

2020 Dannevirke Junior Hockey Rules

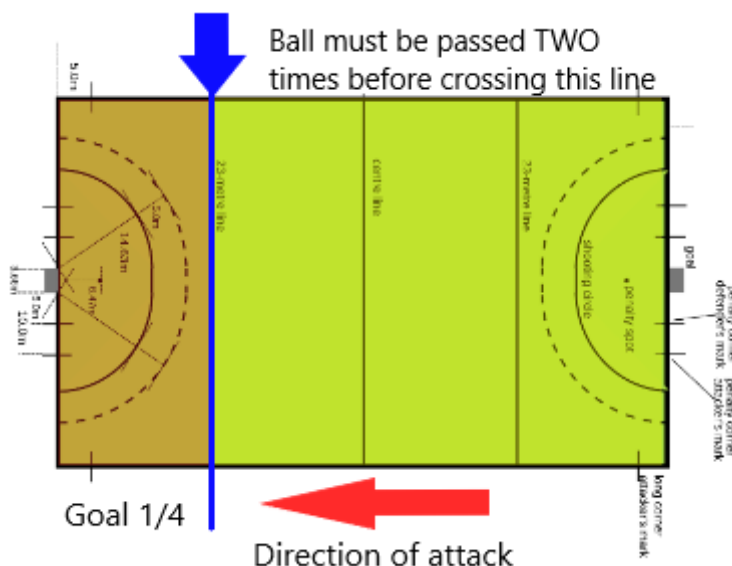
The ball must be **PUSHED** only. **NO** hitting or lifting.

A **FREE PUSH** is awarded to the opposition on or about the place any infringement occurred.

- **Every player must stand five meters from any free push.**
- The ball must travel 5 metres outside the circle before going into the circle.
- No free push can be directly scored from.

MINI STICKS: 5 ASIDE

Once a team has possession of the ball, it must be **passed TWO times** in succession to their own team members before they enter the opposition's goal $\frac{1}{4}$ (see diagram). Once inside this area the passing rule no longer applies for the attacking team (ie. if they lose then regain possession in the goal $\frac{1}{4}$ they do not have to pass the ball before scoring)

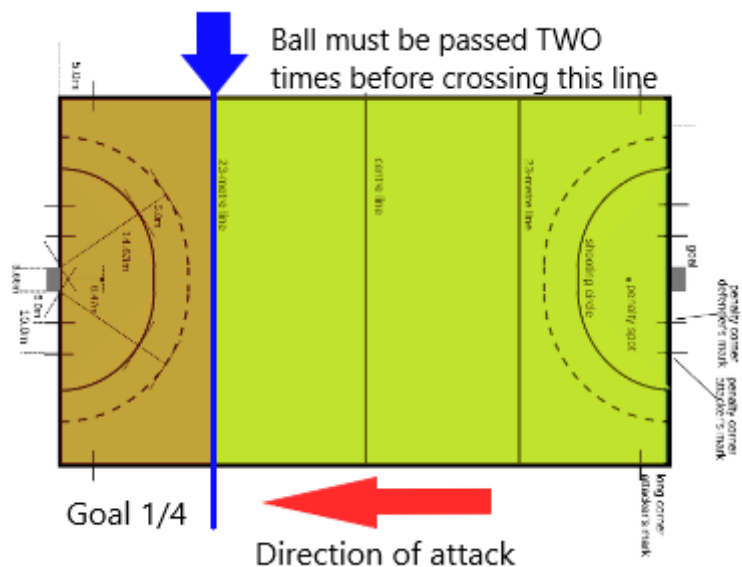


No penalty corners.

Feet - Contact to feet will be penalised. A free push will be awarded to the non-infringing team, to be taken from where the contact occurred. If contact to feet occurs in the circle the free push should be taken 5 metres outside the circle.

KIWI STICKS: 5 ASIDE

Once a team has possession of the ball, it must be **passed TWO times** in succession to their own team members before they enter the opposition's goal $\frac{1}{4}$ (see diagram). Once inside this area the passing rule no longer applies for the attacking team (ie. if they lose then regain possession in the goal $\frac{1}{4}$ they do not have to pass the ball before scoring)



Penalty corners will be taken in this grade.

-If the ball comes off the defender below the knee in the defender's circle a penalty corner will be awarded.

PENALTY CORNER -There are to be three defending players and three attacking players. The rest of the players must run back to the opposition's circle.

The push must be taken from the right hand side marker on the baseline outside the circle.

The ball must be **stopped outside the circle** and either

- pushed to another player who can score a goal (push only) **or**
- be taken into the circle by the trapper who can then score a goal (push only).

LONG CORNER - If the defending team hits the ball out over the back line the attacking team plays the ball from the 25m line, equal with where it went out over the back line. Every player must be 5 metres from the where the ball is played.

- The ball may be pushed to an attacking player outside the circle **or**
- The attacker may dribble the ball into the circle themselves as long as **the ball travels 5 metres before entering the circle**. Then they may score a goal (push only).

FEET - Contact to feet will be penalised. A free push will be awarded to the non-infringing team, to be taken from where the contact occurred. If contact to feet occurs in the circle a penalty corner is taken as above.

KWIK STICKS: 5 ASIDE

There is **NO passing count** rule this year, except for after penalties as below

Penalty corners will be taken in this grade.

-If the ball comes off the defender below the knee in the defender's circle a penalty corner will be awarded.

PENALTY CORNERS -There are to be three defending players and three attacking players. The rest of the players must run back to the opposition's circle.

The push must be taken from the right hand side marker on the baseline outside the circle. The ball must be **stopped outside the circle** and either

- pushed to another player who can score a goal (push only) **or**
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- The ball may be pushed to an attacking player outside the circle **or**
- The attacker may dribble the ball into the circle themselves as long as **the ball travels 5 metres before entering the circle**. Then they may score a goal (push only).

FEET - Feet will be penalised. Umpires will play **advantage** and will indicate this by calling “advantage” to the players.

AUTO RESTART - An auto restart may be taken for any infringement (Contact below the knee, out over the sideline, lifting, hitting, hacking, dangerous play etc).

- The umpire will blow their whistle to indicate an infringement has occurred
- The ball must be stopped stationary where the infringement occurred
- The non-infringing team can then play the ball
- The ball must be passed to another player before a goal may be scored.

ALL GRADES

All 16s are taken to the side of the goal equal to the marker on the sideline (A 16 is taken when the attacking team hits the ball out over the back line).

There is to be **NO** hacking - it will be penalised and a free push given to the opposition. This includes tackling from behind over the top of the opponent's stick.

Players **MUST NOT** raise their sticks above their shoulders at any time. **THIS IS A PUSHING GAME**. If this occurs the player will receive a warning and the opposition team will be given a free push.

Barging or aggressive behaviour will not be permitted, nor will play deemed to be dangerous or likely to cause injury. Body leading the ball is not allowed.

Swearing or aggressive behaviour on the field and sidelines will not be tolerated.

GOALS -

- Goals can only be scored from within the goal circle.
- No goalkeepers or players with goalkeeping privileges (no kicking the ball).
- A goal is scored if it hits the backboard or stops fully over the line in the goal enclosure.
- Shots which are higher than the backboard are not counted unless deflected up by a defender.

- Defending players cannot lay their stick down the width of a goal to prevent a goal being scored (this is dangerous and the width of the goals renders scoring a goal impossible as the attacker would have to lift the ball into the goal.)
- There are no own goals.

SUBSTITUTIONS –

- subs must not enter the field of play until the person they are subbing has left the field.

GAMES -

- Games will start and finish on time.
- Goals scored before or after this time will not be counted.
- The umpire is the sole judge of half time, and may alter this depending on injuries or other stoppages.
- The halves are 13 minutes each with 1 minute for half time.
- There will be a three minute period to allow teams to leave the field and for the next game to set up.
- Teams must line up in an orderly fashion and shake each other's hands at the conclusion of the game.

HEALTH AND SAFETY -

Players **MUST wear mouthguards.**

Players are advised to wear shin pads.

Players Equipment

It is recommended that individual players gear (sticks, shin pads, gloves) is not shared with other players. Mouthguards obviously cannot be shared, and players are strongly recommended to keep mouthguards in their mouth during the entirety of the match. Removal of mouthguards on the turf needs to be reduced to an absolute bare minimum. Mouthguards should be cleaned at home/away from the turf venue prior to every match.

Cleaning of Players Equipment

Individual players are strongly recommended to clean all their equipment (water bottles, mouthguards, face masks, gloves, etc.) at home/away from their respective hockey venue wherever practical (both prior to and after each match).

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Injuries & Blood Protocols

To minimize contact the following protocols are recommended:

- Where practical any injured players should be treated by their *own team members/management* or medical professional

- Team Managers (or equivalent) should prepare and preplan what actions they need to undertake for injury situations

We also recommend that umpires and team management review and understand rules that apply to injuries and blood protocols, and also to check in with your Associations and turf venue to ensure that local procedures are in place and to have an awareness of what these protocols and guidelines are.

Dannevirke Junior Hockey and its organisers will not accept any liability or responsibility for injury, medical expenses, damage or loss of property occasioned by participation in this competition.

UMPIRES -

The people umpiring the games help make this competition possible. While the rules are as clearly defined as possible, it is the umpire who will interpret them on the field.

- Abuse and harassment of umpires will not be tolerated.
- Players disputing an umpire's call will incur a penalty.
- Continued abuse will result in a player being given a yellow or red card.

The following rules are from Hockey NZ following Covid 19 Guidelines:

Spitting & Bushman Nose Blowing

Spitting and bushman nose blowing (blowing your nose without a handkerchief or tissue etc.) is a practice that unfortunately occurs in our sport and must stop as it poses a significant risk to other participants

- A 2 min suspension (green card) to be issued to any player or participant caught spitting or bushman nose blowing.
- Repeat offenders (i.e. player(s) offending more than once) to be shown a yellow card (10 mins).
- Consistent repeat offenders will be subject to a Judicial process under Hockey NZ Code of Conduct Policy
- Standard suspension rules to apply

Umpiring Guidance/tips:

Apply this rule consistently to all participants (i.e. no exceptions). Safety is always the key consideration. Ensure players and team management are aware of new rule changes before starting a match. Proactive and preventative education of health and safety requirements is a key action/step.

INTERPRETATION

Questions over interpretation of the rules are NOT to be taken up with the umpires at any stage. Any queries are to be directed to a member of the hockey committee at the END of the evening. 2020 Chairperson is Tony Kent.

PLEASE REMEMBER THIS IS A CHILDREN COMPETITION, NOT THE WORLD CUP!