

## PRIMARY SCHOOL - WINTER HOCKEY RULES

### **YEAR 1 AND 2 DIVISION**

- Format 1/8 field games
- 2 x 15 minute halves
- 4 minute half time.
- 4 a side

### **GENERAL RULES FOR YEAR 1-2**

- Important Note: Please keep to the team numbers e.g. 4 a side is 4 a side. This allows for space and all players to contribute.
- Any ball that when played rises above the knee AND this occurs in the immediate vicinity of other players, is considered dangerous. Play must stop and is to restart with a free hit to the opposing team.
- When any hockey stick is used in what the umpire considers a dangerous manner, in the immediate vicinity of any other player AND there is an immediate risk of harm to any other player, play must stop and is to restart with a free hit to the opposing team. The exception is when the player at risk enters from a blind area behind the player swinging the stick. In this case, it is the responsibility of the defending player to take steps to remove themselves from the risk.
- While the ball cannot be deliberately stopped with the foot or kicked, Fun Sticks grade is about fun and due to the age group of our youngest grade, umpires will let this rule go as much as possible to keep the game flowing.
- A free hit shall be awarded to the opposing team if the ball touches a player's foot in a manner that is advantageous to that player or that player's team.
- Where the ball is stopped from going into the goal by hitting a defender's foot (accidental or otherwise) a free hit should be awarded to the attacking team.
- Within the Fun Sticks grade, most important is the safety of the players, any play deemed dangerous will be stopped and a free hit given to the opposing team.



### YEAR 3 AND 4 DIVISION

- Format 1/3 field games
- 2 x 15 minute halves
- 4 minute half-time
- 6 a side



### GENERAL RULES FOR YEAR 3-4

- Any ball that when played rises above the knee AND this occurs in the immediate vicinity of other players, is considered dangerous. Play must stop and is to restart with a free hit to the opposing team.
- When any hockey stick is used in what the umpire considers a dangerous manner, in the immediate vicinity of any other player AND there is an immediate risk of harm to any other player, play must stop and is to restart with a free hit to the opposing team. The exception is when the player at risk enters from a blind area behind the player swinging the stick. In this case, it is the responsibility of the defending player to take steps to remove themselves from the risk.
- The ball cannot be deliberately stopped with the foot or kicked. A free hit shall also be awarded to the opposing team if the ball touches a player's foot in a manner that is advantageous to that player or that player's team. If there is an advantage to the opposing team then play should continue. Where the ball is stopped from going into the goal by hitting a defender's foot (accidental or otherwise) an attacking penalty from the top of the scoring zone should be awarded.
- There is no scoring circle. Instead a scoring zone is used that is the area approximately 10m from the baseline spanning the width of the field.
- Where a side-line hit is awarded within the scoring zone all players from both teams must be 5 meters away from the player taking the free hit. An auto (self) pass is allowed but the ball must be passed to another player before a shot can be made at the goal (even if the player moves the ball 5 meters).
- There are no penalty corners. Instead, a free hit is awarded to the attacking team 10 meters out from the baseline in line from where the offense took place.
- When an attacking free hit is awarded within 5m of the scoring zone the player can take the free hit from where it was awarded. All players from both teams must be 5 meters away from the player taking the free hit. Although an auto (self) pass is allowed, you cannot go straight into the scoring zone. The ball must be passed to another player before it can be taken or passed into the scoring zone (even if the player moves the ball 5 meters).
- For Mini Sticks Only, there are no long corners. If the ball goes over the back line a free hit to the defensive team from the 5m scoring zone in line with where the ball went over the back line.





## **YEAR 5 AND 6 DIVISION**

- Teams and Grades KIWI Sticks 7-a-side
- Format 1/2 field games
- 2 x 15 minute halves
- 5 minute half
- Timings and Venues Sunday mornings – TURF 1 & 2 HMI Twin Turfs
- A team requires 7 players on the field (7 field players or 6 field players + goalie) to constitute a game. No more than 7 players on the field at any one time.



## **GENERAL RULES FOR YEAR 5-6**

- No teams are to have a kicking back (Fully padded Goalies are optional)
- Players may not kick the ball or trap the ball with their foot.
- The game is started with a push, hit or an auto play from the center of the halfway line with each team on their own half.
- Reverse stick sweep passes will be allowed in the general field of play, sticks must remain on turf during reverse sweep action. A reverse stick sweep shot on goal will be allowed and must hit the backboard or roll over the line at a height on or below the backboard to be awarded as a goal and so long as the height of the shot is not deemed dangerous by the umpire. No tomahawks will be allowed. The umpire's interpretation of the player's intention is final.
- Shots on goal: Goals can be scored from a push, hit, slap/sweep, or flick from anywhere in the teams attacking circle (blue dotted lines). A hit or slap/sweep shot must hit the backboard or roll over the line at a height on or below the backboard to be awarded as a goal and so long as the height of the shot is not deemed dangerous by the umpire. A flick at goal is allowed anywhere in the goal so long as it does not endanger any player. Balls which are deflected into the goal are allowed anywhere in the goal so long as the height of the deflection does not endanger any player or is deemed dangerous by the umpire. Goals are not awarded if the push, hit, slap/sweep, or flick took place outside the circle. The umpire's interpretation of the player's intention is final.
- Any ball that when hit rises above the knee AND this occurs in the immediate vicinity of other players, is considered dangerous. Play must stop and is to restart with a free hit to the opposing team.
- When any hockey stick is used in what the umpire considers a dangerous manner, in the immediate vicinity of any other player AND there is an immediate risk of harm to any other player, play must stop and is to restart with a free hit to the opposing team.
- The exception to the above rule is when the player at risk enters from a blind area behind the player swinging the stick. In this case, it is the responsibility of the defending player to take steps to remove themselves from the risk.
- The ball cannot be deliberately stopped with the foot or kicked. A free hit shall also be awarded to the opposing team if the ball touches a player's foot in a manner that is advantageous to that player or that player's team. If there is an advantage to the opposing team then play should continue.
- The scoring zones are the circles as provided on the pitch being the blue dotted circles.
- A long corner or 10-yard hit is awarded when the ball goes out over the back line, dependent upon who touched the ball prior to it going out – Put out by Attacker = 10-yard hit to defense perpendicular to the baseline where the ball went out, unintentionally put out by Defender = Long Corner to the attackers perpendicular to the baseline where the ball went over the backline approximately 10 yards from baseline. If a defensive player intentionally puts the ball out over the back line a Penalty Corner should be awarded. The umpire's interpretation of the player's intention is final.
- When a Long Corner is awarded the attacking player must bring the ball approximately 10 yards out parallel to the baseline and perpendicular to the baseline where the ball went out. Once the Long Corner is set all players from both teams must be 5 meters away from the player taking the free hit. An auto (self) pass is allowed but the ball must be moved 5m before it can be taken/passed into the circle or must be touched by another player (attacker or defender). The ball cannot be hit or passed directly into the circle without first being dribbled 5 meters or be touched by another player.

- When an attacking free hit is awarded within 5m of the circle the player can take the free hit from where it was awarded. All players from both teams must be 5 meters away from the player taking the free hit. An auto (self) pass is allowed but the ball must be moved 5m before it can be taken/passed into the circle or must be touched by another player (attacker or defender). The ball cannot be hit or passed directly into the circle without first being dribbled 5 meters or be touched by another player.

#### **For penalty corners:**

- The defending team is permitted three field players and goalie to defend the penalty corner, or four field players should a team not have a goalie. The remaining three players from the defensive team must retreat to the top of the opposite shooting circle.
- Players who break at penalty corners (both attacking and defensive) will be given warnings by the umpires.
- Standard penalty corner rules apply for the attacking team:
  1. Ball to be dragged, pushed, or hit out from the baseline. Injector must maintain one foot behind the line during the injection of the ball.
  2. Ball must go outside the circle before a shot at the goal.
  3. A hit on goal must hit the backboard or roll over the line at a height on or below the backboard to be awarded as a goal and so long as the height of the shot does not endanger any player or be deemed dangerous by the umpire. The umpire's interpretation of the player's intention is final.



**HMI WEBSITE**

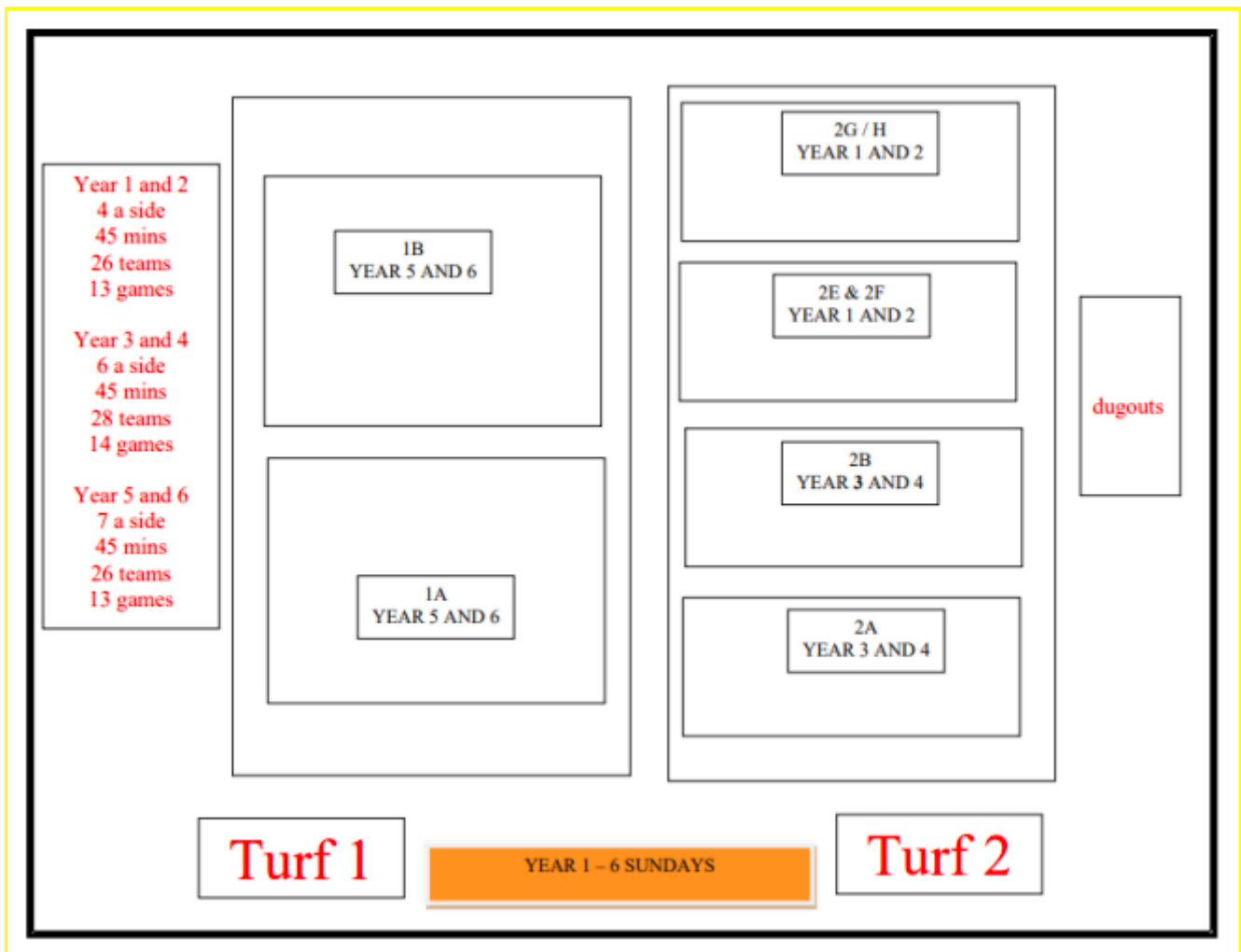
**SHOULD YOU NEED MORE DETAILED INFO GO TO:**

**>ABOUT US then**

**>KEY DOCUMENTS then**

**>HMI INTERMEDIATE and PRIMARY COMPETITION INFORMATION then click on**

**>GRADE YOU REQUIRE.**



Team numbers are based off of 2023 – some games may be at Massey Turf