

KWIK STICKS: 6 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**
- 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 - 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 stopped stationary where the infringement occurred
- The non-infringing team can then 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 sideline).

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.

SAFETY -

Players **MUST wear mouthguards.**

Players are advised to wear shin pads.

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.

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. 2019 Chairperson is Tony Kent.

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