field of play outside the 23m area used for the shoot-out but must be at least 10 metres from the spot where the ball is placed at the start of the shoot-out.
8. The goalkeeper / defending player of the team taking a shoot-out shall wait on the back- line outside the circle.
9. A player taking or defending a shoot-out may enter the 23m area for that purpose.
10. Players taking a shoot-out and also defending the shoot-outs taken by opponents are allowed reasonable time to take off their protective equipment to take their out and subsequently to put back on their protective equipment.

11. Five players from each team take a shoot-out alternately against the goalkeeper / defending player of the other team making a total of 10 shoot-outs.
12. Taking a shoot-out:
 - a. The goalkeeper / defending player starts on or behind the goal-line between the goal posts;
 - b. The ball is placed on the nearest 23m line opposite the centre of the goal;
 - c. An attacker stands outside the 23m area near the ball;
 - d. The Umpire blows the whistle to start time;
 - e. An official at the technical table starts clock.
 - f. The attacker and the goalkeeper / defending player may then move in any direction;
 - g. the shoot-out is completed when:
 - i. 8 seconds has elapsed since the starting signal;
 - ii. a goal is scored;
 - iii. the attacker commits an offence;
 - iv. the goalkeeper / defending player commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper/defending player;
 - v. the goalkeeper / defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken;
 - vi. The ball goes out of play over the back-line or side-line; this includes the goalkeeper / defending player intentionally playing the ball over the back- line.
13. If a penalty stroke is awarded as specified above, it can be taken and defended by any eligible player on the Match Card subject to the provisions of clauses 16, 17 and 18 of this Appendix.
14. The team scoring the most goals (or ahead by more goals than the other team has untaken shoot-outs available) is the winner.
15. A player may be suspended by a yellow or red card but not by a green card during the shoot-out competition.
16. If during a shoot-out competition (including during any penalty stroke which is

- awarded) a player is suspended by a yellow or red card:
- a. that player takes no further part in that shoot-out competition and, unless a goalkeeper / defending player, cannot be replaced;
 - b. the replacement for a suspended goalkeeper / defending player can only come from the five players of that team nominated to take part in the shoot-out competition:
 - i. the replacement goalkeeper / defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player they are replacing was wearing;
 - ii. for taking their own shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
 - c. any shoot-out due to be taken by a suspended player is forfeited; any goals scored by this player before being suspended count as a goal.
17. If during a shoot-out competition, a defending goalkeeper / defending player is incapacitated:
- a. that goalkeeper / defending player may be replaced by another player from among the players listed on the Match Card for that particular match, except as excluded in this Appendix or unless suspended by an Umpire during the shoot-out competition;
 - b. the replacement goalkeeper:
 - i. is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing;
 - ii. if this replacement is also nominated to take a shoot-out, this player is allowed reasonable time to take off their protective equipment to take their shoot-out and subsequently to put it on again.
18. If during a shoot-out competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the Match Card for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.
19. If an equal number of goals are scored after each team has taken five shoot-outs:
- a. a second series of five shoot-outs is taken with the same players, subject to the conditions specified in this Appendix;
 - b. the sequence in which the attackers take the shoot-outs need not be the same



as in the first series;

- c. the team whose player took the first shoot-out in a series defends the first shoot-out of the next series;
 - d. when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.
20. If an equal number of goals are scored after a second series of five shoot-outs, additional series of shootouts are taken with the same players subject to the conditions specified in this Appendix:
- a. the sequence in which the attackers take the shoot-outs need not be the same in any subsequent series;
 - b. the team which starts each shoot-out series alternates for each series.
21. Unless varied by this Appendix, the Rules of Hockey apply during a shoot-out.