

2026 Indoor WC

Team Manager Briefing

Please type your name and country / team
(John Smith / HK 4M) in the chat box
in the meeting and mute your microphone.



World Masters Hockey

2026 Indoor WC

Nottingham, England

26-31 March 2026



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Introductions

Technical Delegate

Asst. TDs

: Mike Talbot (ENG)
: Howard Pollard (ENG), James Boylan (ENG),
Stan van Motman (NED), David Monger (ENG),
Regina Sands-Corl (USA)

Lead Umpire Manager

UMs

: Karen Evans (WAL)
: Annette Harvey (ENG), Helen Henderson (SCO),
Liz Pelling (ENG), Robert Kieboom (NED),
Simon Gillett (ENG), Jozann Jackson-Lissade (USA)

HOC Contact

: Will Davey

WMH Representative

: Antonis Mavridis (GRC)



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Venue / Host

David Ross Sports Village,
University of Nottingham, University Park,
Nottingham, England

M&W O35 - O65 Indoor World Cups
M&W O35 - O65 International Masters Cup

Indoor Hockey UK

<https://www.indoorhockey.uk/masters/2026/matches>



Match Schedule / Formats

The Match Schedule has been released;
please send any queries to the TD.

<https://worldmastershockey.org/wmhevents/2026-iwc-nottingham/>



Tournament Rules and Regulations

The tournament will be conducted in accordance with the following rules and regulations:

- FIH Rules of Hockey (1 December 2023) - <https://www.fih.hockey/static-assets/pdf/fih-rules-of-indoor-hockey-2023.pdf>
- WMH Competition Regulations – WMH Competition Handbook Part A (December 2024) – <https://worldmastershockey.org/wmhdocuments/competition-handbook-a/>
- FIH Tournament Regulations Indoor Competitions (17 November 2025) - https://www.fih.hockey/static-assets/pdf/fih_tournament_regulations_indoor_17_november.pdf
- WMH and FIH Codes of Conduct – <https://worldmastershockey.org/wmhdocuments/wmh-code-of-conduct/>
<https://www.fih.hockey/static-assets/pdf/fih-code-of-conduct-mar-2025.pdf>
- Match schedule and results via WMH Masters Altiusrt at **masters.altiusrt.com**



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Team Lists and Player Identity Check

The Team Manager to present / validate with the TD

1. Final Team Entry Form (per Altius) - including correct player names, shirt numbers, dates of birth, C & GK and details of team staff (note: every team must have a non-playing team manager and if your initial team entry was submitted with > 12 players, extras MUST be removed).
Note: no underage players are permitted in WMH Indoor World Cup Tournaments
2. Passports / copies of passports / national ID cards of all players must include date of birth, and if ID card, must verify residence (see WMH Eligibility Policy for details).
3. WMH Code of Conduct – all players and team officials must sign
4. Sample of Primary and alternate kit (shirt, skirt/shorts, socks, and GK smocks).
5. The final version of the Altius team Reconciliation Report must be signed by the Team Manager before your first match. No changes can be made to the players or team officials after signing.
6. Team Manager's contact details (WhatsApp and email address).



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Player Equipment Checks

The technical team will complete identification and equipment checks for any teams training at the main venue. If you are not training, then you must present to the TD for your identification check on 25 March 2026. Equipment checks will then be conducted by a TD or Technical Official at least one hour before your first match

- All hockey sticks including GK sticks and spare sticks.
- Any medical equipment such as knee braces, elbow guards, glasses etc. (medical certificates may be requested for certain specialist equipment, e.g. facemask to be worn throughout the match).
- All goalkeeper equipment (leg-guards, kickers, gloves, helmets, body protectors etc.).
- Shin guards do not have to be inspected but are now mandatory for all field players
- All defensive PC equipment (hand protectors, face masks, knee pads etc.). It is now mandatory for all players defending a PC to use head or face protection.

d Wear Face masks at penalty corners

c)

Where a defending field player removes the face mask before the penalty corner is completed, the penalty corner shall be re-taken.

e not use or be equipped with any device to receive communication.

f not use equipment or wear anything that is dangerous. All items of jewellery (necklaces, rings, bracelets, earrings, etc.) are forbidden and must be removed. Permanent jewellery or any jewelry that cannot be easily removed must be adequately covered or taped.



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Altiusrt

- Match schedule, umpire and official appointments, team colours, results and event statistics will be available on Altiusrt: <https://masters.altiusrt.com/>
- Team Managers will be provided with individual access approx. 1 week prior to the tournament and will be required to **check their team entry prior to the tournament commencement date and confirm to the TD if there are any issues.**
- Any amendment to the team entry before the commencement of the event must be submitted to the TD and to tms@worldmastershockey.org



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Team Composition and Regulations

- Only the players on your final team entry (maximum 12) may be used in a match. If a player(s) has been suspended by the Technical Delegate for one or more match(es) then - for those matches - the number of players that team may use will be reduced by the number of players suspended.
- Teams cannot play with a kicking back (player with goalkeeping privileges).
- Teams may play with either 5 field players and a goalkeeper or with 6 field players and no GK and can alternate during the match.
- Team captains must wear an armband or sockband to indicate they are the captain. If the captain is suspended by a green or yellow card, another player (on the field or the bench) must assume the role of captain during the period of suspension.
- Team benches must include a **non-playing Team Manager** and may also include a Coach, Physio, Medical Doctor (if registered), and one other team official if registered on their Team Entry form.



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Team Uniform Regulations

- Team uniform colours for each match will be decided by the TD and will be available in Altius no less than 12 hours before the match in question (noting matches post pool stage have to be set BEFORE colours can be allocated). Uniform allocated might be a combination of primary and alternative uniform if necessary. Colours should NOT be changed without the prior approval of the TD.
- Goalkeepers must wear a shirt of a different colour from that of their own team and that of their opponents (it can be the same colour as the other GK) and MUST have a number on the front of their GK smock.
- A player may wear a soft fitted face mask / head protection throughout a match for medical reasons **IF** a medical certificate is presented and the Technical Delegate approves the equipment to be worn.
- Glasses - a medical certificate stating glasses are safe to be worn (frames and lenses must be plastic / polycarbonate), must be provided to the TD.
- Wrist watches / fitbits MUST be covered.



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Medical

- First aid will be present during the tournament in case of injury or emergencies.
- Blood rule – players must leave the field if they are bleeding. A player cannot return until the wound is adequately covered, and clothing changed if necessary.
- Please prevent players from wiping blood with their shirts/socks as they will have to change the item or have the blood washed off, before being allowed back on the field.
- Remember, all teams should carry at least one spare blood uniform in case of emergencies.
- Concussion – if a player exhibits symptoms or signs of concussion after an on-pitch incident, they must take no further part in that match and may need a clearance to return to play at the competition.



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Injuries

- No injury treatment is allowed on the field of play (unless the player cannot be moved).
- If a player is injured, the umpire may stop time and call for medical attention from the team bench or first aid to remove the player for treatment.
- If a player has been injured and the physiotherapist, team doctor or event doctor have reason to believe that the player requires urgent medical attention, they may enter the field of play without permission of the umpires.
- If **assistance** is given to a player on the pitch, they must be substituted and cannot return for at least one (1) minute of playing time. This includes goalkeepers EXCEPT a goalkeeper MAY be treated on the pitch for an injury incurred IMMEDIATELY prior to the award of a penalty corner or penalty stroke. In this instance, the GK does not have to leave the pitch for one (1) minute of playing time.
- The match will be stopped for serious injuries (noting the requirement to complete a match within two hours of the scheduled match commencement time).



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Umpiring

- The TD will appoint umpires to each match in conjunction with the Umpire Managers.
- If a team manager or coach wishes to discuss rules and/or interpretations of the rules, they cannot approach the match umpires during or after the match.
- They should approach one of the UMs approx. 30 mins after the match – as this will allow the UM team to debrief the umpires first.
- Dissent or abuse directed towards umpires or officials will not be tolerated (refer WMH and FIH Codes of Conduct).



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Pre-Match Procedures (1)

- Team Managers must check Altius for their team colours for each match when they enter their starting line-up . Please ensure both your GK shirts and alternate uniforms are brought to each match, in case colour allocations have to be changed.
- If Altius differs to the Match Schedule, please raise it with the TD.
- Team Managers should enter their starting line-up in Altius no later than 60 minutes before the match start time.
- Only players and team officials listed on the Final Team Entry Form and entered in Altius can participate in a match in this tournament. It is advisable if you have more than one team competing at this event, that you include all Managers and Coaches on each team entry (the additional Manager will be listed as Stand-in Manager and the additional Coach will be listed as the Assistant Coach).
- All players and team officials must comply with the WMH and FIH Codes of Conduct.



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Pre-Match Procedures (2)

Pitch

First Named Team
(left of tech table)

Technical Table

Second Named Team
(right of tech table)

- Team Managers must sit/stand on the end of their team bench nearest the technical table and be available to communicate with the Technical Officer (TO) when required.
- The Team Manager is responsible for the behaviour of the players and team personnel on their team bench.
- Please remember the TO/TD can remove any player or team personnel including physios, doctors etc. who behave in an unacceptable manner. This includes abusive conduct towards Umpires, Technical Officials, opposing team or spectators.

The Technical Delegate and their officiating team have a
ZERO TOLERANCE POLICY in respect to abuse towards officials.



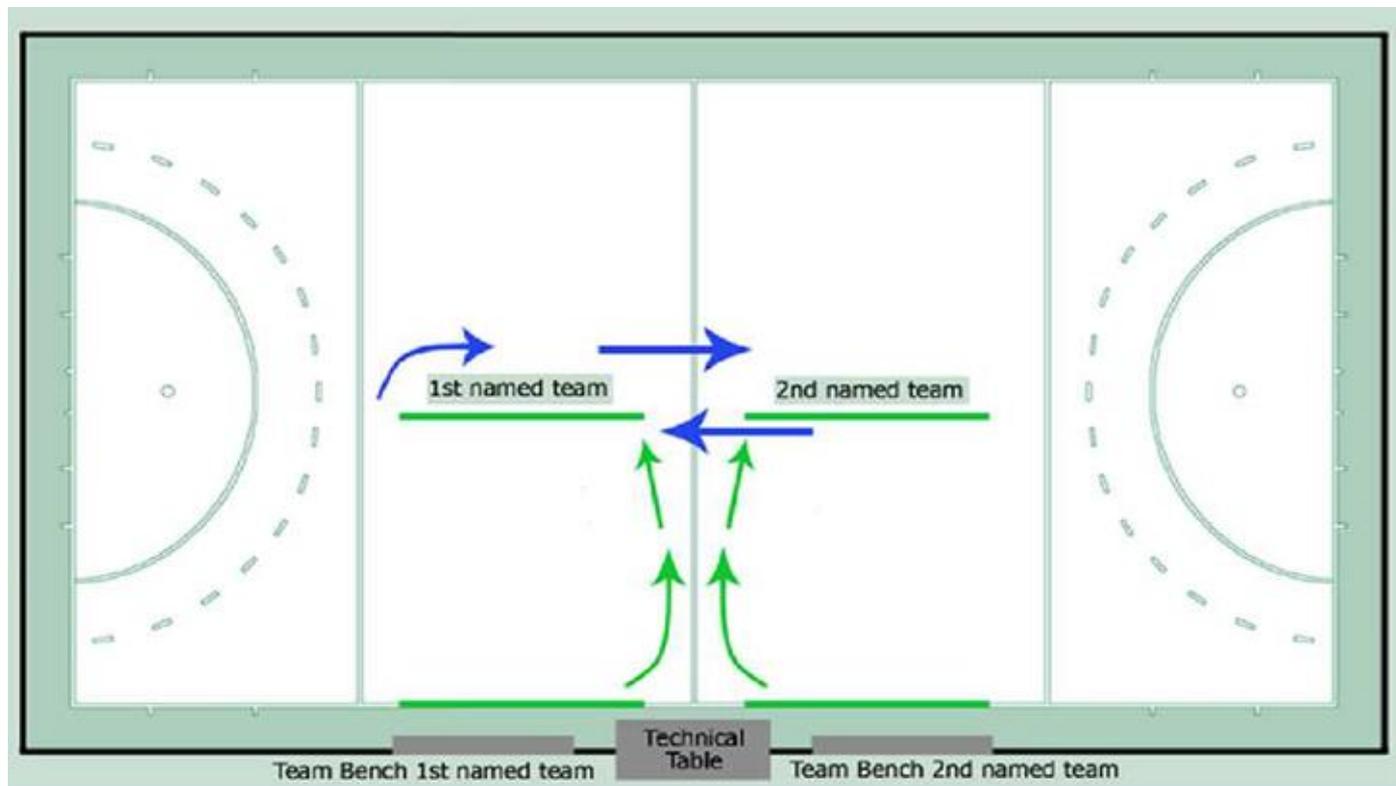
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Match Timings (1)

- Warm Up time on pitch will be approx. 5 minutes, BUT possibly less depending on the schedule and any delays in the previous match(es). The scoreboard clock will be set to count down the warm-up time.
- At the end of the warm-up period i.e. 2 minutes on the clock, teams are to leave the pitch, and umpires are to do the coin toss with the captains on the sideline.
- Teams are to line up on the sideline 1 minutes before match start time (substitutes without their sticks), enter the pitch behind the umpires on the centre-line with the Captains nearest to the umpires. Both teams are to then turn and face the technical bench. **Section 7.11.1 of the Tournament Delivery Manual (TDM) states anthems will only be played before finals** (subject to facilities being available to play them)
- Players walk across the umpires and opposing team (stick taps recommended) before moving to playing positions and substitutes leave the field.
- Match commences at the time per the match schedule.



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Match Timings (2)

- A match consists of:
 - 4 periods of 10 minutes
 - An interval of 1 minute between Q1 / Q2 and Q3 / Q4 – teams must stay on pitch and be ready to re-start the game at the end of the interval
 - A half time interval of 3 minutes between quarter 2 and 3 – teams may leave pitch.
- There will be **NO** time stoppage for penalty corners or goals. At PCs, players must take the minimum time to put on protective equipment and be ready for the PC to start
- Time will be stopped by the umpires for:
 - End of a quarter if extended to complete a PC
 - Awarding of cards (if time stoppage is indicated by the umpires)
 - Penalty Stroke
 - Serious injury or injury which needs attention to the player or blood spill on the pitch
 - Any other reason that the umpire(s) feel it is necessary to stop time



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Match Procedures (1)

- Players warming up during the match must wear a different coloured top or bib. They must not cross the centre-line.
- Team Managers should remain seated on the end of their team bench nearest the technical table when not attending to players.
Please refer to WMH's Team Manager Guidelines -
<https://worldmastershockey.org/wmhdocuments/wmh-guidelinestms/>
- Team Coaches may walk in front of their own team bench. Coaches wandering further along the sideline will be asked to return to the permitted area. Continued abuse of this rule may result in the coach being asked to sit on the team bench or disciplinary action from the TD. If a coach is also a player, they **MUST** wear a different shirt or jacket when coaching.
- All other team members and officials are to stay within the bench area.



Match Procedures (2)

- Substitution of players – players must leave or enter the pitch for substitution purposes within 3 metres of the centre-line **on the relevant team's bench side of the pitch. GKs also leave and enter the field at the centre-line.**
- There is no limit to the number of players who are permitted to be substituted at the same time or to the number of times any player is permitted to substitute or be substituted, except that the number of times a team may substitute their goalkeepers off the pitch with another field player is limited to a total of two per match.
- Time is NOT stopped for GK substitutions. This includes not stopping the time following a GK injury or suspension if a field player needs to put on protective equipment.
- Shoot-out competition – Appendix 8, FIH Tournament Regulations Indoor Competitions, 17 November 2025



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Player Penalties

Remember:

Green card = 1 minute suspension

Yellow card = 2 or 4 minutes suspension (per umpire signal)

Red card = player leaves the field of play for the remainder of the game

- The timing of a temporary suspension commences when the player is seated in the designated area (at the technical table).
- If a player collects 2 yellow cards or a red card during the tournament, they may be subject to a hearing with the TD which might result in a possible sanction against that player. All such hearings and sanctions will be reported to the WMH Disciplinary Officer after the tournament, who may, at their absolute discretion, impose additional sanctions.
- Any player required to attend a hearing with the TD may bring their Team Manager (but not their Coach).



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Post Match Procedures

- Team Managers must digitally sign the match report within 5 minutes of the game ending.
- It is the Team Manager's responsibility to ensure all details recorded on the Match Report are correct – so they need to check carefully that:
 - **all players who have taken part in the game are recorded,**
 - **goal scorers and penalty card recipients are correctly noted, and**
 - **the final score is correct**
- Once the match report has been signed, no changes will be permitted.
- Remember the Manager must sign the match report even if the team intends to protest.



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Lodging a Protest

- Lodging a Protest - if a Team Manager wishes to lodge a protest at the end of a match, this must be indicated under the Team Managers signature on the match report form.
- Submitting a Protest / Appeal - a formal written protest must be received within 30 minutes of the completion of the match and handed to the Technical Delegate. A deposit of GBP £100 Cash must accompany the written protest / appeal (balance of £400 will be invoiced). If the protest / appeal is upheld, the fee will be refunded.
- Outcome of a Protest - the TD must publish the outcome of the Protest within 2 hours of the submission.

No protest may be made relating to an umpire or technical officer decision or disciplinary decision during a match or shoot-out competition.



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Code of Conduct

- Please ensure all players and team officials have read, understood and will abide by the WMH Code of Conduct and the rules and regulations of FIH and WMH.
- All players, team staff, officials and umpires are required to sign they accept and will abide by the Code of Conduct before they are permitted to participate in a WMH event.
- Please also be aware inappropriate social media commentary can be considered a breach of the Code of Conduct.

PARTICIPATION BY PLAYERS, TEAM OFFICIALS, PHYSIOTHERAPISTS, DOCTORS ETC. MEANS THEY HAVE READ AND UNDERSTOOD THE WMH CODE OF CONDUCT AND THE POTENTIAL CONSEQUENCES OF BREACHING IT.



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Ranking in Pools

FIH General Tournament Regulations Indoor Competitions - Appendix 3

1. In each pool, all the teams will play against each other, and the following points will be awarded for each match:
 - three points to the winner;
 - one point to each team, in the event of a draw;
 - no points to the loser.
2. a. If at the end of the pool matches two or more teams have the same number of points for any place in a pool, these teams will be ranked according to
 - Number of matches won
 - Goal difference
 - Goals for
 - Result of matches played between tied teams
 - Field Goals scored in the pool matchesShould there still remain equality among two or more teams, the ranking will be determined by a shoot-out between those teams



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WMH General Principles

Refer 2.2 – WMH Competition Handbook Part B

2.2.1. For a WMH or CF Competition the minimum number of teams required is two. To enable an age group Competition to be scheduled, NA teams and SoM/IMC teams may be combined. For clarity, if there are less than two NA teams in an age group Competition, no medals will be awarded. Similarly, if there are less than two SoM/IMC teams in an age group Competition, no medals will be awarded.

2.2.6. In a SoM/IMC Competition the ideal minimum number of teams is four. Where fewer than four teams enter, WMH will include them in an age group Competition. SoM teams will be given a Competition seeding by the WMH Events Committee. The results of matches against SoM/IMC teams will count towards the age group Competition results, however SoM/IMC teams are ineligible to participate in play-off matches.



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Conclusion

Play to the best of your abilities.

Take responsibility for your actions.

Be a credit to yourself, your team and who you are representing.

Enjoy the Tournament.

GOOD LUCK!



Information from the Host Organising Committee



Important Events

- Opening Ceremony : Wednesday 25th March. Ceremony starts at 19:30
- Event Functions : There will be some social events taking place at The Orchard and East Midlands Conference Centre, see <https://www.indoorhockey.world/masters/2026/tickets>
- Medal Ceremonies : Medal / trophy presentations will be after each gold medal match
- Closing Ceremony : Will take place on the pitches on the final day after the final game. There will also be a “wrap party” at the East Midlands Conference Centre.

