



Wairarapa Hockey Association Inc.

CLAREVILLE SPORTURF, CHESTER ROAD, CARTERTON

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6 Aside

Guidelines

1. 13 minutes each way, 2 minutes for half-time
2. Rotation of positions is essential. The children should get an opportunity to play in all positions throughout the season.

Rules

1. 6 players per team on the field at any one time. Rolling substitutions are allowed.
2. Play on turfs at Makoura College, Wairarapa College or Featherston Card Reserve.
3. Footwear, mouthguards and shinpads must be worn by all players
4. A goal can be scored from any ball touched by an attacker inside the attacking circle.
5. There are no sidelines however it is not ideal to encourage players to hit the balls off the boards. This will prepare them better for when they play on a field with sidelines.
6. The stick is not allowed to be raised above the shoulder. This is dangerous play and a free hit should be awarded to the opposition.
7. There are no **Goalkeepers / kicking fullbacks** and no player should be appointed to stand in the goal. However players may play in a fullback type position to defend their goal.
8. There is no offside
9. The ball is not allowed to rise above ankle height, because of danger.
10. There are no corners
11. A penalty (free hit) should be awarded when:
 - a. A player deliberately used the back of their stick
 - b. Physical contact is made with another player that disadvantages them
 - c. An opponent's stick is hooked or held.
 - d. The ball is stopped or kicked with the feet deliberately and they gain an advantage. Encourage children to get their feet out of the way. When there is no advantage gained let the game flow, umpires should allow the game to continue.
12. When a deliberate infringement occurs inside the circle by a defender, the attacking team should be awarded a free hit outside the circle, near where the infringement occurred.
13. When a deliberate infringement occurs inside the circle by an attacker, the defending team should be awarded a free hit at the top of the circle.
14. If there is no infringement by either team and the ball passes over the back line, it doesn't matter which team has touched the ball last, a free hit is awarded to the defending team at the top of the circle.

General

1. Each team is to provide an umpire with a whistle
2. When you stop play and award a free hit explain to the players why you have stopped it.
3. If the score gets to 5-0, it would be sportsmanlike for teams to ensure that players are rotated.
4. Keep the game flowing as much as possible.

GOOD LUCK!!!