

# AUHL

## Australian Unicycle Hockey League

### Rules

# Contents

1 Quick Reference..... 3

1.1 Terms..... 3

1.2 Points..... 3

2 AUHL – The Australian Unicycle Hockey League.....4

3 Players..... 4

4 Teams..... 4

4.1 Roles and Responsibilities.....4

4.2 Points-Team..... 5

4.3 Development-Team..... 5

4.4 Scratch-Team..... 5

5 Committee..... 5

6 President..... 6

7 Rules..... 6

8 Competition..... 6

8.1 Calendar..... 6

9 Tournaments..... 7

9.1 Points-Tournaments..... 7

9.2 Non-Points-Tournaments..... 7

9.3 Games..... 7

9.3.1 IUF Ball Out of Bounds..... 7

9.3.2 AUHL Ball Out of Bounds..... 7

9.4 Schedules..... 7

9.5 Costs..... 8

9.6 Referees..... 8

9.7 Hosting..... 9

9.7.1 Pre-Tournament..... 9

9.7.2 Tournament Day..... 9

9.7.3 Post-Tournament..... 9

9.8 Tournament Rank..... 9

9.9 Tournament-Points..... 10

10 Competition-Points..... 10

10.1 Competition-Points-Available..... 10

10.2 Competition-Points-Won..... 11

11 Finals..... 12

12 Drug and alcohol policy..... 12

13 Non-AUHL Competitions, and Australia A Team..... 13

# 1 Quick Reference

## 1.1 Terms

Please read these terms first. To minimise ambiguity, some terms used in the **Rules** have specific meanings, and are in **Bold Text** with the **Initial Letter Of Each Word Capitalised**.

Organisations	<b>AUHL</b> <a href="http://hockey.unicycling.org.au/">http://hockey.unicycling.org.au/</a>	Australian Unicycle Hockey League
	<b>AUS</b> <a href="http://unicycling.org.au/">http://unicycling.org.au/</a>	Australian Unicycle Society
	<b>IUF</b> <a href="https://unicycling.org/">https://unicycling.org/</a>	International Unicycling Federation
People	<b>Player</b>	Person who plays for a <b>Team</b> in a <b>Tournament</b> or <b>Final</b>
	<b>Committee</b>	Group of <b>Team Delegates</b> . The <b>Committee</b> approves changes to <b>Rules</b>
	<b>Delegate</b>	Person who represents a <b>Team</b> on the <b>Committee</b>
	<b>Admin</b>	Person responsible for administrative tasks for a <b>Team</b>
	<b>Competition</b>	Calendar year <b>Tournaments &amp; Finals</b> ; determines Champion <b>Team</b> & other placings
	<b>Calendar</b>	Calendar year schedule of <b>Tournaments</b> and <b>Finals</b>
	<b>Rules</b>	This document – the <b>Rules</b> that cover the operation of the <b>AUHL</b>
Teams	<b>Points-Team</b>	<b>Team</b> that competes in <b>Tournaments</b> and receives <b>Competition-Points</b>
	<b>Development-Team</b>	<b>Team</b> that competes in <b>Tournaments</b> but does not receive <b>Competition-Points</b>
	<b>Scratch-Team</b>	<b>Team</b> that competes in <b>Tournaments</b> but does not receive <b>Competition-Points</b>
Tournaments	<b>Points-Tournament</b>	<b>Tournament</b> where <b>Points-Teams</b> receive <b>Competition-Points</b>
	<b>Non-Points-Tournament</b>	<b>Tournament</b> where no <b>Teams</b> receive <b>Competition-Points</b> . e.g. <b>Development-Teams</b> only <b>Tournament</b> , or a <b>Tournament</b> with less than 4 participating <b>Points-Teams</b> .
	<b>Host</b>	Entity responsible for organising and running a <b>Tournament</b>
	<b>Finals</b>	End of year <b>Tournament</b> . The <b>A-Final</b> determines 1 <sup>st</sup> to 4 <sup>th</sup> placing in the <b>Competition</b> . The <b>B-Final</b> determines 5 <sup>th</sup> to 8 <sup>th</sup> placing in the <b>Competition</b>

## 1.2 Points

Points Type	Determines	Basis of Calculation
<b>Game-Points</b>	Determine the result of one game: Win, Lose, or Draw	One <b>Game-Point</b> per goal scored
<b>Tournament-Points</b>	Determine the result of one <b>Tournament</b> : the ranking of <b>Points-Teams</b> at the completion of that <b>Tournament</b>	3 <b>Tournament-Points</b> for winning a game against a <b>Points-Team</b> 1 <b>Tournament-Point</b> for drawing a game against a <b>Points-Team</b>
<b>Competition-Points</b>	Determine ranking of <b>Points-Teams</b> during a <b>Competition</b>	Each <b>Team</b> is ranked in the <b>Competition</b> by the sum of <b>Competition-Points-Allocated</b> from that <b>Teams</b> 5 best <b>Points-Tournament</b> results.
<b>Competition-Points-Available</b>	In a <b>Points-Tournament</b> , determines how many <b>Competition-Points</b> are available to be won by <b>Points-Teams</b> at that <b>Tournament</b> .	<b>Tournament</b> -specific calculated number based on which <b>Points-Teams</b> play in that <b>Tournament</b> . Harder <b>Tournaments</b> – i.e. those with more high ranked <b>Teams</b> – have more <b>Competition-Points-Available</b> .
<b>Competition-Points-Won</b>	In a <b>Points-Tournament</b> , determines how many <b>Competition-Points</b> each <b>Points-Team</b> receives upon completion of that <b>Tournament</b> .	<b>Team</b> -specific calculated number allocated to each <b>Points-Team</b> based on their completed position in that <b>Points-Tournament</b> (i.e. first, second, third, etc). The higher a <b>Points-Team</b> finishes in a <b>Points-Tournament</b> , the more <b>Competition-Points-Won</b> it receives.

## 2 AUHL – The Australian Unicycle Hockey League

The **AUHL**'s objective is to develop and grow unicycle hockey in Australia by operating a safe, fair, and enjoyable annual **Competition**. The **Competition** is open to all unicycle hockey **Players** and **Teams**. The **AUHL** is not-for-profit, and is managed and operated by volunteers. The **AUHL** supports the **AUS** (Australian Unicycle Society).

The **AUHL** consists of **Players**, **Teams**, a **Committee**, and a President. The **Competition** consists of **Tournaments** and **Finals**.

## 3 Players

Any person who plays for a **Team** in a **Tournament** is a **Player**. Anyone can participate as a **Player** in the **AUHL**. There are no restrictions on age, sex, or playing ability.

A **Player** can only play for one **Points-Team** in a **Competition**. The first **Points-Team** a **Player** plays for in a **Tournament**, is the only **Points-Team** they can play for in **Tournaments** during that calendar year.

**Players** from any **Team** may play for any **Development-Team** and/or **Scratch-Team** in any **Tournament**.

**Players** and Referees must be financial members of the **AUS**.

## 4 Teams

Games in **Tournaments** are between **Teams**.

A new **Team** may join the **Competition** at any time.

A **Team** may be either a:

- **Points-Team**
- **Development Team**
- **Scratch-Team**

### 4.1 Roles and Responsibilities

Each **Team** is responsible for assigning their own roles and responsibilities. Two roles are necessary: **Team Admin** and **Team Delegate**.

The **Team Delegate** and **Team Admin**:

- Can be the same person
- Do not have to be **Players**
- Can be an existing **Delegate** and/or **Admin** for another **Team**

The **Team Delegate** represents their **Team** on the **Committee**. **Scratch-Teams** do not have **Delegates** on the **Committee**.

The **Team Admin** updates **Player** lists on the on the **AUHL** web site, registers their **Team** in **Tournaments**, and ensures their **Team's Players** are financial members of the **AUS**.

## 4.2 Points-Team

**Points-Teams** compete for **Competition-Points** in **Tournaments** and are eligible to play in **Finals**.

**Points-Teams** begin each **Competition** with zero **Competition-Points**.

**Development-Teams** choosing to become a **Points-Team** begin with zero **Competition-Points** at the time they become a **Points-Team**.

**Points-Teams** becoming **Development-Teams** lose any **Competition-Points** they may have received.

A **Points-Team** may chose to become a **Development-Team** at any time, except for the period between committing to play in a **Points-Tournament** and the completion of that **Tournament**.

## 4.3 Development-Team

**Development-Teams** enable new, younger, or less skilled **Players** to gain experience and develop their skills in Game play and **Tournament** participation, without the additional pressure of earning **Competition-Points**.

A **Development-Team** does not receive **Competition-Points**, and cannot play in **Finals**.

A **Development-Team's Delegate** can not vote in **Committee** decisions.

A **Development-Team** may choose to become a **Points-Team** at any time.

## 4.4 Scratch-Team

A **Scratch-Team** in one comprised of **Players** who:

- do not play for a **Points-Team** or a **Development-Team**, or
- play for a **Points-Team** or **Development-Team** not participating in that **Tournament**

A **Scratch-Team** does not receive **Competition-Points**, and cannot play in **Finals**.

A **Scratch-Team** does not have a **Delegate** on the **Committee**.

## 5 Committee

The **Committee**:

- Approves changes to the **Rules**
- Clarifies interpretation of the **Rules**
- Decides on issues not covered by the **Rules**

The **Committee** consists of one **Delegate** from each **Points-Team** and each **Development-Team**, plus the President.

**Delegates** of **Development-Teams** can not vote in **Committee** decisions.

Decisions of the **Committee** are made by majority vote.

In the event of a tied vote, the President may cast a deciding vote, in addition to any vote he/she may have as a **Delegate** to the **Committee**.

**Committee** members at February 2016 are: Ashley Curtis, Cameron Blight, Amir Atme, Nic Vevers, Mike Watson, Henry Chapple, Charles Allum, Steven Hughes, Laila McKenzie.

## 6 President

The President is elected by **Players** at the start of each calendar year.

The President at May 2016 is Ashley Curtis.

## 7 Rules

The **AUHL Rules** are approved by the **Committee**, and available on the **AUHL** website.

To eliminate possible confusion:

- the **Rules** approved by the **Committee** must state on each page 'Approved' and the date of approval by the **Committee**.
- Draft **Rules** issued by the **Committee** must state on each page 'Draft' and the date of the most recent change to the draft.

Any person may submit to the **Committee** a proposed change to the **Rules**. Proposed changes will be considered by the **Committee** only if they are in writing and list the existing and proposed wording:

- Deletion of existing wording; e.g. "Delete **Rule 2.3**", or "Delete the 2nd paragraph in **Rule 3.5**"
- Addition of new wording: e.g. "Add the following words as **Rule 1.4**", or "Add the following words as a new paragraph between the existing 2nd & 3rd paragraphs in **Rule 4.2**"
- Replacement of existing wording: e.g. "Replace existing **Rule 2.3** with the following words", or "Replace the 2nd paragraph in **Rule 5.2** with the following words".

**Delegates** are responsible for discussing proposed **Rule** changes with their **Team**, and for informing their **Team** members of approved changes to the **Rules**.

## 8 Competition

The **Competition** runs each calendar year and consists of **Tournaments** which determine **Team** ranking, followed by **Finals** in November.

### 8.1 Calendar

The **Competition** runs from 1<sup>st</sup> March to 30 November. The objective is to have at least one **Points-Tournament** each month. **Tournaments** usually take place on Saturdays, Sundays or Public Holidays.

**Points-Tournaments** are planned for the 3<sup>rd</sup> weekend of each month. To accommodate specific **Team** and venue requirements, **Tournaments** may be held on other weekends of the month.

If **Teams** are unable to arrange a **Tournament** venue during the proposed time period, the **Committee** may approve a substitute date for the **Tournament**.

In addition to scheduled monthly **Tournaments**, additional **Tournaments** may be held during the **Competition** year. **Teams** must register these **Tournaments** at least 28 days before the **Tournament** date. A **Points-Tournament** can not be held after the scheduled October **Points-Tournament** (held on the 2<sup>nd</sup>, 3<sup>rd</sup> or 4<sup>th</sup> weekend in October).

## 9 Tournaments

### 9.1 Points-Tournaments

**Points-Tournaments** give **Competition-Points** to each participating **Points-Team**.

**Points-Tournaments** must have at least 4 **Points-Teams** participating, and not more than 8 **Teams** in total.

**Teams** register for **Tournaments** on a 'first in' basis.

There is no limit to the number of **Tournaments** any **Team** competes in.

### 9.2 Non-Points-Tournaments

**Non-Points-Tournaments** are those where no **Competition-Points** are won by any **Team**, and include:

- **Tournaments** with less than 4 **Points-Teams** participating, even if the total number of **Teams** in the **Tournament** is 4 or more.
- **Tournaments** with only **Development-Teams** participating.
- Training **Tournaments**, such as informal Sticks-In Referee training **Tournaments**.

### 9.3 Games

Games are played according to the **IUF** rules, with the exception of "Ball Out of Bounds".

#### 9.3.1 IUF Ball Out of Bounds

IUF Rule 9.5.8 states:

If the ball leaves the field, the game is interrupted immediately (even if the ball comes back in). The team opposite to that of the player who last touched it gets a free shot. The free shot is done 1.0 m in from the side line.

#### 9.3.2 AUHL Ball Out of Bounds

The Ball Out of Bounds rule used in all **AUHL Tournaments** is:

If the ball leaves the field and does not come back in, or comes back in after contact with any person outside the field, the game is interrupted immediately. The **Team** opposite to that of the **Player** who last touched it gets a free shot. The free shot is done 1.0 m in from the side line.

### 9.4 Schedules

Games are played in **Tournaments** according to the schedules for 4, 5, 6, 7 and 8 **Team Tournaments**. These schedules are available as spreadsheets that can be downloaded from the **AUHL** website.

**Tournaments** with 4 to 7 **Teams** are played as a 'round-robin' where each **Team** plays each other **Team** once.

For each **Team** to play all other **Teams** in a 'round-robin', the number of games necessary is the "Triangular Number" for (# of **Teams**)-1.

No. of Teams	Round Robin		2 Pool Round Robin + Semi-finals + Finals
	Triangular Number (# of Teams)-1	No of Games	No of Games
4	3+2+1	6	
5	4+3+2+1	10	
6	5+4+3+2+1	15	
7	6+5+4+3+2+1	21	
8	7+6+5+4+3+2+1	29	20
9	8+7+6+5+4+3+2+1	37	
10	9+8+7+6+5+4+3+2+1	46	

Due to time constraints, for 8 **Team Tournaments**, two 4 **Team** pools play a round-robin where each **Team** plays each other **Team** in their pool once, followed by Semi-Finals and Finals games to determine the ranking of all **Teams** in the **Tournament**.

**Teams** must be ready to play at their scheduled Game time. Games can only be delayed, swapped with other scheduled Games, or played at the end of a **Tournament** if each **Team** competing at the **Tournament** agrees to the schedule change. If a **Tournament** is running ahead of schedule, any **Team** may choose not to commence their Game before their scheduled Game time.

## 9.5 Costs

The **Host** may recover the cost of court and equipment hire, and insurance for their **Tournament** by:

- Financial assistance from individuals, Clubs, Sponsors, or other entities.
- An equal fee levied on all **Teams** participating in a **Tournament**
- An equal fee levied on all **Players** participating in a **Tournament**, e.g. for a Sticks-in Referee training **Tournament**.

A **Team** that withdraws from a **Tournament** less than 7 days before the **Tournament** date must still pay its fee to the **Host**.

Teams that have not paid fees due to a **Host**:

- Can not register or compete in future Tournaments
- Will not receive any **Competition-Points-Won** from previous **Tournaments**

until all fees due to all **Hosts** have been paid.

## 9.6 Referees

In **Tournaments**, each Game has 2 referees. Each **Team** participating in a Game provides 1 referee for the following game. Referees agree between themselves who takes the role of lead referee, and who takes the role of 2<sup>nd</sup>, or assisting referee.

Referees should know the current **IUF** unicycle hockey rules, and any exceptions that apply in **AUHL** games. Referees are encouraged to attend **AUHL** Referee training days. Referees should ensure the game is played in a safe and fair way. They should be impartial, consistent, and clear in their decisions.



## 9.7 Hosting

Each **Points-Team** must **Host** at least one **Points-Tournament** in each **Competition**. A **Tournament** including Informal Sticks-in **Tournaments** and Referee Training **Tournaments** can be hosted by a **Team**, a **Club**, the **AUHL**, an individual or other entity.

**Teams** can **Host Tournaments** at their usual venue, or at other venues, including those used by other **Teams**.

A **Host Team** can outsource the management of (but not the responsibility for) the **Tournament** to an individual, **Club**, or other entity.

**Teams** that do not **Host** a **Points-Tournament** during the year are not eligible to play in **Finals**.

### 9.7.1 Pre-Tournament

Register the **Tournament** on the **AUHL** website. To enable other **Teams** to decide / plan to attend:

- Give as many days notice as possible. **Tournaments** must be registered at least 14 days before the **Tournament Date**.
- Provide an estimated cost per participating **Team**
- Provide an indication of the playing court size and conditions – e.g. use of floor-ball barriers, etc.

At least 7 days before the **Tournament Date**, provide the **Tournament** schedule including Game times to participating **Teams**.

### 9.7.2 Tournament Day

The **Host** is responsible for ensuring:

- that the venue and equipment are safe and ready for use.
- a first aid representative is present.
- the schedule of play, and a record of the result of each game, is publicly available.
- people are available to operate the scoreboard and record game scores.
- Results of games are recorded in the appropriate **AUHL Tournament** spreadsheet.

### 9.7.3 Post-Tournament

Email the record of the **Tournament**, as a completed Excel spreadsheet, to the **Committee**.

## 9.8 Tournament Rank

When all **Games** in the **Tournament** schedule have been played, and if necessary, penalty shootouts are complete, the rank of each **Team** in the **Tournament** can be determined. There are no tied positions or split points in **Tournament** rankings. At the end of each **Tournament** there must be a single **Team** in each position (first, second, third, fourth, etc).

**Teams** are ranked by:

- For **Tournaments** with 1-7 participating **Teams**, played as a round robin, **Teams** are ranked by the number of **Tournament-Points** they received.
- For **Tournaments** with 8 participating **Teams**, teams are ranked at the end of the round robin stage by the number of **Tournament-Points** they received. Semi-Finals and Finals are then played to determine the ranking of each **Team** in the **Tournament**.

If 2 **Teams** are on equal **Tournament-Points** after all round-robin games have been played, their ranking precedence is determined by:

- the winner of that **Tournament's** Game between the two **Teams** is ranked ahead of the loser of that head-to-head game.
- if that head-to-head Game was tied, the 2 **Teams** compete in a Penalty Shootout according to **IUF Rules**, and the shootout winner is ranked in the position above the shootout loser.

If 3 or more **Teams** finish with the same number of **Tournament-Points** after all round-robin games have been played, each **Team's** for-and-against goals are added for all their games against the other **Teams** on equal **Tournament-Points**. The for-and-against goal counts are used to determine ranking precedence between the **Teams**.

## 9.9 Tournament-Points

**Tournament-Points** determine the rank of **Teams** during the round-robin component of a **Points-Tournament**.

In a **Points-Tournament**, each **Points-Team** receives **Tournament-Points** for each game it wins or draws in a round-robin:

- one **Tournament-Point** for each drawn game
- three **Tournament-Points** for each win

## 10 Competition-Points

Each **Points-Team** is ranked throughout the year by the sum of **Competition-Points-Won** from that **Teams** 5 best **Points-Tournament** results.

Each **Points-Tournament** has a number of **Competition-Points-Available**, based on which **Points-Teams** play in that **Tournament**.

At the completion of each **Points-Tournament**, each **Points-Team** receives **Competition-Points-Won** based on the position they finished in the **Tournament**.

### 10.1 Competition-Points-Available

For each **Points-Tournament**, the number of **Competition-Points-Available** to be won is a calculated number based on:

- the number of **Points-Teams** competing in the **Tournament**
- the rank of those **Teams** in the **Competition**

The more **Points-Teams** in a **Tournament**, and the higher those **Teams** are ranked in the **Competition**, the greater is the number of **Competition-Points-Available** in that **Tournament**.

Competition rank of each Points-Team at Tournament Date.	Competition-Points-Available for each Points-Team participating in a Points-Tournament	Examples of Competition-Points-Available in Tournaments, depending on how many Teams play and where they are ranked in the Competition			
		1	2	3	4
		8 lowest ranked Points-Teams play in a Points-Tournament	5 lowest ranked Points-Teams play in a Points-Tournament	6 highest ranked Points-Teams play in a Points-Tournament (in an 8 Team Competition)	6 highest ranked Points-Teams play in a Points-Tournament (in a 12 Team Competition)
lowest	1	1	1		
2 <sup>nd</sup> lowest	2	2	2		
3 <sup>rd</sup> lowest	3	3	3		
4 <sup>th</sup> lowest	4	4	4		
5 <sup>th</sup> lowest	5	5	5		
6 <sup>th</sup> lowest	6	6	6		
7 <sup>th</sup> lowest	7		7	7	
8 <sup>th</sup> lowest	8	8	8	8	
9 <sup>th</sup> lowest	9				9
10 <sup>th</sup> lowest	10				10
11 <sup>th</sup> lowest	11				11
12 <sup>th</sup> lowest	12				12
nn lowest	nn	<b>Total Competition-Points-Available = 36</b>	<b>Total Competition-Points-Available = 15</b>	<b>Total Competition-Points-Available = 33</b>	<b>Total Competition-Points-Available = 57</b>

In a **Competition** with 8 **Points-Teams**, the maximum **Competition-Points-Available** in a **Points-Tournament** is 36 (if all 8 **Teams** play - see example 1 above).

The number of **Points-Teams** may increase or decrease during the **Competition** – there may be new **Teams**, and/or **Development-Teams** that change to **Points-Teams** later in the **Competition**.

**Points-Teams** playing their first **Points-Tournament** of the **Competition** do not yet have a **Competition** ranking that can be used to calculate the **Competition-Points-Available** for a **Tournament**.

The **Competition-Points-Available** for each **Points-Team** playing in their first **Points-Tournament**, is the average of the total **Competition-Points-Available** if all **Points-Teams** had a **Competition** ranking and played in a **Tournament**.

For example, in an 8 **Points-Team Competition** (i.e. Example 1 in the table above) that average is:

$$36 \text{ Competition-Points-Available Total} / 8 \text{ Teams} = 4.5 \text{ Competition-Points-Available per Team.}$$

That value of 4.5 is the number used to calculate the total **Competition-Points-Available** for any **Points-Team** playing in its first **Points-Tournament**.

## 10.2 Competition-Points-Won

At the completion of each **Points-Tournament**, **Competition-Points-Won** are received by participating **Points-Teams** based on their ranking in the **Tournament**.

The **Points-Team** that wins the **Tournament** receives 100% of the **Competition-Points-Available** for the **Tournament**. Each lower placed **Points-Team** receives a decreasing proportion of the **Competition-Points-Available**.

Competition-Points-Allocated to each Points-Team at completion of a Points-Tournament								
# of Points-Teams in the Tournament	Percent of Competition-Points-Available that each Team receives							
	First Place	Second Place	Third Place	Fourth Place	Fifth Place	Sixth Place	Seventh Place	Eight Place
8 Points-Teams	8/8	7/8	6/8	5/8	4/8	3/8	2/8	1/8
	100%	87.5%	75%	62.5%	50%	37.5%	25%	12.5%
7 Points-Teams	7/7	6/7	5/7	4/7	3/7	2/7	1/7	
	100%	85.7%	71.4%	57.1%	42.9%	28.6%	14.3%	
6 Points-Teams	6/6	5/6	4/6	3/6	2/6	1/6		
	100%	83.3%	66.7%	50%	33.3%	16.7%		
5 Points-Teams	5/5	4/5	3/5	2/5	1/5			
	100%	80%	60%	40%	20%			
4 Points-Teams	4/4	3/4	2/4	1/4				
	100%	75%	50%	25%				

When allocating Competition-Points to Points-Teams at the completion of a Tournament, the participation of Non-Points-Teams in that Tournament is disregarded, and Competition-Points are allocated as though only Points-Teams Participated in the Tournament. For example:

- 5 Points-Teams and two Non-Points-Teams participate in a 7 Team Tournament
- The final Tournament ranking has Points-Teams in 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, and 6<sup>th</sup> position, and Non-Points-Teams in 5<sup>th</sup> and 7<sup>th</sup> position.
- Participation by Non-Points-Teams is disregarded, and Competition-Points are allocated as though only the 5 Points-Teams participated, and they finished in places 1 to 5.

## 11 Finals

**Finals** determine the end of year ranking for participating **Teams**.

The Top 4 ranked **Teams** in the **Competition** after the completion of the last **Points-Tournament**, play in the **A-Final**.

The results of the **A-Final** determine the **Competition's** 1<sup>st</sup> through 4<sup>th</sup> place rankings for the end of the **Competition**. The winner of the **A-Final** is the **AUHL Champion Team** for that year.

The venue for the **A-Final** will be decided by the **Committee**. The **Committee's** decision on the venue for the **Final** will include the following criteria:

- Large court size
- 4 good quality walls
- spectator area

A **B-Final** may be held for **Teams** ranked 5-8 in the **Competition** after the completion of the last **Points-Tournament**.

The results of a **B-Final** determine the **Competition's** 5<sup>th</sup> through 8<sup>th</sup> place rankings for the end of the **Competition**.

## 12 Drug and alcohol policy

Consuming or being under the Influence of alcohol or illegal drugs is not permitted at any **AUHL** events.

## 13 Non-AUHL Competitions, and Australia A Team

In non-AUHL Competitions such as Uninats, Unicon, and APUC, Teams are not related to AUHL Teams.

The AUHL Committee appoints a 3 person selection panel which selects an 'Australia A' team which competes in international competitions including Unicon and APUC.

For Unicon 2016, the selection panel is Ashley Curtis, Steven Hughes and Nic Vevers.

In addition to an 'Australia A' team at Unicon, APUC, etc, other players may form their own teams and participate. These other players can decide on their own team membership, or can ask the selection panel to group them into Australia B, Australia C, or other groupings.