



**SYDNEY MASTERS HOCKEY ASSOCIATION
(SMHA)
incorporated 1988**

COMPETITION RULES – 2022

1. COMPETITION PLAYING FEES

- 1.1 Competition playing fees for all teams will be invoiced by 15 March (for both preseason and main season competitions) and are to be paid in full before the 30th April 2022. The Board reserves the right to impose a suitable penalty (loss of all points and / or a fine up to \$200 in total) if a Club / Team fees are not paid in full by the designated date.
- 1.2 In addition, unfinancial teams (after 15th May):
- Will not be awarded competition points until fees are paid in full.
 - Will not be eligible to play in any finals series if they are unfinancial at the end of normal competition rounds. Their position in the final's series will be taken by the next highest qualified financial team.
- 1.3 Club/Team coordinators must immediately inform SMHA Competition Manager in writing of any player who is unfinancial with their club/team. This advice will be forwarded to Hockey NSW.

2. ELIGIBILITY

- 2.1 Players are eligible to play in any grade if they turn 40 on or before 31st December 2022 with the following exceptions:
- **Premier League** – players who turn 34 on or before 31st December 2022 are eligible.
 - **Sydney Cup** – players who are aged between 35 and 39 and who are not playing in the Sydney Hockey Association Premier Divisions 1 – 3 (or equivalent level in any other Hockey Association league) are eligible.
- however,
- A team can only register and play up to (5) five, 35 – 39 year old players in the season
 - All 35 -39 year old players must be approved annually by the Board.
 - The Board has the discretion to reject 35 -39 year old players from playing in this Division.

- **Combined Legends / Grand Legends League** – players are only eligible to play in this Division if they are either -
 - 55 years old on or before 31st December 2022 or
 - they have previously been approved (as Exempt Age players) in 2021 or previous years.
 - Approved annually by the Board (if they are new players and less than 55 years old on or before the 31st December 2022).

Any team that abuses this policy will be subject to penalties (as outlined in Competition Rule 5.3) and they also run the risk of having any offending underage players ruled out for the remainder of the season.

2.2 **Player Eligibility for Semi Finals, Preliminary Finals and Grand Finals:**

Players must be registered (and financial) and must have played in more than 50% of the games during the main season competition. The Board can allow dispensation in the event of special circumstances. Dispensation requests should be made in writing, and at least 7 days in advance of the commencement of the final's series. The request should provide any evidence that would support the dispensation. Special circumstances will primarily be associated with an injury (supported by written medical evidence) or "one off" overseas, interstate or intrastate business commitments during the season, that has prevented a player from playing for an extended period.

3. **REGISTRATIONS**

- 3.1 All teams must complete the required web-based and annual Team Registration Form before the commencement of the main season for every year of competition. Clubs with more than one team must list players in their appropriate playing level Division and use the 2021 Grading and Team Registrations for each player. A minimum of eleven (11) players must be listed in each grade and all the listed players in the higher grades cannot play down during the season. Teams not completing this form on time will not be eligible to earn points in the competition until they have complied.

All new players for 2021 who have not previously been registered with Sydney Masters Competitions must provide some form of photo ID with their registration details which proves their date of birth.

- 3.2 Clubs / Teams must ensure that before they take the field in any SMHA match that, all players and non playing officials are registered and financial with Hockey Australia, Hockey NSW and their local Association / Club for the current season. This is the full adult registration fee and not for the one off Masters State Championships attendance.

- 3.3 A player can only be registered with one team for a Club and can only play in matches for that Club in the competition along the following lines:
- Players registered for a "Premier League" team cannot play in any other Division,
 - Players registered for a "Sydney Cup" team cannot play in any other lower Divisions but can play in the higher "Premier League",
 - Players registered for a "Masters League" team cannot play in any other lower Division but can play in a higher Division.
 - Players registered for the combined "Legends / Grand Legends" in 2022 can play in any higher Division.

The only specific exception to this rule is for goal keepers – refer to Section 3.7 below for full details.

3.4 Players may play up in a higher grade club team. The restrictions on this are:

- A player registered in a “Sydney Cup” Division team may play up to five (5) games in “Premier League” Division and still be qualified in the Sydney Cup team. If the player plays another game (the 6th game) in Premier League they will be re-graded to “Premier League” Division team.
- A player registered in a “Masters League” team may play up to five (5) games in total in either “Premier League” or “Sydney Cup” and still be qualified in the Masters team. If the player plays another game (the 6th game) in a higher Division, they will be re-graded to the team in the Division in which they have played the six (6) games or otherwise the team in the next highest Division.
- A player registered in a “Legends” team may play up to five (5) games in total in either “Premier League, Sydney Cup, Masters League” and still be qualified in the Legends team. If the player plays another game (the 6th Game) in a higher Division, they will be re-graded to the team in the Division in which they have played the six (6) games or otherwise the team in the next highest Division.

If a competition season is shortened (less games played than planned) the Board will review the restrictions on “games played up” once the reduction in the playing season is known.

Any requests for re-grading of players during the season must be made in writing to the Board.

3.5 Teams can submit requests in writing to the Competition Manager in writing at competition@smhockey.com.au for registration of additional players or deletion of players (who have not played after initial registration) at any time during the season. On approval the player can be added or deleted from the web-based team list. Teams specifically need to be aware of the eligibility requirements for finals (Section 2.2) for any late player registrations.

3.6 **Goalkeepers:** Goalkeepers must wear a different colour playing shirt from all other players (includes own team and opposition).

3.7 In the event of the non-availability of a team’s registered goalkeeper for any game the process for a temporary (“one off”) substitute / replacement will be:

- a) Utilise another Goalkeeper from within own club and from a lower grade first.
- b) If a) is not possible and the team determines a Goalkeeper is required (the team doesn’t want to play with 11 field players), the team is required to obtain approval from the Competition Manager to use another Goalkeeper from another team in that Division or a lower Division. Requests for Board approval for a one off Goalkeeper replacement should be sent by email to competition@smhockey.com.au within 24 hours (or as early as possible) prior to the game’s scheduled start time.
- c) In the case of a Goalkeeper not making the game at late notice then the team will need to play with eleven (11) field players.

- 3.8 Teams can play with eleven (11) field players (or more than 7 up to 11) at any time during the game. No field player has any goalkeeping privileges.
- 3.9 Team playing Uniform: All teams must register their full playing uniform (shirts, shorts and socks) for the approval of the Board when they first enter for the competition or when the uniform is changed. Upon approval teams must ensure that all players wear the same correct uniforms during all matches throughout the competition.

Where there is any possible conflict of colour between teams, the team which was admitted to the Division the latest will be required to provide an alternate playing uniform. Any teams wishing to change or amend their playing uniforms in any way must first send a formal request in writing to the Competition Manager for the Board approval.

4. CONDUCT OF GAMES

- 4.1 All playing venues rules are always to be observed and abided by all SMHA players and officials.
- 4.2 **Preseason and Main Season Game Playing Conditions** - All Divisions:
- 10 minutes warm up.
 - 2 x 30 minute halves.
 - 5 minutes break (Half Time).
 - There will be no time outs for substitutions or injuries.
 - Penalty strokes and penalty corners will be played out.
 - All games will finish 10 minutes before the designated starting time of the following match. Umpires will adjust the length of the 2nd half to meet this requirement as necessary.
- 4.3 During all competition matches each team may play up to a maximum of 16 players in each game. FIH rules state that of the eleven players on the pitch at any time, one MAY be a fully kitted goalkeeper (that is, teams can choose to play with eleven (11) outfield players). Only fully kitted goalkeepers enjoy privileges.
- 4.4 Should a goalkeeper receive a temporary suspension of 5 minutes at any time during the game which forces him to leave the field, his team will be required to continue play with 10 field players during the suspension (i.e. no goalkeeping privileges). If the suspension is of a longer duration (i.e. more than 5 minute temporary suspension or a RED card) then the team can either play on with 10 players none of whom have goalkeeping privileges or replace the goalkeeper with another fully kitted one and remove one outfield player. The clock will not be stopped during this time.
- 4.5 All games must have both teams match cards fully completed on the web-based system. Each team must have a team list that can be viewed and noted by the umpires and each Team Co-ordinator prior to the game starting. Also please refer to **Section 7** for further important specific instructions and mandatory requirements. Players who do not show up for a game can be edited (ticked as DNP) at the end of the game pre match card sign off.
- The Board reserves the right to penalise teams who do not have a team list on the web-based system prior to the commencement of a game. If a team fails three (3) times to complete a match card prior to a match starting they will be penalised by forfeiting the game to their opponents on the third (3rd) strike).

- 4.6 Any team that is unable to field a minimum of seven (7) eligible players within 10 minutes of the designated starting time for the game will be deemed to have FORFEITED the match. The opposition team will be awarded a 5-0 win. A match card must be completed and signed off by the umpires as per normal requirements. The team who receives the forfeit will have the game credited to players who were at the game and listed on the team match card. The forfeiting team will not have the game credited to any players. In addition, the forfeiting team will be penalised the full pitch hire fee for that game. (Currently \$300.00).
- 4.7 Teams are required to supply one approved match ball – namely a Standard Kookaburra yellow dimple ball for Sydney Hockey Centre fields and Standard Kookaburra yellow or white dimple ball for any other fields that may be used by Sydney Masters Hockey Association.
- 4.8 **Final Series Games:**
- Up to 10 minutes warm up then,
 - 2 x 30 minute periods and break as specified in 4.2 above.
 - There will be time out for any suspensions or injuries.

If scores are tied at full time in the Grand Final, a penalty shootout competition as per FIH guidelines will be conducted to decide the winner. All other final series games (in the event of a draw at full time) will see the highest ranked team progress to the next finals round.

The shootout competition will include:

- (a) The shootout will be done as 1 v 1 between the attacker starting from the 23 and goalkeeper starting on the goal line, with each shootout attack to be made by a different field player. Teams will take turns at attacking, with the team going first being agreed by the captains or, failing agreement, determined by the umpire's coin toss.
- (b) An attack duration is 8 seconds (Premier League, Sydney Cup, and Masters League) and 12 seconds (Legends / Grand Legends League) by an independent timekeeper.
The team with the most goals after both teams have had 5 shootouts will be the winner.
- (d) If scores are even after both teams have had 5 shootouts, the competition will continue using the same 5 field players in rotation. The order of players can be changed. The first team to have a higher number of goals after both teams have had the same number of shootouts will be the winner.

4.9 **Lightning Safety Code.**

The following Lightning Safety Code applies to all games conducted by SMHA

- a) The lightning safety code is based on the 30 / 30 rule which calls for play to be stopped when the lightning / thunder ratio reaches 30 seconds or less. i.e. the time between when the lightning is seen, and the thunder is heard is 30 seconds or less. This means that the lightning is 10 km away and the next strike has a "significant risk" of hitting the people who have seen the lightning and heard the thunder
- b) Play should not commence until 30 minutes after the last lightning strike and thunder or upon the mutual agreement of appointed officials and team captains, relying on local knowledge but always ensuring the safety of all concerned.

4.10 Shin Pad and Mouthguard Competition Safety Rule

In all competition games, training sessions and representative championships etc. conducted by or participated in by Sydney Masters Hockey Association (SMHA), all players are recommended to wear shin pads and mouthguards. Any player who cannot or who does not wish to comply with this recommendation in full must complete the Player Agreement Waiver without which he will not be eligible to play.

5. **CONDUCT OF THE COMPETITION**

5.1 Teams will play competition round games as set out in the draw published by the SMHA. The result of the games will see Points awarded as follows:
WIN = 3; DRAW = 1; LOSS = 0

5.2 If neither team appears for a scheduled game, no points will be awarded for that game. **Note** - prior notification to the SMHA Competition Manager to competition@smhockey.com.au must have been provided in writing otherwise the Board may impose a fine of up to \$300 per team. "Sharing" of points by agreement is not permitted under any circumstances.

5.3 Any team playing UNREGISTERED, INCORRECTLY REGISTERED or NON APPROVED UNDERAGE players will forfeit any points won in that game and these will be credited to their opponents together with a 5-0 score. In the event they lose the game, three points will be deducted from their accumulated total. The Board may also apply a fine of up to \$100 for any offence.

5.4 At the conclusion of the competition round games teams will be ranked on the following basis:

1st Rank - Number of Points earned

2nd Rank - Higher Goal difference

3rd Rank - Higher Number of Goals scored

4th Rank - Higher total points earned in games played between any / all teams equal on all of the above

5th Rank - Result of the most recent game between teams equal on all of the above

6th Rank - Result of the second most recent game etc.

7th Rank - Toss of coin with both captains present

5.5 **Final Series:** At the end of the competition rounds there will be a final series of matches played as follows:-

Premier Division, Sydney Cup, and Masters League – the four teams who have gained the most points will progress to the semifinals. In the event of teams finishing on the same number of points the final positions will be determined in accordance with Section 5.4

Semi-Finals will be played based on 1 v 2 (Major) and 3 v 4 (Minor).

Preliminary Final will be played between the loser of the major semi-final and the winner of the minor semi-final

Grand Final will be played between the winner of the major semi-final and the winner of the preliminary final.

In the 2022 combined Legends / Grand Legends Division – the four teams who have gained the most points will play the semi-finals in the Legends Division.

The four teams who finish in positions 5 to 8 will play in the semi-finals in the Grand Legends Division.

In the event of teams finishing on the same number of points the final positions will be determined in accordance with Section 5.4

Semi-Finals will be played based on 1 v 4 and 2 v 3

Grand Final will be played between the winner of the two semi-finals.

5.6 **Incomplete Games during the Season**

If any scheduled games are not able to be completed in full for any reason (except for Competition Rules 4.6 and 5.2) relating to matters such as fields not accessible, damage to field, weather (includes lightning etc.), failure of lights etc. then the circumstances must be advised to the Competition Manager by each team within 24 hours of the game.

The Competition Manager will make every endeavor to arrange for any incomplete game to be re-scheduled to an alternative date during the season. If it is not possible to re-schedule to another time the game will be deemed a draw with one (1) point awarded to each team.

6. **UMPIRES**

6.1 Umpires will be appointed by SMHA Umpires Co-ordinator to games in all Divisions. If umpires do not appear each team is responsible for providing one from their playing roster

6.2 It is the Umpires responsibility to ensure that they have viewed team lists on the web-based system prior to commencement of each game. They are also responsible for ensuring that all player suspensions are correctly recorded after each game on the web-based system.

6.3 It is the responsibility of the umpire to ensure each game is closed out on the web-based system at the end of the game. This should be supported by the Team Co-ordinators from both teams. Refer to Section 7.

6.4 All umpires will wear specified colour shirts when umpiring that do not clash with the playing shirts of participating teams.

7. **RESULTS**

7.1 All teams (Team Co-Ordinator's) are responsible for checking the web-based Match Cards are correct at the end of the game. This includes:

- Goals are allocated to the correct scorers.
- Cards (all suspensions) are allocated to the correct players with the correct card color and number received.
- The total team score is correct.
- Any players who did not play have their DNP box checked.

- Consulting with umpires and the other Team Co-ordinator to ensure that the information on the match card is fully correct.
- Checking the Team Co-Ordinator box to accept correctness of the information on the match card.

7.2 Match Umpires are responsible for checking the web-based Match Cards are correct and finalised at the end of the game. This includes:

- All suspension Cards (number and colour) have been allocated to the correct players.
- Any comments regarding Misconduct or injury are recorded.
- Team scores are correct.
- Team coordinators review / update cards and check their acceptance box.
- Checking the Umpires box to indicate that the game Match Card is complete.

If the umpires are unable to complete the Match Card, then they need to contact the Competition Manager at competition@smhockey.com.au by 12:00 noon the next day stating:

- The reason why the Match Card could not be closed.
- The match result.
- The goal scorers.
- The cards given.

7.3 **Web based Match Card completion and review.**

Web based match cards can be reviewed once the umpires close a game's match card out by checking the Umpires "game complete" box on the web-based match card.

If the umpires don't check the game as complete the system will not automatically update with allocation of match result points, scores, cards and who played. The system will also not allow the teams to select a team for the next game.

Failure of teams to complete team lists for the web-based cards and ensuring completion of games by checking their team box and ensuring the umpires check the game out as complete will impact the smooth operation of the web-based system.

A Teams' failure to complete teams and cards will result in penalties which will be applied at the discretion of the Board (Refer to Section 7.4).

If a review of the match card after the game results in picking up an anomaly that requires addressing the Competition Manager should be contacted by emailing competition@smhockey.com.au no later than 12:00 noon the next day.

- 7.4
- a) The SMHA Board reserves the right not to allocate points for any game for which a fully completed match card is not finalised at the end of a game as per 7.1 and 7.2 and to fine teams, in the event of repeated offences (up to \$100 per offence).
 - b) In the event a team has not fully completed its match card prior to commencement of its scheduled game, two (2) players from the team (being the Captain and 1 other player) **WILL NOT** be entitled to take the

field at the commencement of the game until the match card has been fully completed.

This means that any team(s) concerned will be required to commence the first period of the game with a maximum of 9 players and that the 2 players will not be able to join the game until the match card has been fully completed.

At half time, if the Umpires deem that the match card is still not fully completed, the same two (2) players must again sit off the commencement of the 2nd half of the game until the match card has been fully completed.

8. PLAYER MISCONDUCT – SUSPENSIONS AND DISPUTES

8.1 SMHA will fully observe all suspension notices against any player, as it may be advised, from any other Hockey Association within Australia. Accordingly, any player under suspension will not be permitted to take part in any SMHA games until such suspension has been fully completed and notice provided in writing by the relevant Hockey Association.

8.2 An umpire of a SMHA match may temporarily suspend a player from the match by awarding a green or a yellow card and may permanently suspend a player from the match by awarding a red card. (a) A green card carries a 2 minute temporary suspension; (b) A yellow card may carry either a 5 minute or a 10 minute temporary suspension, as determined by the umpire.

Players who receive suspensions (temporary – green / yellow or permanent – red) in any SMHA game (this includes the formal preseason competition) will have this recorded against their name on the web-based match card by the Umpires and verified by the Team Co-ordinator as in 7.1 and 7.2 above.

8.3 If a player is temporarily suspended the umpire must indicate / advise the player and (where applicable) the ground marshal and / or the technical officer the duration of any suspension. All suspensions (including time periods for yellow cards and reasons for red cards) must be marked on the match cards at the end of the game.

If a player is permanently suspended from a match by receiving a red card, the umpire awarding the card must:

- (a) at the conclusion of the match, advise the suspended player or a representative of the suspended player's club of the reason for the suspension, including the specific charge against the player which has been entered on the match card;
- (b) by 5:00pm on the following day immediately after the match, report the suspension (by telephone) to the SMHA Umpires Co-ordinator and
- (c) by 5:00pm two days immediately after the match, submit a written report on the incident to the SMHA Competition Manager competition@smhockey.com.au.

8.4 The umpire's written report under 8.3 (c) must include:

- (a) the suspended player's name, club and grade and the name of the opposing team,
- (b) the date and place of the suspension;
- (c) the reason for the suspension, including the rule invoked;
- (d) an adequate description of the events leading up to the suspension; and

- (e) any other matter that the umpire considers relevant to the suspension.
- 8.5 If a SMHA appointed umpire fails to meet the requirements of 8.3 and 8.4 the SMHA Umpire Co-ordinator and Competition Manager will determine whether the umpire should be directed to forfeit any fee for the relevant match.
- 9. SUSPENSION OF A PLAYER**
- 9.1 A player who receives suspensions in matches during a single season (includes both preseason and main season competitions), including finals, may be suspended by SMHA automatically, even if the player was playing in different grades or for different teams when the suspensions were issued.
- 9.2 Automatic suspensions will be determined on the following basis (but subject to);
- (a) a player accrues two (2) demerit points when he receives a green card
 - (b) a player accrues five (5) demerit points when he receives a yellow card with a 5-minute suspension and ten (10) demerit points when he receives a yellow card with a 10 minute suspension;
 - (c) when the aggregate demerit points accrued by a player in any season reaches or first exceeds 15, the player will automatically be suspended for the next round or finals match;
 - (d) when the aggregate demerit points accrued by a player in any season reaches or first exceeds 25, the player will automatically be suspended again for the next round or finals match;
 - (e) when the aggregate demerit points accrued by a player in any season reaches or first exceeds 30, the player will automatically be suspended yet again for the next round or finals match; and
 - (f) The Board reserves the right to ban the player from taking the field in further games after accumulating 30 points.
- 9.3 The suspensions in Rule 9.2 will be varied as follows:
A player with 14 or fewer demerit points before the start of a final's series will have those points ignored for the purposes of assessing suspensions based on suspensions awarded in the finals; and the Board can increase any suspension for continual offenders.
- 9.4 A player issued with a red card in any SMHA match is automatically suspended from playing until the Judiciary begins hearing the case against him (including any early guilty plea),
- 9.5 Should a player receive a RED Card (permanent suspension) in any SMHA game during the season (includes both preseason and main season competitions), their incident will be assessed for penalty by the appointed SMHA Judiciary.
- 9.6 **Judiciary:** Any reported misconduct will be adjudicated on by the SMHA Judiciary at its next meeting. In the event that a meeting of this judiciary is not set down within a reasonable period following the date of the misconduct the Sydney Masters Hockey Board retains the power granted in the constitution to form a panel committee to adjudicate on the matter. In this case the composition of the judiciary shall be as laid down by the Constitution.

9.7 **Protests, Complaints and Appeals:** Protests, complaints or appeals of any type must be in writing and in the hands of the Competition Manager within forty eight (48) hours of the incident(s). A fee of \$250 must be paid at the time of any protest, complaint or appeal. No investigation will commence until this fee has been paid. The fee will be fully refunded if the protest or complaint is successful.

10. **REPRESENTATIVE GUIDELINES**

10.1 **SMHA Representative Eligibility:**

Players must be registered (and financial with their team / club) and have participated as a player in the SMHA Competition in the current season to be eligible for selection as a Sydney Masters Hockey Representative. All nominees must be in attendance and play on designated selection and training days (as required).

10.2 Players (from time to time and where required) who play Masters hockey for other Associations may be invited for selection in any Sydney representative team subject to the approval of the Board. This generally would happen strictly on a limited basis and mainly relate to senior players in the Over 65's plus age divisions. Similarly, this situation would apply to players who play grade hockey within Sydney or any other Association for the Over 34 age division.

10.3 A player who is suspended at the time of an NSW Championships is ineligible to represent SMHA

10.4 Any player registered and playing in the SMHA competition who is being considered, or has been selected in a Sydney Representative team, MUST seek Board approval to play for another association at an NSW Championship.

10.5 A player who is selected for any SMHA representative team who subsequently plays for another Masters Association in the same competition without the written consent of the Board shall be suspended from the SMHA competition for the balance of the season.

11. **ANNUAL COMPETITION STRUCTURE**

An important objective for the Board of the SMHA is to ensure that all teams in all divisions remain as competitive as possible.

Therefore, prior to the commencement of each season the SMHA Board shall, determine the annual competition structure and the appropriate composition of Divisions including the relevant grading of all teams for the forthcoming competition.

11.1 **GRADING OF TEAMS**

The following methodology, process and considerations will be used by the Board to determine the structure of the annual competition and the composition of teams for each Division.

At the conclusion of each season (and normally at the AGM or before 31st December), all clubs will be required to nominate the number of teams they intend to enter in the following season competitions (both preseason and main season) and into which Division they wish each team to compete.

Although there can be significant differences between the playing standards of each Division, unless there are extenuating circumstances, teams who finish first after the full round of matches in the previous season (Minor Premiers) and / or win the Premiership, will be considered for promotion to the next higher grade and teams finishing last after the full round of matches in the previous season will be considered for relegation to the next lower grade

Promotion and Relegation is not automatic and must be approved by the Board. Provisional gradings for the following season will be assessed using the previous seasons results. The final decision will also consider the club's / teams declared preferences and where there is a mismatch between an allocated grade and a club's preference then that club /team will be informed and invited to prepare a formal submission to the Board.

The Board also reserves the right to consider other teams throughout all Divisions for possible promotion or relegation. This would generally be on the basis of the previous seasons results where it can be clearly demonstrated that any team is clearly superior (ie. has performed very strongly in line with the Minor Premiers) or uncompetitive (ie. has performed very poorly in line with the team who finishes last) in any Division.

The Board also has the right to review teams in the event a new Division is established, and a re-balancing of teams is required based on any change in the structure of the competition – i.e. overall team numbers may be increased or decreased in any particular Division in any future seasons.

There will not be any provision for two (2) teams from the same Club to be in the same Division unless approved by the Board.

In addition, the grading into a suitable Division for any new Clubs or additional teams from existing clubs will be determined by the Board (upon a formal written submission from the Club or new team – to include but not be restricted to player listing and history of players etc.).

New teams will generally be required to commence in the lowest unlimited age Division unless there are exceptional circumstances in which case Board approval can be sought.

The decisions of the Board in relation to the annual competition structure and the grading of all teams into the relevant playing Divisions are final.