

## MATCH REGULATIONS - HOCKEY

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- Hc.1. Games to be played under the Hockey Victoria Junior Rules unless otherwise stated.
- Hc.2. **Duration of the game:** The game will be of two equal periods, preferably 25min halves, or as determined by the two coaches prior to the start of the game. The venue bookings are for 1hr. The 15min grace period applies, but it should not be assumed that games can go beyond 2.30pm in case of subsequent venue bookings.
- Hc.3. All matches are to be played on synthetic surfaces.
- Hc.4. **Uniform:** All players must be dressed in uniforms that distinctly show school colours.
- Hc.5. Visiting teams are to carry a set of clash bibs for when there is similar sport uniforms.
- Hc.6. The home team supplies a regulation ball for the game.
- Hc.7. **Interchange:** Each team is permitted an unrestricted number of interchanges. Players must be exchanged at the half way line – umpires are not required to be notified.
- Hc.8. For all free hits, **defending** players must be 5m from the ball when it is played. When taking a free hit inside the attacking 23m line, both teams need to be 5m from the ball.
- Hc.9. **Penalty Corner:** Only the Goalkeeper & 4 defenders may stand behind the goal line. All other players must stand beyond the half way line until the corner is taken.
- Hc.10. Those players defending a penalty corner from behind the goal line must wear an approved mask. All players without a face mask on the defending team must stand at the half way line. The wearing of facemasks during general play is prohibited.
- Hc.11. If the first shot at goal from a penalty corner is a hit it must pass the goal line at a height less than 460mm.
- Hc.12. A second shot at goal from a penalty corner that is raised will be a goal if it is deemed not dangerous by the Umpire. ie. one person vs goalkeeper or an open goal.
- Hc.13. In general field play, hits at goal that hit the backboard are allowed. Hits at goal that hit above the backboard, but are not dangerous according to the discretion of the umpire, will be allowed. Reverse stick hits/sweeps at goal along the ground are permitted.
- Hc.14. In general field play, a hit or flick at close range going above kneecap height is deemed dangerous. If a player needs to take evasive action, that is deemed dangerous as well.
- Hc.15. At no stage is a tomahawk to be used when hitting the ball.
- Hc.16. The use of “kicking backs” is not permitted.
- Hc.17. When a “free hit” has been awarded a Self-Pass may be taken. If a Self-Pass has been taken before the defender has gone back 5 metres, the defender must not engage in the play until the ball has moved 5m away.
- Hc.18. Free Hits inside the 23m line cannot be hit directly into the D unless the ball has been dribbled/passed the required 5 metres before entering the D.
- Hc.19. There is no provision for own goals. An attacking player must hit the ball inside the D.
- Hc.20. At Year 7 hockey, the coach may enter the field of play to help coach the players using a formal ‘soft’ verbal tone and refrain from shouting general encouragement. The coaches are restricted to the area between the two 23 metre lines. When individual coaching has been completed, the coach should exit the field of play.
- Hc.21. When defending a corner, a defender who crosses the goal line before the push is made will need to go beyond the centre line and cannot be replaced. The penalty corner is taken again.
- Hc.22. **Goalkeeper's Equipment:** Teams must have a goalkeeper tending the goals. They must be in full protective equipment which includes: kickers, pads, chest guard, helmet with throat protector and gloves. Boys to wear a box and girls a pelvic protector.
- Hc.23. **All field players** must have a Mouth Guard & Shin Guards.
- Hc.24. If points Hc.22 and Hc.23 above are not met, a forfeit is to be given.

### **Mercy Rule:**

There is no specific Mercy Rule in this sport. If you are winning comfortably, give fringe players a turn. Maximum winning margin: 7 goals.

### **Tied Grand Final:**

In the case of a Grand Final being tied, teams are to play 5 minutes each way, golden goal applies. If still tied, shared premiership. Note: in the case of a tied semi-final no extra time is to be played. The team higher on the ladder at the end of the season will progress through to the final.