



Counties Manukau Junior Hockey

Rules As At: 24/02/2010

GRADES

ELITE

- Full field 11 aside teams
- Teams play 2 x 25 min halves
- Minimum of 11 registered players
- Teams must play with a fully kitted Goal Keeper.

PREMIER

- Full field 11 aside teams
- Teams play 2 x 25 min halves
- Minimum of 11 registered player
- Teams must play with a fully kitted Goal Keeper.

RESERVE 'A'

- Played at Pukekohe High School
- 8 a side teams.
- Teams play 2 x 25 min halves
- Teams must play with a fully kitted Goal Keeper, or only 7 field players if they choose not to field a goalie

RESERVE 'B'

- Played at Pukekohe High School
- 8 a side teams.
- Teams play 2 x 20 min halves

RESERVE 'C'

- Played at Strathallan College, Tuakau College, Drury School, Waiuku College, Pukekohe Intermediate
- 6 aside teams
- Teams play 2 x 20 min halves

KIWI

- Teams play full court 6 aside at Franklin Sport Swim and Fitness Centre
- Format for first round = 10 min warm up + 2 x 15 min halves. **This format may change and teams will be notified accordingly*
- At the date of 5th birthday players may be registered.
- Age limit of 6 as at 1st of January, turning 7 during the year (School Years 0-2)

COMPETITION

- The first 2 weeks of the competition **may** be grading rounds for all teams, after which teams must register players in each team and the main competition starts.
- If no grading games are required teams must register their players before the second week of competition. i.e. After the first game of the competition.
- After teams have been registered, **ONLY REGISTERED PLAYERS MAY PLAY**. Applications to register a late player must be made to the Junior Committee for approval.

The Junior Committee or Senior Board reserves the right to regrade any team at its discretion.

Round 1 – usually played during Term 2.

- Round Robin competition with the winner being the team that has the **most points** at the end of Round 1.

Championship - usually played during Term 3

- Round robin culminating in a “final”.

POINTS STRUCTURE

This is the points scoring system for all grades:

- 3 Points for a win
- 1 point each for a draw
- 0 points for a loss

In the event of teams being on equal points, rankings in all grades and competitions shall be determined on the following basis:

- Matches won
- Respective goal difference (i.e. goals for less goals against). A positive goal difference always takes precedence over a negative one.
- Number of “Goals for”
- If there still remains equality between two or more teams then the result(s) of the match(es) played between only those teams involved i.e. who defeated who in round robin play
- By the toss of a coin.

FINALS AND SEMI FINALS (where applicable)

Elite, Premier

- Teams play 2 x 25 min halves
- In event of a draw, the penalty stroke shoot out rules apply (played in accordance with NZHF rules)

Reserve A, B, C Grades

- Reserve A – play 2 x 25 min halves
- Reserve B, C - play 2 x 20 min halves
- Semi Finals - In the event of a draw, the team with the highest rating from round robin shall be the winner and move through to the final
- Finals - the trophy will be shared in the event of a draw

Kiwi Grade

- Format for first round = 10 min warm up + 2 x 15 min halves. **This format may change and teams will be notified accordingly*
- Semi Finals - In the event of a draw, the team with the highest rating from round robin shall be the winner and move through to the final
- Finals - the trophy will be shared in the event of a draw

GENERAL RULES:

- It is compulsory for ALL children to wear SHOES, FULL UNIFORMS, MOUTH GUARDS AND SHIN PADS. NO MOUTH GUARDS OR SHIN PADS = NO GAME.
- If teams are not playing within 5 minutes of the scheduled starting time the side at fault will default the game. A default game score will be recorded as 3 – 0.
- No player in a higher ranked team may play for a lower ranked team (EXCEPT a dedicated goalie who may play in the field for the team ranked one below).
- No player shall play for a HIGHER ranked team more than TWICE during the season.
- Umpires will control the game. Players to be warned and/or censored for dangerous play.
- Continued raising of the ball in an uncontrolled manner is not appropriate and should be penalised.
- Injured players are to be removed and treated immediately. All blood is to be covered.
- The winning team is responsible for making sure that the score card is returned to the Hockey Turf as well as e-mailing results to cmha@xtra.co.nz and the Points Liaison Officer specified for that year.
- NO peak caps are to be worn while playing hockey
- Coaches and managers must ensure that ALL children have clean shoes and correct uniforms before they can play
- All teams must have a responsible adult present at every game and must provide their own first aid kit and ice pack
- As there is no free turf time ALL games must run on time. **If your team is late, then the playing time will be shortened** so that the game finishes at the designated time. There will be no extra time!
- If a player receives 3 yellow cards that player must stand down for the next game
- Players, Coaches and Parents should be familiar with the “Code of Conduct” attached.

DISPUTES:

- Any dispute regarding any game played must be forwarded in writing to the CMHA Office: cmha@xtra.co.nz or PO Box 50, Pukekohe, within 48 hour of the game.
- Consideration will be given, and either a special disputes meeting of no less than 4 committee members will be called, or the dispute will be referred to the next general meeting.
- Disputes regarding points should be processed in the same manner no more than 48 hours after the points are presented at a general meeting.
- All parties involved in the dispute will notified of the meeting and asked to send a representative.

CRITERIA FOR ENTERING TEAMS:

The following are GENERAL GUIDELINES to use when entering teams at the start of the season. It is acknowledged that getting perfectly homogenous teams to fit these guidelines is impossible; however the criteria should apply to the MAJORITY of players in a team.

Kiwi Grade: Players 6 years and under as at the 1st January. Players must be 5 years of age before they can play.

Reserve C: Players who have played up to 2 years in the Kiwi grade PLUS new Year 3 players

Reserve B: Players who have played Kiwi/Reserve C and are moving up PLUS new Year 4 players

Reserve A: Players who have played Reserve B and are moving up PLUS new Year 5-8 players

Premier: Players who have played Res A/B and are moving up PLUS talented Year 4-6 players wanting to trial for reps.

Elite: Players who have played Premier and are moving up PLUS talented Year 6-8 players wanting to trial for reps.

NOTE: Clubs & Schools who can only field limited teams should not however hold back players who would be better off playing in a higher grade – these players should be encouraged and helped to find an appropriate team in another club or school.

ELITE & PREMIER GRADES:

All games will be controlled under the current New Zealand Hockey Association Rules for 11 aside games.

In addition please note the following:

- Elite and Premier must field a fully kitted Goal Keeper for the duration of the game. To ensure the safety of the Goal Keeper they must be fully kitted out with the following gear: Helmet, Chest pad, Pelvis guard (padded shorts), Pads and Kickers, and gloves. Throat guard and Elbow guards are strongly recommended. Any team who cannot provide correct gear should contact the Chairperson immediately.
- **New “Auto” or “Self Pass” Rule:** A team may opt for an “auto-pass” play when taking a free hit from either a free hit, 16 yard hit, sideline hit-in, (long) corner, or hit-off from the centre line. All players of both teams, other than the person taking the hit, shall be 5m from the ball. The ball should be stationary and the taker moves the ball continuing with it in their possession in open play (in effect a “self pass”)
- **New “Free Hit” Rule:**
 - A free hit awarded within 5 metres of the circle to the attack is taken at the nearest point 5metres from the circle.
 - When a free hit is awarded to the attack within the 23 metre area, all players other than the player taking the free hit must be at least 5 metres from the ball
 - If the player taking the free hit is the next player to play the ball, the actions of taking the free hit and of next playing the ball must be two separate actions
 - Before another player of the team which took the free hit is allowed to play the ball, the ball must move at least 1 metre (*the ball does not have to move 1 metre before the player taking the free hit may play the ball again*).
 - From a free hit awarded to the attack within the 23 metres area, the ball must not be played into the circle until it has travelled at least 5 metres or has been touched by a player of either team other than the player taking the free hit.

RESERVE A GRADE:

All games will be controlled under the current New Zealand Hockey Association Rules but the following specific amendments will apply

- Only 8 registered players per team to take the field at any one time.
- Each team is to supply one umpire. It is strongly recommended that teams have a separate coach and umpire.
- A minimum of 5 players are required to start the game.
- Subs will be made from the sideline.
- Games are 25mins each way.
- Reserve A must field a goalie or play with 7 field players if they choose not to field a goalie
- **Please keep safety as the number one priority**
- Raised Ball – ball should be played in a **controlled manner** – not above the Knee – except for a shot at goal.

Goalkeepers:

- You should endeavour to play with a goal keeper but if you do not, then you may only have 7 players on the field.
- To ensure the safety of the Goal Keeper they must be fully kitted out with the following gear for the duration of the game: Helmet, Chest pad, Pelvis guard (padded shorts), Pads and Kickers, and gloves. Throat guard and elbow guards are strongly recommended. Any team who cannot provide correct gear should contact the Chairperson immediately.

Penalty Stroke:

- If a penalty stroke is awarded and the defending side does not have a goalie on the field at the time, the penalty stroke will be taken with an empty goal.
- Awarded for a **deliberate** infringement which stopped a definite goal from being scored; (i.e. foot or leg on the goal line, or stick being held)
- Ensure the whistle is blown before taking of the stroke

Penalty Corners:

- Awarded for an infringement by defenders inside their circle.
- For a deliberate infringement within 5m of the circle.
- Playing the ball deliberately over the back line.
- **Four defenders** to stand behind the goal line and the **rest of the defending side are to stand at halfway.**
- The Attacking team stands outside the circle. The ball is to be pushed or hit from the back line and must be controlled outside the circle before the first shot at goal.

Long Corner Hit:

- Awarded when the ball accidentally goes over the back line off a defenders stick or leg.

Free Hit:

- To be taken where infringement took place as indicated by the umpire.
- The opposition is to stand no closer than 5 metres.
- **Please Note New “Free Hit” Rules:**

- A free hit awarded within 5 metres of the circle to the attack is taken at the nearest point 5 metres from the circle.
- The Field is to be marked with 4 markers (preferably cones) mid way between the half way and back line to show an attacking quarter for each half.
- From a free hit awarded to the attack within the attacking quarter, the ball must not be played into the circle until it has travelled at least 5 metres or has been touched by a player of either team other than the player taking the free hit.
- When a free hit is awarded to the attack within the attacking quarter, all players other than the player taking the free hit must be at least 5 metres from the ball
- If the player taking the free hit is the next player to play the ball, the actions of taking the free hit and of next playing the ball must be two separate actions
- Before another player of the team which took the free hit is allowed to play the ball, the ball must move at least 1 metre (*the ball does not have to move 1 metre before the player taking the free hit may play the ball again*).

Goal:

- The attacking team must legally touch the ball inside the circle and the ball has to fully cross the back line between the goal posts.

New “Auto” or “Self Pass” Rule:

- A team may opt for an “auto-pass” play when taking a free hit from either a free hit, 16 yard hit, sideline hit-in, (long) corner, or hit-off from the centre line. All players of both teams, other than the person taking the hit, shall be 5m from the ball. The ball should be stationary and the taker moves the ball continuing with it in their possession in open play (in effect a “self pass”)

RESERVE B GRADE:

All games will be controlled under the current New Zealand Hockey Association Rules but the following specific amendments will apply

- Only 8 registered players per team to take the field at any one time.
- Each team is to supply one umpire. It is strongly recommended that teams have a separate coach and umpire.
- A minimum of 5 players are required to start the game.
- Subs will be made from the sideline.
- Games are 20mins. each way.
- Reserve B can choose to play a goalie if they wish
- **Please keep safety as the number one priority.**
- Raised Ball – ball should be played in a **controlled manner** – not above the Knee – except for a shot at goal.

Goalkeepers (if applicable):

- You do not have to play with a Goal Keeper but if you do the GK must be fully outfitted; helmet, chest protector, pelvic guard (padded shorts), pads and kickers, and gloves.

Penalty Stroke:

- Penalty strokes will **be awarded in this grade ONLY FOR a deliberate infringement which stopped a definite goal from being scored;** i.e. foot or leg on the goal line)
- If a penalty stroke is awarded and the defending side does not have a goalie on the field at the time, the penalty stroke will be taken with an empty goal i.e. no one to defend it
- Ensure the whistle is blown before taking of the stroke

Penalty Corners:

- Awarded for an infringement by defenders inside their circle.
- Playing the ball deliberately over the back line.
- **Four** defenders to stand behind the goal line and the **rest of the defending side are to stand at halfway.**
- The Attacking team stands outside the circle. The ball is to be pushed or hit from the back line and must be controlled outside the circle before the first shot at goal.

Long Corner Hit:

- Awarded when the ball accidentally goes over the back line off a defenders stick or leg.

Free Hit:

- To be taken where infringement took place as indicated by the umpire.
- The opposition is to stand no closer than 5 metres.
- **Please Note New “Free Hit” Rules:**

- A free hit awarded within 5 metres of the circle to the attack is taken at the nearest point 5 metres from the circle.
- The Field is to be marked with 4 markers (preferably cones) mid way between the half way and back line to show an attacking quarter for each half.
- From a free hit awarded to the attack within the attacking quarter, the ball must not be played into the circle until it has travelled at least 5 metres or has been touched by a player of either team other than the player taking the free hit.
- When a free hit is awarded to the attack within the attacking quarter, all players other than the player taking the free hit must be at least 5 metres from the ball
- If the player taking the free hit is the next player to play the ball, the actions of taking the free hit and of next playing the ball must be two separate actions
- Before another player of the team which took the free hit is allowed to play the ball, the ball must move at least 1 metre (*the ball does not have to move 1 metre before the player taking the free hit may play the ball again*).

Goal:

- The attacking team must legally touch the ball inside the circle and the ball has to fully cross the back line between the goal posts.

New “Auto” or “Self Pass” Rule:

- A team may opt for an “auto-pass” play when taking a free hit from either a free hit, 16 yard hit, sideline hit-in, (long) corner, or hit-off from the centre line. All players of both teams, other than the person taking the hit, shall be 5m from the ball. The ball should be stationary and the taker moves the ball continuing with it in their possession in open play (in effect a “self pass”)

RESERVE C GRADE:

All games will be controlled under the current New Zealand Hockey Association Rules but the following specific amendments will apply

- Only 6 registered players per team to take the field at any one time.
- A minimum of 4 players are required to start the game.
- Each team is to supply one umpire.
- Games are 20mins. each way.
- Subs are to be made from sideline. Player being subbed, must be off field, before new players goes on field.
- **Please keep safety as the number one priority** – play should not gather around the ball and lead to players being struck by the ball and sticks, even if accidentally. Award a free hit so the game can develop.
- Raised Ball – ball should be played in a **controlled manner** – not above the Knee – except for a shot a goal.

Goalkeepers (if applicable):

- You do not have to play with a Goal Keeper but if you do the GK must be fully outfitted; helmet, chest protector, pelvic guard (padded shorts), pads and kickers, and gloves.

Penalty Stroke:

- Penalty strokes will **be awarded in this grade ONLY FOR a deliberate infringement which stopped a definite goal from being scored**; i.e. foot or leg on the goal line
- If a penalty stroke is awarded and the defending side does not have a goalie on the field at the time, the penalty stroke will be taken with an empty goal i.e. no one to defend it
- Ensure the whistle is blown before taking of the stroke

Penalty Corners:

- Awarded for deliberate infringement by defenders inside the circle.
- Playing the ball deliberately over the back line.
- Four defenders to stand behind the goal line.
- The offending team's remaining two players stand in the opposition's circle until the ball has been brought back into play
- The Attacking team stands outside the circle. The ball is to be pushed or hit from the back line and must be controlled outside the circle before the first shot at goal.

Long Corner Hit:

- Awarded when the ball accidentally goes over the back line off a defenders stick or leg.

Free Hit:

- To be taken where infringement took place as indicated by the umpire.
- The opposition is to stand no closer than 5 metres.
- **Please Note New "Free Hit" Rules:**
 - A free hit awarded within 5 metres of the circle to the attack is taken at the nearest point 5metres from the circle.
 - When a free hit is awarded to the attack within half way, all players other than the player taking the free hit must be at least 5 metres from the ball

- If the player taking the free hit is the next player to play the ball, the actions of taking the free hit and of next playing the ball must be two separate actions
- Before another player of the team which took the free hit is allowed to play the ball, the ball must move at least 1 metre (*the ball does not have to move 1 metre before the player taking the free hit may play the ball again*).
- From a free hit awarded to the attack within half way, the ball must not be played into the circle until it has travelled at least 5 metres or has been touched by a player of either team other than the player taking the free hit.

Goal:

- The attacking team must legally touch the ball inside the circle and the ball has to fully cross the back line between the goal posts.

New “Auto” or “Self Pass” Rule:

- A team may opt for an “auto-pass” play when taking a free hit from either a free hit, 16 yard hit, sideline hit-in, (long) corner, or hit-off from the centre line. All players of both teams, other than the person taking the hit, shall be 5m from the ball. The ball should be stationary and the taker moves the ball continuing with it in their possession in open play (in effect a “self pass”)

KIWI GRADE:

All games will be controlled under the current New Zealand Hockey Association Rules but the following specific amendments will apply

- Only 6 registered players per team to take the field at any one time.
- A minimum of 4 players are required to start the game.
- Teams are 6 aside with no goalkeepers.
- Format for first round = 10 min warm up + 2 x 15 min halves. **This format may change*
- Only umpires (one from each team) are allowed on the court. One coach and one manager are allowed downstairs at the Rec. Centre but must remain at the end of the court.
- Subs must stand close to the sides and well away from the goal area i.e. not beside the goal.
- Subs are made by player coming off the field completely before new player is allowed on the field.
- Players who are off may not at any time play at the ball while the game is being played; coaches and managers must enforce this.
- **Please keep safety as the number one** priority – play should not gather around the ball and lead to players being stuck by the ball and sticks, even if accidentally. Award a free hit so the game can develop.

Players are not permitted to:

- Raise the stick in a dangerous manner.
- hit an opponent with their stick.
- play the ball deliberately with their hands or feet.
- criticize another player.

The Game:

- The game starts with a push from the centre line. At the push off each team must be in their own half. The umpire should let the game flow and not penalize for accidental breaches unless there is a distinct advantage to one team or danger is a concern.

Free Hit:

- The umpire blows the whistle for the breach, and is not required to blow again before the hit is taken.
- If one team gains a large advantage by obstructing the ball, playing the ball with the reverse side of the stick, or playing the ball with the feet then award a free hit to the opposition.
- To be taken where infringement took place (except inside the circle) as indicated by the umpire.
- The opposition is to stand no closer than 3 metres.
- For free hit within 3 metres of the circle for the attacking side, both teams to be 3 metres from the player taking the hit.
- **(Note New Rule): A free hit in the attacking half cannot be hit directly into the circle – it must be touched by another player from either team**
- **In the circle**, if the ball is kicked by a defender with their foot, award a free hit to the attack outside the circle, in line with where the breach took place.
- **In the circle**, if a goal is stopped on the goal line by the foot or leg below the knee, award a free hit to the attack outside the circle, in line with where the breach took place.
- **In the circle**, if the ball is **deliberately** played directly over the back line by the defence (i.e. without it hitting the side wall first) award a free hit to the attack outside the circle, in line with where the ball went over the back line.
- For free hit within 3 metres of the circle for the attacking side, no player from either team, other than the one taking the hit, can be within 3 metres.
- In all other cases a free hit is to be awarded, to be taken by defending team at a point directly in line with where the ball crossed the back line and level with the top of the circle.

Goal:

- The attacking team must legally touch the ball with the hockey stick, inside the circle and the ball has to fully cross the goal line between the goal posts.