

## **5 Match and result**

- 5.1 A match consists of four quarters of 15 minutes, an interval of 2 minutes between quarter 1 and 2 and between quarter 3 and 4 and a half- time interval of 5 minutes between quarter 2 and 3.

*Other periods and interval may be agreed by both teams except as specified in Regulations for particular competitions.*

*If time expires just before an umpire would otherwise have made a decision, umpires are permitted to make that decision immediately after the end of the quarter.*

*If an incident arises immediately before the end of a quarter which requires review by the umpires, the review may be conducted even though time has subsequently been completed and signalled. The review should take place immediately and action taken to revert to and correct the situation as appropriate.*

- 5.2 The team scoring the most goals is the winner; if no goals are scored, or if the teams score an equal number of goals, the match is drawn match.

*Information about a Shoot-out competition as a way of reaching a result in a drawn match can be found in the FIH tournament regulations.*

## **6 Start and re-start the match**

- 6.1 A coin is tossed:

- a the team which wins the toss has the choice of which goal to attack in the first two quarters of the match or to start the match with a centre pass
- b if the team winning the toss chooses which goal to attack in the first two quarters of the match, the opposing team starts the match
- c if the team winning the toss chooses to start the match, the opposing team has the choice of which goal to attack in the first two quarters of the match.

6.2 Direction of play is reversed in the third quarter of the match.

6.3 A centre pass is taken:

- a to start the match and to start the second quarter by a player from the team winning the toss if they chose this option; otherwise by a player from the opposing team
- b to re-start the match after half-time and to start the fourth quarter by a player of the team which did not take the centre pass to start the match
- c after a goal by a player of the team against which the goal was scored.

6.4 Taking a centre pass:

- a taken at the centre of the field
- b it is permitted to play the ball in any direction
- c all players other than the player taking the centre pass must be in the half of the field which includes the goal they are defending
- d the procedures for taking a free hit apply.

- 6.5 A bully takes place to re-start a match when time or play has been stopped for an injury or for any other reason and no penalty has been awarded:
- a a bully is taken close to the location of the ball when play was stopped but not within 15 metres of the back- line and not within 5 metres of the circle
  - b the ball is placed between one player from each team who face each other with the goal they are defending to their right
  - c the two players start with their sticks on the ground to the right of the ball and then tap the flat faces of their sticks together once just over the ball after which either player is permitted to play the ball
  - d all other players must be at least 5 metres from the ball.

*In the case of the award of a bully at a Penalty Corner without any of the conditions of 13.5 a to f not being completed then the Penalty Corner is retaken*

- 6.6 A free hit is taken by a defender 15 metres in front of the centre of the goal-line to re-start a match when a penalty stroke has been completed and no goal has been scored.