



KONINKLIJKE BELGISCHE HOCKEY BOND
ASSOCIATION ROYALE BELGE DE HOCKEY

Reglementen Play-Off Competitie 2021/2022

Conform artikel 3.2 en artikel 19 van het Sportief Reglement (hieronder "SR"), zie hieronder de modaliteiten voor de Play-Off Belgian League en Open League zoals bepaald door het Bestuursorgaan:

1. Halve Finales Play-Off Eredivisie Dames en Heren Belgian League & Open League

De ploegen die na de heen en terug wedstrijden op de eerste vier plaatsen staan, zijn gekwalificeerd voor de halve finales van de Play-Off.

Deze ploegen zullen tegen elkaar uitkomen in heen- en terugwedstrijden (de 1ste club is de ontvangende club):

- 1^{ste} halve-finale:
 - Heenwedstrijd: de ploeg die aan het einde van het lineair kampioenschap in heen- en terugwedstrijden als 4^{de} staat gerangschikt, ontvangt de ploeg die 1^{ste} staat gerangschikt;
 - Terugwedstrijd: de ploeg die aan het einde van het lineair kampioenschap in heen- en terugwedstrijden als 1^{ste} staat gerangschikt, ontvangt de ploeg die 4^{de} staat gerangschikt;
- 2^{de} halve-finale
 - Heenwedstrijd: de ploeg die aan het einde van het lineair kampioenschap in heen- en terugwedstrijden als 3^{de} staat gerangschikt ontvangt de ploeg die 2^{de} staat gerangschikt;
 - Terugwedstrijd: de ploeg die aan het einde van het lineair kampioenschap in heen- en terugwedstrijden als 2^{de} staat gerangschikt ontvangt de ploeg die 3^{de} staat gerangschikt;

De heenwedstrijd vindt plaats op 30 april 2022 en de terugwedstrijd op 1 mei 2022.

De winnaar van elke halve finale is de ploeg die de meeste punten heeft behaald of bij gelijke stand de ploeg met het beste doelpuntensaldo (in toepassing van art 15 van het SR).

Indien na afloop van de 2 wedstrijden de ploegen een gelijk aantal punten en doelpunten hebben (in toepassing van art 15 van het SR), zal er worden overgegaan tot het nemen van shoot-outs (in toepassing met de Spelregels zoals bepaald door de FIH, Bijlage 1) om de winnaar te bepalen.



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2. Play-Off Finales Eredivisie Dames en Heren Belgian League & Open League

De winnaars van de halve finales spelen:

- 2 wedstrijden (heen en terug) op 7 en 8 mei 2022 op de velden van hockey club Louvain-la-Neuve
- Een loting zal bepalen welke ploeg als thuisploeg zal starten.
- De titel van Kampioen van België in elke categorie gaat naar de ploeg met de meeste punten of bij gelijke stand de ploeg met het beste doelpuntensaldo (in toepassing van art 15 van het SR). Indien na afloop van de 2 wedstrijden de ploegen een gelijk aantal punten en doelpunten hebben, zal er worden overgegaan tot het nemen van shoot-outs (in toepassing met de Spelregels zoals bepaald door de FIH, Bijlage1) om de winnaar te bepalen.

Tijdens de wedstrijden van de Finales van de Eredivisie Dames en Heren Belgian League, en enkel tijdens deze wedstrijden en onder voorbehoud van eventuele technische problemen, zal het mogelijk zijn voor de scheidsrechters en de ploegen om de video aan te vragen volgens de modaliteiten beschreven in het bijlage 2 van dit Reglement.

Een "Match Umpire" in deze bijlage zijn de twee scheidsrechters van de wedstrijd; uitgezonderd de reserve scheidsrechter en de video scheidsrechter.

De ploegen hebben het recht om in het beroep te gaan in het geval dat de video niet of slecht functioneert, om welke reden dan ook, voor of tijdens de wedstrijden. De beslissingen genomen na de aanvraag van de video blijven behouden ook in geval van technische problemen.

3. Wedstrijden voor de 3de plaats – Ere Divisie Dames en Heren Belgian League

Eén enkele wedstrijd tussen de verliezers van de halve finales wordt georganiseerd om de 3e en 4e plaats te bepalen in Eredivisie Dames en Heren Belgian League:

- De wedstrijd zal op 7 mei 2022 voor de Dames en op 8 mei 2022 voor de Heren bij Louvain-la-Neuve hockey club plaatsvinden;
- Een loting zal bepalen welke ploeg thuisploeg is;
- De derde plaatst gaat naar de winnaar van deze wedstrijd. Bij gelijke stand op het einde van de wedstrijd, zal er worden overgegaan tot het nemen van shoot-outs (in toepassing met de Spelregels zoals bepaald door de FIH, Bijlage 1) om de winnaar te bepalen.



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BIJLAGE 1

SHOOT-OUT COMPETITION

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 as soon as possible after the end of the match but no later than five (5) minutes after 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 Report 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 Report 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.



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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 shoot-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 the 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 Report subject to the provisions of Articles 17, 18 and 19 of this Appendix.



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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 Report 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;



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- 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 Report for that particular match, except as excluded above or unless suspended by an Umpire during the shoot-out competition.
19. Any replaced player (defender or attacker) takes no further part in the shoot-out competition.
20. 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.
21. If an equal number of goals are scored after a second series of five shoot-outs, additional series of shoot-outs 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.
22. Unless varied by this Appendix or Appendix 1, the Rules of Hockey apply during a shoot-out.



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Bijlage 2

VIDEO UMPIRE

1 POWER TO REFER DECISIONS TO THE VIDEO UMPIRE

- 1.1 The Match Umpires are the only persons who can refer decisions to the Video Umpire either directly or after a request from a team;
- 1.2 Referrals cannot be made as a result of protests, queries or pressure from players, Team Managers or Coaches on any decision. Teams (and their captains) will be held responsible for any violation or abuse of the Video Umpire protocols;
- 1.3 No one other than the Match Umpires, can stop the match to request a referral; e.g. the Video Umpire or Technical Officials at the Technical Table cannot stop a match.

2 UMPIRE REFERRAL

- 2.1 The Match Umpires may refer decisions to the Video Umpire when they are not convinced that they have taken, or are able to take, the correct decision relating to the awarding / disallowing of goals or the award / non-award of Penalty Strokes.
- 2.2 Referrals shall only relate to whether or not a goal has been legally scored or if a Penalty Stroke has been correctly awarded or not awarded.
- 2.3 The match Umpires are therefore entitled to request the Video Umpire to assist in making decisions which include, but are not restricted to:
 - a whether the ball crossed the goal line (within the area bounded by the goal posts and crossbar);
 - b whether the ball was legally played or touched inside the circle by the stick of an attacker and did not travel outside the circle before passing completely over the goal-line and under the cross-bar;
 - c whether the ball travelled outside the circle before it entered the goal either from a shot by an attacker during the taking of a penalty corner;



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- d whether a breach of the Rules has been observed within the attacking 23 metres area in the play leading to the awarding or disallowing of a goal. It is then for the Match Umpire to take any breach into account in reaching their decision.
- e whether an offence has been committed by a defender in the circle which prevents the probable scoring of a goal, or there has been an intentional offence in the circle by a defender against an opponent who has possession of the ball or an opportunity to play the ball.

The Match Umpire requests Video Umpire assistance using the “television-screen” signal; he / she relays by radio to the Video Umpire whatever information is necessary.

3 UMPIRE REFERRAL PROCESS

- 3.1 The Video Umpire calls for as many replays from any camera angle as necessary to reach a decision.
- 3.2 Within the shortest time frame possible, the Video Umpire provides his / her advice and recommendation:
 - ‘Goal’
 - ‘No Goal’
 - ‘Penalty Stroke’
 - ‘No Penalty Stroke’
 - ‘No Advice Possible’
 - plus advice on any observed breach of the Rules.
- 3.3 If a breach of the Rules is observed and advised to the match Umpire, it is then for the Match Umpire to take into account the breach in reaching his / her final decision.
- 3.4 In the case of ‘No Advice Possible’ (if the video footage is inconclusive, including through not having the correct replays available, the ball never being in shot in the replays, the footage being of insufficient quality to permit a decision or technical problems with the referral equipment) the original decision of the Match Umpire stands. If there was no decision given before the referral, then the



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final decision is 'No Goal' or 'No Penalty Stroke' (depending on the type of referral).

- 3.5 An umpire referral that has been already been adjudicated upon may not be the subject of a subsequent team referral.

4 TEAM REFERRAL

4.1 Each team is allowed one team referral request (which must be made through the Match Umpires) during regulation time in any match subject to articles 5.4a and 5.4b below of this Regulation and one team referral request during a shoot-out competition, subject to articles 5.4a and 5.4b below:

- a team referrals will be restricted to decisions within the 23 metre areas relating to the award (or non-award) of goals, penalty strokes and penalty corners and, during a shoot-out competition, whether a shoot-out should be re-taken. The award of personal penalty cards may not be the subject of a team referral;
- b any team player, on the field of play at the time of the incident, can request a team referral;
- c this player must indicate to a Match Umpire that he / she wishes to use their team referral. He / she must do so immediately after the incident or decision which is to be referred by using the 'T' signal as well as confirming this verbally to the Umpire;
- d the Match Umpires will not disallow any request for a team referral provided the 'T' signal has been used by a player and seen by the umpire;
- e the player requesting the team referral must inform a Match Umpire of the exact nature of the decision (or non-decision) that their team wishes to be reviewed within a maximum of 20 seconds;
- f if no question is received within 20 seconds the team referral will automatically default to a review of the last decision or non-decision relating to the award (or non-award) of a goal, penalty stroke, penalty corner or re-take of a shoot-out;
- g the Match Umpire then requests Video Umpire assistance using the "television-screen" signal, followed by a 'T' signal to denote a team referral;



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he / she relays by radio to the Video Umpire whatever information is necessary.

5 TEAM REFERRAL PROCESS

- 5.1 The Video Umpire calls for as many replays from any camera angle as necessary to reach a decision.
- 5.2 Within the shortest time frame possible, the Video Umpire provides his / her advice and recommendation:
 - 'Goal'
 - 'No Goal'
 - 'Penalty Stroke'
 - 'No Penalty Stroke'
 - 'Penalty Corner'
 - 'No Penalty Corner'
 - 'Shoot-out to be re-taken'
 - 'No shoot-out re-take'
 - 'No Advice Possible'
 - plus advice on any observed breach of the Rules.
- 5.3 If a breach of the Rules is observed and advised to the Match Umpire, it is then for the Match Umpire to take into account the breach in reaching his / her final decision.
- 5.4 Implications for the retention or loss of team referral rights:
 - a in the event that the referral is upheld the referring team retains its right of referral;
 - b in the event of 'No Advice Possible' (if the video footage is inconclusive, including through not having the correct replays available, the ball never being in shot in the replays, the footage being of insufficient quality to permit a decision or technical problems with the referral equipment), the referring team retains its right of referral;



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- c if there is no clear reason to change the Match Umpire's original decision, the referring team loses its right of referral.
- 5.5 A team referral that has been already been adjudicated upon may not be the subject of a subsequent referral by the opposing team.

6 FOR UMPIRE AND TEAM REFERRALS

- 6.1 The final decision, including any matter of interpretation, remains with the Match Umpire and not the Video Umpire.
- 6.2 All other decisions remain with the Match Umpires.
- 6.3 Substitutions may not take place during the stoppage of play for a video referral; substitution may take place on the resumption of play subject to the Rules of Hockey.