



New Zealand Heritage Hockey

TOURNAMENT RULES

INTRODUCTION

New Zealand Heritage Hockey is an organisation that brings together the domestic ethnic hockey associations within Aotearoa – NZ Maori Hockey, NZ Pasifika Hockey and the NZ Indian Sports Association.

Our organisation was formed with the creation of a new domestic competition that celebrated our various cultures with a key focus on showcasing our elite hockey talent.

The Inaugural New Zealand Heritage Hockey Tournament will be played over Easter – 2nd – 5th April 2021 at Kolmar Hockey Stadium in Papatoetoe, Auckland. All three entities have entered their senior national men's and women's teams to compete alongside an invitational team from Hockey New Zealand's elite development programme.

This tournament is run in accordance with the rules and regulations listed in this document, along with the following:

- FIH Rules of Hockey 2019 – Outdoor
- Hockey New Zealand National Code of Conduct – Governs the judicial process at all Hockey New Zealand tournaments
- Hockey New Zealand Head Injury Policy
- Hockey New Zealand Anti-Doping Policy
- Hockey New Zealand Player Safety Policy
- Hockey New Zealand Mouthguard Policy

These documents are available to be downloaded on the Hockey New Zealand website – www.hockeynz.co.nz.

MATTERS NOT COVERED IN OFFICIAL RULES AND POLICIES

The Tournament Committee shall deal with any matters arising that are not specifically dealt with in the Rules below or in the documents above. If possible, the Tournament Committee should consult with Hockey New Zealand if required.

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A. TEAM AND PLAYER ELIGIBILITY

1. Team Eligibility

Please see **Appendix 1** on Team Eligibility for more information.

2. Entry Forms

An Online Tournament Entry Form is to be completed by the due date. A link for the online registration will be sent to each relevant competing team. Late entries may be accepted at the discretion of Hockey New Zealand.

3. Entry Fee **

The Entry Fee will be set once all the costs are set. This entry fee will be payable pre-tournament.

4. Umpires and Technical Officials

New Zealand Heritage Hockey and Hockey New Zealand will endeavour to support in the sourcing of umpires. Payment of umpires will need to be confirmed and determined by the participating organisations prior to the event.

B. PRE-TOURNAMENT ADMINISTRATION

5. Team Registration Form

- 5.1 The names of not more than eighteen (18) and not less than twelve (12) players must be registered online via the Altius Tournament Management System
- 5.2 In order to register more than sixteen (16) players a team MUST register a minimum of two (2) goalkeepers in their team list handed in at the tournament briefing.
- 5.3 When a team registers their players, the goalkeepers will need to be named and identified with their own number.
- 5.4 The names of not less than two (2) team officials must be registered online via the Altius Tournament Management System. (Minimum of Coach and Manager). **NB** - One of the team officials accompanying female teams must be a woman.
- 5.5 The Team Registration is to be completed online via the Altius Tournament Management System one (1) week before the start of the tournament. Log in details for each team will be sent out by Hockey NZ once tournament entries have closed.
- 5.6 A final signed copy of the Team Reconciliation Form (available from the Altius Tournament Management System) is to be given to the Tournament Committee at the Tournament Briefing along with a signed cover sheet indicating all players are eligible to compete for your team and all information provided is accurate. At the Tournament committee discretion, an extension of this time may be offered.
- 5.7 All team players and team staff signatures must be on the Team Reconciliation Form. No player or team staff may participate in a tournament if they have not signed the Team Reconciliation Form.
- 5.8 It is not compulsory for all players to accompany the team to the tournament. However, teams shall have a minimum of eleven (11) fit players available for the first game of the tournament.

- 5.9 The signature of all team representatives indicates that they have read and understand the Hockey New Zealand Anti-Doping Code & Sanctions and Hockey New Zealand Code of Conduct.

NB – A Parent or Guardian must sign for players under 16 years of age. (Under 16 at the time of signing).

6. Team Uniform, Colours and Shirt Numbers

- 6.1 Each team must wear the colours of the team they represent (either primary or alternative) as specified on the Team Reconciliation Form except for extenuating circumstances deemed appropriate by the Tournament Committee.
- 6.2 All teams must have numbered shirts at the tournament. (In the range 1-99).
- 6.3 All teams must have alternative coloured socks at tournaments in case of colour clashes. All teams are encouraged to have numbered alternative coloured shirts. (In the range 1-99. These must be brought to each game).
- 6.4 Each player's number will remain the same as registered on the Team Reconciliation Form throughout the competition except for extenuating circumstances deemed appropriate by the Tournament Committee.
- 6.5 The number shall appear in full figures, not less than 16 cm and not more than 20 cm in height, on the back of the player's shirt (In the range 1-99).
- 6.6 A spare set of players' uniforms should be with each team involved in each match (Replacing blood stained clothes).
- 6.7 If in the opinion of the Tournament Committee the colours of two opposing teams might lead to confusion, one of the teams must change colours. The Tournament Committee will decide which team is to change colours (this may be by the toss of a coin). The Tournament Committee's decision is final. If a team does not adhere to the decision, that team will be defaulted from the match concerned. If both teams do not have an alternate top, then the Tournament Committee will look to supply a spare set of match shirts or bibs. The Tournament Committee will decide which team is to change colours (this may be by the toss of a coin)
- 6.8 Goalkeepers shall wear a colour different from that of their own team and that of their opponents. (A colour not similar to their own team or the opposition that should not be white).

7. Tournament Briefing

Team Managers must attend the Tournament Committee (Team Coaches and Captains may attend).

C. OPERATIONAL TOURNAMENT ADMINISTRATION

8. Draw and Format

The draw shall be done by the tournament committee from entries accepted. Once the draw is confirmed, teams will be confirmed.

9. Hockey Balls

Each team is to bring a ball. – White Kookaburra elite match balls

10. Games Per Day

No team will play more than one game per day.

The Tournament committee due to unforeseen circumstances, may delay and see postponement of matches may look to reschedule matches that sees teams play two games on one day.

11. Points and Pool Placements

11.1 Points in Pool Play and Round Robin shall be awarded as follows:

Every game in the Pool Play competition and Classifications Matches must have a result therefore points will be allocated as follows:

- i. Outright Win at end of regulation time - 4 points
- ii. Win following shoot-out competition - 2 points
- iii. Loss following shoot-out competition - 1 points
- iv. Outright Loss at end of regulation time - 0 points
- v. Default - refer Rule No. 20.

If the score is tied at the end of regulation time a Shoot-out competition will take place as per Appendix 3

11.2 Pool Competition

- a. In each pool, teams will be ranked according to the number of points each has accumulated in the Pool Competition.
- b. If at the end of the Pool Competition two or more teams have the same number of points for any place, then these teams will be ranked according to their respective number of matches won.

NOTE: Teams will be ranked according to their respective number of matches won outright at the end of regulation time first, followed by their respective number of matches won after shoot-out.

- c. Should there remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against').
- d. Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.

- e. Should there remain equality between two or more teams, then the result(s) of the match(es) played between (only) these teams will be used to determine their ranking according to Rules 11.2 b), c) and d).
- f. Should there remain equality between two or more teams, then the ranking of these teams will be determined by a shootout competition between (only) these teams (refer to Appendix 3).

11.3 Round Robin Competition

- a. Teams will be ranked according to the number of points each has accumulated in the Round Robin Competition.
- b. If at the end of the Round Robin Competition two or more teams have the same number of points for any place, then these teams will be ranked according to their respective number of matches won.

NOTE: Teams will be ranked according to their respective number of matches won outright at the end of regulation time first, followed by their respective number of matches won after shoot-out.

- c. Should there remain equality between two or more teams, then these teams will be ranked according to their respective goal difference (which means 'goals for' less 'goals against').
- d. Should there remain equality between two or more teams, then these teams will be ranked according to their respective number of 'goals for'.
- e. Should there remain equality between two or more teams, then the result(s) of the match(es) played between (only) these teams will be used to determine their ranking according to Rules 11.3 b), c) and d).
- f. Should there remain equality between two or more teams, then the ranking of these teams will be determined by a shootout competition between (only) these teams (refer to Appendix 3).

12. Final Classification Matches

The final classification matches of all National Tournaments must result in a winner. If after regulation time, the game is tied, a shootout competition shall take place to determine the winner as per Appendix 3

D. MATCH PLAY REGULATIONS

13. Players in the Tournament

- 13.1 For the duration of the tournament teams may only use the players registered on the Team Reconciliation Form except in the case of a significant injury and/or extenuating circumstances.
- 13.2 If any player named on the final Team Reconciliation Form suffers a significant injury and/or extenuating circumstances meaning they can take no further part in the tournament, they may be replaced.
 - i. All rules relating to player eligibility mentioned in Appendix 1 apply to all replacement players

- ii. Replacement player(s) may also be sourced from any other teams of their respective Association playing at the same tournament. In this situation, any team effected by a player shifting teams may also have player(s) replaced.
 - iii. The team manager must submit a signed Doctors Medical Certificate and/or compelling information to the Tournament Committee before a replacement can be confirmed.
 - iv. An Additional Player Registration Form must be completed and handed in to the Tournament Committee before the replacement player can take the field. (A copy of the Additional Player Registration Form is available for download from the 'Important Downloads' section of the Hockey New Zealand website).
- 13.3 A maximum of eighteen (18) players may be used by a team in a match, of whom two (2) must be goalkeepers wearing full protective equipment.
- 13.4 If one of the goalkeepers becomes injured or is suspended during a tournament, that team can continue to use seventeen (17) players including only one (1) goalkeeper.
- 13.5 If a team chooses not to include a second goalkeeper in the 18 players, they are limited to using sixteen (16) players in a match.
- 13.6 If a player(s) has been suspended by the Tournament Committee for one or more matches then, for those matches, the number of players the team concerned may use will be reduced by the number of players suspended.

14. Ineligible Players

If it is discovered that a team has a player(s) who does not comply with the rules on team and/or player eligibility, the Tournament committee, will act as outlined in the following scenarios:

If the discovery happens:

- i. *At the Tournament Briefing or Before the First Match is Played:* The ineligible player(s) concerned shall not play for the team at the tournament unless the issue is resolved to the satisfaction of the Tournament Committee.
- ii. *During Pool Play or Round Robin and Before Classification Matches:* All games played involving the team with the ineligible player(s) will be regarded as being defaulted. The points table shall be corrected accordingly. The team may continue to play at the tournament, but the ineligible player(s) may not continue playing for the team.
- iii. *During Post Pool Play and Classification Matches:* All games played involving the team with the ineligible player(s) will be regarded as being defaulted. The team may continue to play at the tournament, but the ineligible player(s) may not continue playing for the team. The offending team will be considered to have lost that match and any subsequent matches. At the completion of the tournament the offending team will be placed last and the final placings adjusted accordingly.

15. Judicial Process

Please refer to the Hockey New Zealand Code of Conduct for the judicial procedure at all Hockey New Zealand tournaments including the appeal process.

16. Player Safety

Please refer to the Hockey New Zealand documentation in regard to the safeguarding of players during a game. including the use of safety equipment such as face masks, mouthguards and shinpads.

17. Game Duration

Please see Appendix 2 Game Duration.

18. Interruptions to a Match

- 18.1 If the Tournament Committee or umpires decide to interrupt a match (e.g., because of weather conditions) that match should be resumed as soon as possible (not necessarily on the same field of play or on the same day) under the conditions following.
- 18.2 The match must be completed up to the agreed regulation full time (refer Rule 17 Game Duration).
 - a. The score on the resumption will be that at the time the interruption took place.
 - b. There shall be no substitution of eligible players during the interruption to the match.
- 18.3 If a match(es) cannot be rescheduled, the Tournament Committee shall determine what course of action is appropriate.

19. Admission to the Field of Play

- 19.1 A maximum of eleven (11) players from each team, and the umpires, may be on the field of play during a match.
- 19.2 The substitute players registered on the Match Sheet up to a maximum of seven (7) persons should remain in the team dugout during regulation time including time stoppages, unless the Tournament Committee, or umpires direct otherwise, or when following substitution procedures or providing medical assistance.
- 19.3 A maximum of 4 (four) team management staff can be in the dugout during a match (regulation time including stoppages).
 - i. These are – 1 x coach, 1 x manager, 1 x physiotherapist 1 x Extra Team Management Staff (to be agreed with Tournament Committee).
 - ii. Should a team opt not to have one of the above compulsory positions (Coach, Manager, Physiotherapist) they will be limited to three (3) team management staff in the dugout.
 - iii. Those placed in these positions must be genuine.
 - iv. The Tournament Committee reserve the right to remove any persons from the dugout they feel should not be there.

- 19.4 In the event of a player becoming incapacitated and not leaving the field of play, then one of the umpires may stop the match. If it then appears that the player is unable to resume play, that player must leave the field of play, and remain off the field for a minimum of two (2) minutes. (Time is stopped for serious injury).
- 19.5 If the player cannot or will not leave, then the umpire will:
- a. authorise the registered team medical doctor/physio or if a team does not have such registered officials, authorise the official match doctor and or Team Manager to enter the field of play to assist and remove the player concerned as soon as it is safe to do so
 - b. order if necessary, the stretcher-bearers to enter the field of play. There shall be no injury attendance on the field of play
- 19.6 The team coach, unless (s)he is a registered player on the Team Registration Form, may not enter the field of play during regulation time, including stoppages (excluding breaks at the end of the periods play and for 'shootouts')

20. Defaulting of a Game

- 20.1 A default can be accepted on medical advice, or other extenuating circumstances, when a team is unable to field seven (7) fit players. The points for the match will be:
- the defaulting team 0 points.
 - the opposing team 4 points
 - The score recorded shall be 3 - 0 in favour of the opposing team.
- 20.2 A team (that is a minimum of seven (7) fit players) that has not appeared on the field of play at the official match start time shall be deemed to have defaulted the match. If a team is late due to extenuating circumstances, deemed appropriate by the Tournament Committee, the match may be rescheduled. Unless rescheduled the points for the match shall be:
- the defaulting team 0 points.
 - the opposing team 4 points
 - The score recorded shall be 3 - 0 in favour of the opposing team.

If the match is rescheduled, the match must be completed to the agreed regulation full time - refer Rule No. 17. A team that defaults a match under Rule 20 may continue to play in the competition.

The opposing team will be awarded 4 points.

21. Failure to Play

- 21.1 During the Round Robin Matches
- a. A team refusing to play or to complete a match shall be deemed to have withdrawn from the tournament, unless the refusal to play can be justified to the satisfaction of the Tournament Committee.

- b. When a team is deemed to have withdrawn from the tournament, all the matches it has played or is scheduled to play will be deemed to have been defaulted. The points tables shall be corrected accordingly.

21.2 During the Classification Matches (Final Placing Matches).

A team refusing to play or to complete a match shall be deemed to have withdrawn from the tournament and will lose the match in question.

NB: A team that is deemed to have withdrawn under Rule 20 may not continue to play in the competition.

APPENDIX 1

Player Eligibility

Each organisation has its criterion for the selection of their national squads to represent their culture at the New Zealand Heritage Hockey Tournament. Below detail the criteria that each entity will follow for this tournament.

New Zealand Maori Senior National Teams

Players are selected as part of the National Senior Tane or Wahine squad from the most recent National Maori Hockey Tournament held annually over Labour Weekend each October. Players must be of Maori decent and can adequately prove their whakapapa – which is a compulsory requirement for all players who attend the National Maori Hockey Tournament as part of their registration.

New Zealand Pasifika National Teams

Players are selected by invitation at the beginning of each year from the NZ Pasifika Hockey High Performing Talent Identification database. Players must be of either Melanesian, Micronesian or Polynesian Island decent with the exclusion of NZ Maori.

New Zealand Indians Hockey Teams

A Player is any person of Indian descent. The NZISA Constitution Clause 1.1 states that: “Indian” means a person domiciled in New Zealand, descended from a national of the Republic of India and includes the children of such a person”. NZISA has the right to confirm all players fulfil the above, where documentation can be requested to confirm a player’s eligibility.

Invitational Teams

From time to time, New Zealand Heritage Hockey will invite external hockey organisations to participate at an event. These teams will be confirmed between New Zealand Heritage Hockey and the invited body.

Player Exemptions

From time to time, due to player unavailability, the above entities may not be able to field their full national squads at a fixture. In those instances, additional players may be sourced to fill their squads. The priority will be given to any players from within any of the New Zealand Heritage Hockey member organisations whom are deemed to be of the playing calibre that best represents this fixtures level of play.

In the rare circumstance that there are no additional players available from within the member organisations, a member organisation can request external players to be sourced upon agreement from all three member organisations.

APPENDIX 2

Game Duration

- A match consists of 4 periods of 17 minutes.
- At the end of the first and third period there shall be an interval of 2 minutes. During this interval, teams are not permitted to leave the field of play.
- Play is resumed by a centre pass. For the second period this is taken by the team that started the first period. For the fourth period the centre pass is taken by the team that started the third period.
- At the end of the second period there shall be an interval of 5 minutes. During this interval teams may leave the field of play. Play is resumed by a centre pass which is taken by the team that did not take the centre pass for the first period.
- There will be no time for stoppages awarded during play for penalty corners or goals scored.
- The match is prolonged at the end of a period to allow the completion of a penalty corner or any subsequent penalty corner or penalty stroke.
- If a match is prolonged at the end of a period to allow for the completion of a penalty corner as specified in the Rules of Hockey, the Umpires will signal the end of that half.
- If team(s) would like to perform a cultural challenge before a match, they must inform the match officials at least 60 minutes in advance of their match. Appropriate time will be allocated prior to the commencement of the match for the performance(s) to be conducted once the walk on has been completed. No play will commence until the performances have concluded

APPENDIX 3

Shootout Competition

- a. Respective team managers to nominate five players to take, and one player to defend, the shootouts from those on the team registration form except as excluded below. A player nominated to defend the shootouts can also be nominated to take a shootout. No substitutions / replacements are permitted during the shootout competition, other than as specified below.
- b. A player who is suspended by the Tournament Committee at the time the shootout competition takes place or has been excluded permanently (red card) during the match which leads to the shootout competition, cannot take part in that shootout competition. A player who has been warned (green card) or temporarily suspended (yellow card) may take part in the shootout competition even if the period of their suspension has not been completed at the end of the match.
- c. The Tournament Committee will specify in advance the goal to be used.
- d. The Tournament Committee will specify in advance of any possible shootout competition the method of timing taking account of the facilities available and the need to control time accurately.
- e. A coin is tossed; the team that wins the toss has the choice to take or defend the first shootout.
- f. All players on the team entry form, other than any player who has been excluded permanently (red card) during the match which leads to the shootout competition, are permitted to enter the field of play outside the 23m area used for the shootout but must be at least 10m from the spot where the ball is placed at the start of the shootout.
- g. The goalkeeper/defending player of the team taking a shootout may be on the backline outside the circle.
- h. A player taking or defending a shootout may enter the 23m area for that purpose.
- i. If a player taking a shootout is also defending the shootouts taken by opponents, (s)he is allowed reasonable time to take off his/her protective equipment to take his/her shootout and subsequently to put his/her protective equipment on again.
- j. Five players from each team take a shootout alternately against the goalkeeper/defending player of the other team making a total of 10 shootouts.
- k. Taking a shootout:
 - i. the goalkeeper/defending player starts on or behind the goal-line between the goal posts.
 - ii. the ball is placed on the nearest 23m line opposite the centre of the goal.
 - iii. an attacker stands outside the 23m area near the ball.
 - iv. the umpire blows the whistle to signal the start of the shootout; the attacker and the goalkeeper/defending player may then move in any direction.
 - v. the shootout is completed when:
 - 8 seconds has elapsed since the starting signal, or
 - a goal is scored, or
 - the attacker commits an offence, or
 - the goalkeeper/defending player commits an unintentional offence inside or outside the circle in which case the shootout is re-taken by the same player against the same goalkeeper/defending player, or

- the goalkeeper/defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken, or
 - the ball goes out of play over the backline or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the backline.
- l.** If a penalty stroke is awarded as specified above, it is able to be taken by anyone on the match sheet who has not been suspended.
- m.** A player may be suspended by a yellow or red card but not by a green card during the shootout competition.
- n.** If during a shootout competition (including during any penalty stroke which is awarded) a player (either an attacker or a goalkeeper/defending player) is suspended:
- i.** that player takes no further part in that shootout competition and, unless a goalkeeper/defending player, cannot be replaced.
 - ii.** the replacement for a suspended goalkeeper/defending player can only come from the five players of that team nominated to take part in the shootout competition:
 - the replacement goalkeeper/defending player is allowed reasonable time to put on protective equipment similar to that which the goalkeeper/defending player (s)he is replacing was wearing.
 - for taking his/her own shootout, this player is allowed reasonable time to take off his/her protective equipment to take his/her shootout and subsequently to put it on again.
 - iii.** any shootout (or penalty stroke) due to be taken by a suspended player counts as no goal; the shootouts taken by this player and scored before being suspended count as a goal.
- o.** If during a shootout competition, a defending goalkeeper/defending player is incapacitated;
- i.** that goalkeeper/defending player may be replaced by another player from among the players listed on the team entry form for that particular match, except as excluded in Clause b) of this Appendix or unless suspended by an umpire during the shootout competition (in this situation, clause n) ii) applies).
 - ii.** the replacement goalkeeper.
 - is allowed reasonable time to put on protective equipment similar to that which the incapacitated goalkeeper / defending player was wearing.
 - if this replacement is also nominated to take a shootout, this player is allowed reasonable time to take off his protective equipment to take his shootout and subsequently to put it on again.
- p.** If during a shootout competition, an attacker is incapacitated, that attacker may be replaced by another player from among the players listed on the team entry form for that particular match, except as excluded in clause b) of this Appendix or unless suspended by an umpire during the shootout competition.

Shootout between two teams

- q.** During a shootout between (only) two teams, if an equal number of goals are scored after each team has taken five shootouts;
- v.** a second series of five 'sudden death' shootouts is taken with the same players, subject to the conditions specified in this Appendix.
 - vi.** the sequence in which the attackers take the shootouts need not be the same as in the first series.

- vii. the team whose player took the first penalty shootout in a series defends the first penalty shootout of the next series.
- viii. when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shootouts, not necessarily being all five shootouts, that team is the winner (viz., 'sudden death').
- r. If an equal number of goals are scored or awarded after a second series of five shootouts, additional series of shootouts are taken with the same players subject to the conditions specified in this Appendix:
 - i. the sequence in which the attackers take the shootouts need not be the same in any subsequent series.
 - ii. the team which starts each shootout series alternates for each series.

Shootout between three or more teams

- s. During a shootout between three (or more) teams;
 - i. A round of shootouts is played between each of the teams i.e.. Each team plays each other once.
 - ii. Teams will play in the order determined by the Tournament Committee
 - iii. Rule j) of this Appendix will apply to each shootout (viz., five players from each team will take a shootout, making a total of ten shootouts). NB. Rules q) and r) of this Appendix will **not** apply (viz., no shootout will go to 'sudden death').
 - iv. a ranking will then be established based upon the results of the round of shootouts only
 - v. In each shootout points will be awarded
 - **three** (3) points to the team having scored or been awarded the highest number of goals,
 - **one** (1) point to each team having scored or been awarded an equal number of goals and
 - **zero** (0) points to the team having scored or been awarded the lowest number of goals.
 - vi. After each team has played a shootout against every other team, a ranking will be established based upon the total number of points awarded during the round of shootouts.
 - vii. If equality remains between any two or more teams, then the teams having an equal number of points shall be ranked according to Rules 16.2 b), c) and d) (refer to Points Pool Competition) **applied to goals recorded during the shootout competition.**
 - viii. If equality remains
 - a. between two teams, then procedure in q) and r) above shall be used to rank the teams.
 - b. between three (or more) teams, then procedure s) above shall be repeated until a ranking is determined.