

# COUNTIES MANUKAU HOCKEY ASSN

JUNIOR BOOKLET 2021

THE BEST REGIONAL HOCKEY ASSOCIATION IN THE COUNTRY BY:  
STRONG LEADERSHIP AND MANAGEMENT, SUSTAINABLE PROGRAMMES AND PATHWAYS, ENGAGED  
COMMUNITY



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## GETTING THE MOST FROM JUNIOR HOCKEY

Counties Manukau Hockey's aim is for all children involved in Junior Hockey to develop **their individual and team skills**, share the **enjoyment** of taking part in a team game and build a long term **enthusiasm for Hockey**.

Success in Junior Hockey should be measured in three ways – the improvement in players individual and team skills, the building of the player's self-esteem and the outcome of the games.

Wanting to win and learning how to win are important aspects of the development of Junior Hockey players, but these aspects must be kept in perspective and not allowed to take precedence over the building of the skill and self-esteem of the players.

**Young players will get the most out of their Junior Hockey if a balance of these objectives is achieved by:**

- Regarding competition as another part of training
- Using tactics which develop players' individual and team skills
- Recognising each player's achievements, in their own terms, irrespective of the outcome of the game



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## FUN STICKS - U7's (Yrs 0, 1 & 2)

**CMHA FUNSTICKS HUBS:** Pukekohe, Papakura & Waiuku

**NUMBERS:** 25 children per hub

**DURATION:** 45 minutes (Practice and Play) **SEASON:** Six Week Course  
(for registered club players, Funsticks is run directly through the Club)

### INCLUDES:

- Emphasis on basic skill learning
- Fundamental movement skills
- Passing
- Co-ordination
- Modified games
- Play activities and minor games
- Goals: Modified
- Balls: Standard
- Play On: Yes
- Goalkeepers: No
- Penalty Corners: No
- Games Eight aside approx. 1/8 hockey turf size

### RULES

- Only play with flat side of the stick, ball must stay on the ground – pushes only, no “raised sticks”, no hacking on the stick, no tackling from the left (if this causes a dangerous situation), and no physical contact with opponent.
- The game starts with a push forward or back from the middle of the field
- No obstruction.
- The ball cannot be deliberately stopped with the foot, or kicked. However, when the ball merely touches the foot, play should continue.
- A goal is scored when the ball is pushed into the goal from inside the 5 metre zone.
- There is no off side.
- When a goal is scored players rotate with the substitutes.
- If the ball goes over the backline the defender starts play again from the top of the scoring line.
- No children registered in this grade may play up into a higher grade.

### GAME TIME

Children at this age can do a range of activities in which they run and play, practice motor skills and can be introduced to the safe use of a hockey stick. Basic skill development is important in order to play safely; however, their attention span can often be short. At this age exercises are both with and without sticks and balls.

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## MINI STICKS - U9's (Yrs 3 & 4)

**SIX-A-SIDE**

**TEAM:** 8-10 members

**FIELD SIZE:** 1/4 of a hockey turf

**DURATION:** 45 minutes - 20 minutes each way and 5mins 1/2 Time

### INCLUDES

- Concepts of attacking, defending and basic rules are introduced
- Goals: Modified
- Balls: Standard
- Auto Pass: No
- Goalkeeper: No
- Penalty Corners: No
- Six a side

### RULES

- Only play with flat side of the stick, ball must stay on the ground, no "raised sticks", no hacking on the stick, no tackling from the left (if this causes a dangerous situation), no physical contact with opponent
- The game starts with a push forward or back. Each team must be behind the centre line at the start whistle
- No obstruction
- The ball cannot be deliberately stopped with the foot, or kicked. However, when the ball merely touches the foot, play should continue
- Free hit and side hit in: everybody must be 5 metres away
- There are no penalty corners, or penalty strokes in this module
- Instead of penalty corner, take a free hit on the 8 metre line/circle markers (everybody 5 metres away and no direct shot on goal allowed)
- Long corner at 8 metres from corner on the side line (everybody 5 metres away and no direct shot on goal allowed)
- A goal is scored when the ball is played into the goal from inside the 8 metre/circle markers zone.
- No children registered in this grade may play up or down a grade.
- **Replacement players (subs)** from other teams only allowed to be used when you do not have 1 sub available (i.e. seven players). No player can be used more than **2 times within a season** unless dispensation given by CMHA.
- **Grading to apply if required** - dependent on number of teams and may be adjusted during the season.

### GAME TIME

Children at this age still find it difficult to concentrate for a vast period of time. However, this is the ideal learning age, with their physique and co-ordination being perfectly suited to learn a wide range of new techniques. In games of 6v6, children are now asked to use their team mates, rather than playing alone. The use of space on the playing field should be introduced, avoiding all players swarming around the ball! Rotate your players, so that they all get a sense of tackling and defending.

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## KIWI STICKS - U11's (Yrs 5 & 6)

**SIX-A-SIDE TEAM:** 6-10 members **FIELD SIZE:** 45m x 55m approx. - 1/2 Turf  
**DURATION:** 45 minutes - 20 minutes each way – 5mins for 1/2 Time.

### INCLUDES

Team dynamics; decision making; defensive and attacking concepts; positional understanding and concepts of space

- Goals: Standard
- Balls: Standard
- Auto Pass: Yes
- Goalkeeper: Optional
- Penalty Corners: Yes

### RULES

- Only play with flat side of the stick, ball must stay on the ground, no "raised sticks", no hacking on the stick, no tackling from the left (if this causes a dangerous situation), no physical contact with opponent
- The game starts with a push forward or back. Each team must be behind the centre line at the start whistle
- No obstruction
- The ball cannot be deliberately stopped with the foot, or kicked. However, when the ball merely touches the foot, play should continue
- Free hit and side line hit in: all defending players need to be 5 metres away (2019 rule changes apply)
- Long corner at 5 metres from corner on the side line (everybody 5 metres away and no direct shot on goal allowed)
- A goal is scored when the ball is played into the goal from inside the circle.
- Defending PC's – GK and 3 players start behind the goal line and remainder of team starts from opposing goal circle.
- No children registered in this grade may play up or down a grade.
- **Replacement players** from other teams only allowed to be used when you do not have 1 sub available (i.e. seven players). No player can be used more than **2 times within a season** unless dispensation given by CMHA.
- **Grading to apply if required** – dependent on number of teams and may be adjusted during the season.

### GAME TIME

The children in this age category have good coordination skills, and are usually willing to learn. Technical skills should be more advanced than in the younger age group. Expand on what has already been learnt. Player positions should still be rotated, with players being taught the roles of each position. Retaining possession should be encouraged, utilising the width of the field. Individuals understand the concept of achieving an individual goal for the game developed. Team strategies can be developed to encourage structure and the use of the space on the full.

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## KWICK STICKS - JUNIOR HOCKEY 5s - YEAR 7 & 8

**FIVE-A-SIDE TEAM:** 5-9 members

**FIELD SIZE:** 55m x 41m approx. with rebound-boards

**DURATION:** 40 minutes – 3x 12 minute periods – 2 mins between each period

### INCLUDES

Team dynamics; decision making; defensive and attacking concepts; positional understanding and concepts of space

- Goals: Standard
- Balls: Standard
- Rebound boards
- Auto Pass: Yes
- Goalkeeper: Yes (highly recommended)
- Penalty Corners: No
- Challenge: Yes

### RULES

- Only play with flat side of the stick, ball must stay on the ground, no “raised sticks”, no hacking on the stick, no tackling from the left (if this causes a dangerous situation), no physical contact with opponent
- The game starts with a push forward or back. Each team must be behind the centre line at the start whistle
- No obstruction
- The ball cannot be deliberately stopped with the foot, or kicked.
- No “outs”: boundary-boards are not considered out of play and can be used for rebounding, however, if the ball completely crosses over the boundary-boards free hit and long corner procedures apply as follows:
  - Free hit between the quarter line/markers: play re-starts in line with where the ball crossed over the boundary boards, not more than 1 metre from the sideline and only the defensive team needs to be 5 metres away.
  - Last touched by defence within the quarter: Long corner taken at the quarter line/marker in line with where the ball crossed over the boundary boards (everybody 5 metres away and no direct shot on goal allowed).
  - Last touched by attack within the quarter: Free hit in line with where the ball crossed over the boundary boards up to the quarter line.
- Goalkeepers: are strongly recommended and must be wearing full protective gear. Full goalkeeping privileges apply within their own defensive half – Goal keepers are not permitted to play outside their own defensive half. A 5<sup>th</sup> field player wearing a different coloured bib may be used in place of a Goal keeper, however, the 5<sup>th</sup> field player does not have Goal keeping privileges and is not permitted to play outside their own defensive half.
  - A free hit from half way will be awarded to the opposing team for an “off side” Goalkeeper/5<sup>th</sup> field player.
- A goal is scored when the ball fully crosses the line into the goal from anywhere inside a teams attacking half of the field.
- Challenge: 1 v 1 set play awarded for a serious breach or an offence by a defender within their own defensive half prevents the probable scoring of a goal. All players (including a 5<sup>th</sup>

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field player when applicable) except for the player taking the challenge and the defending Goalkeeper stand behind the centre line – the Challenge is taken from the quarter line with the player taking the challenge to the goalie once the whistle is blown to resume play. The ball must travel 5 metres before a goal can be scored and once the whistle is blown to start the Challenge all players at the centre line may re-enter the game.

- Substitutions are unlimited and can be made at any point during the game.
- No children registered in this grade may play up or down a grade.
- **Replacement players** from other teams only allowed to be used when you do not have 1 sub available (i.e. six players). No player can be used more than **2 times within a season** unless dispensation given by CMHA. Goal keepers have dispensation to play for more than one Hockey 5's team with in their registered club – playing in the capacity of a Goal keeper for at least one of those teams.
- **Grading to apply if required** –dependent on number of teams and may be adjusted during the season.

## GAME TIME

The children in this age category have good coordination skills, and are usually willing to learn. Expanding on what has already been learnt and incorporating rebound boards to increase the speed of the game and touches on the ball by players. Retaining possession should be encouraged and utilising the width of the field. Team strategies can be developed to encourage structure, use of the space and rebound boards.





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## YOUTH HOCKEY 5s - YEAR 9 & 10

**FIVE-A-SIDE TEAM:** 5-9 members

**FIELD SIZE:** 55m x 41m approx. with rebound-boards

**DURATION:** 40 minutes – 3x 12 minute periods – 2 mins between each period

### INCLUDES

Team dynamics; decision making; defensive and attacking concepts; positional understanding and concepts of space

- Goals: Standard
- Balls: Standard
- Rebound boards
- Auto Pass: Yes
- Goalkeeper: Yes (highly recommended)
- Penalty Corners: No
- Challenge: Yes

### RULES

- Only play with flat side of the stick, ball must stay on the ground, no “raised sticks”, no hacking on the stick, no tackling from the left (if this causes a dangerous situation), no physical contact with opponent
- The game starts with a push forward or back. Each team must be behind the centre line at the start whistle
- No obstruction
- The ball cannot be deliberately stopped with the foot, or kicked.
- No “outs”: boundary-boards are not considered out of play and can be used for rebounding, however, if the ball completely crosses over the boundary-boards free hit and long corner procedures apply as follows:
  - Free hit between the quarter line/markers: play re-starts in line with where the ball crossed over the boundary boards, not more than 1 metre from the sideline and only the defensive team needs to be 5 metres away.
  - Last touched by defence within the quarter: Long corner taken at the quarter line/marker in line with where the ball crossed over the boundary boards (everybody 5 metres away and no direct shot on goal allowed).
  - Last touched by attack within the quarter: Free hit in line with where the ball crossed over the boundary boards up to the quarter line.
- Goalkeepers: are strongly recommended and must be wearing full protective gear. Full goalkeeping privileges apply within their own defensive half – Goal keepers are not permitted to play outside their own defensive half. A 5<sup>th</sup> field player wearing a different coloured bib may be used in place of a Goal keeper, however, the 5<sup>th</sup> field player does not have Goal keeping privileges and is not permitted to play outside their own defensive half.
  - A free hit from half way will be awarded to the opposing team for an “off side” Goalkeeper/5<sup>th</sup> field player.
- A goal is scored when the ball fully crosses the line into the goal from anywhere inside a teams attacking half of the field.
- Challenge: 1 v 1 set play awarded for a serious breach or an offence by a defender within their own defensive half prevents the probable scoring of a goal. All players (including a 5<sup>th</sup> field player when applicable) except for the player taking the challenge and the defending Goalkeeper stand behind the centre line – the Challenge is taken from the quarter line with



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the player taking the challenge to the goalie once the whistle is blown to resume play. The ball must travel 5 metres before a goal can be scored and once the whistle is blown to start the Challenge all players at the centre line may re-enter the game.

- Substitutions are unlimited and can be made at any point during the game.
- No children registered in this grade may play up or down a grade.
- **Replacement players** from other teams only allowed to be used when you do not have 1 sub available (i.e. six players). No player can be used more than **2 times within a season** unless dispensation given by CMHA. Goal keepers have dispensation to play for more than one Hockey 5's team with in their registered club – playing in the capacity of a Goal keeper for at least one of those teams.

**Grading to apply if required** –dependent on number of teams and may be adjusted during the season.

### GAME TIME

The children in this age category have good coordination skills, and are usually willing to learn. Expanding on what has already been learnt and incorporating rebound boards to increase the speed of the game and touches on the ball by players. Retaining possession should be encouraged and utilising the width of the field. Team strategies can be developed to encourage structure, use of the space and rebound boards.



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### GAME DURATION

On Fridays – 4.00pm to 8.30pm / Saturdays the hockey turfs are used from 8.00am through to 12.00pm. It is important that games are started and finished on time.

- If teams are not playing within 5 minutes of the scheduled starting time the side at fault will default the game.

The time slot for games: Years 3/4 and 5/6 is 55 minutes with Years 7/8 and Youth Hockey @ 45 minutes.

**This must be strictly adhered to. If there are delays in getting the game started or at half time the playing time must be shortened accordingly.**



**ALL GAMES MUST FINISH SO THAT ALL PLAYERS ARE CLEAR OF THE TURF BY THE STIPULATED TIME.**



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## CANCELLATION PROCEDURE

Cancellations are weather dependent. Player safety is a priority. If unsafe conditions are present or hockey turfs are unplayable due to excess water then a cancellation will be made.

### **Fun Sticks Hubs**

Cancellation will be made by CMHA staff by 2pm – Notifications will be sent out to relevant contacts & posted on Facebook and direct to participant contact details.

### **Junior and Youth Hockey 5's (Friday)**

Cancellation will be made by an appointed umpire mentor – First game will be assumed playable until call is made at the venue.

Notification via Facebook and Hockio e-mail to registered Managers/Coaches.

### **¼ or ½ field (Saturday)**

Cancellation will be made by an appointed umpire mentor – First game will be assumed playable until call is made at the venue.

Notification via Facebook and Hockio e-mail to registered Managers/Coaches.



### UMPIRING

## SSUP



**Small Sticks Umpire Programme ("SSUP")** is being run, junior umpires will be provided to as many grades and games as possible if there are not enough umpires available all teams must be ready to supply an umpire for their game. It is essential that all umpires are consistent in their rulings, giving both sides an equal opportunity.

SSUP is run in conjunction with the Junior Hockey Competition. This programme is targeted at all junior umpires, so they can commence their umpiring pathway. Refer to the annual timetable for umpiring course dates.



**Enrolment for the Umpires Program will be e-mailed in due course.**



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<b>Equipment</b>	<ul style="list-style-type: none"> <li>You will need a good whistle, an accurate watch and clothing (or bib) that is a different colour from the two teams – Contact CMHA regarding these items.</li> </ul>
<b>Co-operation</b>	<ul style="list-style-type: none"> <li>Talk to the other umpire before your game, ideally 5 minutes before it starts, to ensure that you have a common understanding of the rules and Guidelines for Junior Hockey, particularly with respect to danger and what is a lifted ball. It is important that these Rules and Guidelines are applied consistently by both umpires throughout the game.</li> </ul>
<b>Safety must be ensured</b>	<ul style="list-style-type: none"> <li>Make sure that the game is safe for the players</li> <li>If there is any chance of danger, stop the game immediately with a loud whistle</li> <li>Players must not play at the ball after the whistle has sounded</li> <li><b>Watch out for danger from both the stick and the ball when the ball is hit on the reverse with the edge of the stick.</b></li> <li><b>Umpires will control the game.</b></li> <li><b>Players to be warned and/or censored for dangerous play.</b></li> <li><b>Continued raising of the ball in an uncontrolled manner is not appropriate and will be penalised</b></li> </ul>
<b>Unsporting play must be prevented</b>	<ul style="list-style-type: none"> <li>No deliberate kicking of the ball by field players</li> <li>No deliberate stopping of the ball with the feet by field players</li> <li>No use of the back of the stick</li> <li>No playing at the ball above shoulder height</li> <li>No dangerous use of the stick</li> </ul> <p><b>Intimidating play, particularly an accentuated back lift and follow through when hitting the ball, must be penalised, irrespective of the proximity to other players</b></p> <ul style="list-style-type: none"> <li>No destructive tackles</li> <li>Players must retire a full five metres from the ball after a free hit has been awarded</li> <li>The ball must be played promptly at free hits and side line hits or the hit should be reversed</li> <li>No hitting or tripping of another player</li> <li>No swearing</li> <li>No verbal abuse of umpires or other players</li> <li>Grades: Fun sticks, Mini Sticks &amp; Kiwi Sticks – A goal can only be scored by pushing directly into the goal.</li> </ul>
<b>Swearing or other verbal abuse</b>	<p>This will not be tolerated at any level.</p>

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## CLUB DUTIES

<b>Friday</b>	<b>Club</b>	<b>Saturday</b>	<b>Club</b>
07 <sup>th</sup> May	Alf / Kohe / PISC	08 <sup>th</sup> May	Alf / Kohe / PISC
14 <sup>th</sup> May	Waiau Pa	15 <sup>th</sup> May	Waiau Pa
21 <sup>st</sup> May	OPHC	22 <sup>nd</sup> May	OPHC
28 <sup>th</sup> May	Pukekohe United	29 <sup>th</sup> May	Pukekohe United
11 <sup>th</sup> June	Alf / Kohe/ PISC	12 <sup>th</sup> June	Alf / Kohe/ PISC
18 <sup>th</sup> June	Waiau Pa	19 <sup>th</sup> June	Waiau Pa
25 <sup>th</sup> June	OPHC	26 <sup>th</sup> June	OPHC
02 <sup>nd</sup> July	Pukekohe United	03 <sup>rd</sup> July	Pukekohe United
09 <sup>th</sup> July	Alf / Kohe/ PISC	10 <sup>th</sup> July	Alf / Kohe/ PISC
23 <sup>rd</sup> July	Waiau Pa	24 <sup>th</sup> July	Waiau Pa
30 <sup>th</sup> July	OPHC	31 <sup>st</sup> July	OPHC
06 <sup>th</sup> August	Pukekohe United	07 <sup>th</sup> August	Pukekohe United
13 <sup>th</sup> August	Alf / Kohe/ PISC	14 <sup>th</sup> August	Alf / Kohe/ PISC

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## CLUB DUTIES

### Friday Nights:

- Help clean up turf one from Hockey 5s, return gear to shed as directed by Hockey 5s Coordinator.
- Set up T1 for 2x ½ field and T2 for 4x ¼ field ready for Saturday morning.
- Check freezers on T1 & T2 for Ice and make sure they are full for Saturday morning hockey.
- Turn Lights off at the end of the evening on T1 & T2.
- Make sure all gates are closed and locked.
- Ensure the turf grounds are tidy – the bins in the dugouts and changing rooms need to be checked and emptied if required; rubbish is put in the relevant bins.
- Toilets to be checked and kept clean. If needed, extra toilet paper is found in the bar upstairs. Please ask politely at the canteen if no-one is around with a key.

### **Note: Umpires will be responsible for the Scoreboards**

- Turn Scoreboard on - T1 & T2
- Collect remotes for scoreboards from canteen and return at end of evening. Turn score boards off.

### Saturday mornings:

- **The turf must be set up by 8.20am.** Please set up the turf as per diagram in junior booklet – dependant on grades. Turf 1 – Under 11 ½ Field, Turf 2 – Under 9 ¼ field. Make sure fields are returned to set up for full field play at the end of junior's competition on a Saturday.
- Ensure the turf grounds are tidy – the bins in the dugouts and changing rooms need to be checked and emptied if required; rubbish is put in the relevant bins.
- Toilets to be checked and kept clean. If needed, extra toilet paper is found in the bar upstairs. Please ask politely at the canteen if no-one is around with a key.
- Check there is ice in both turf freezers, if not please collect from pavilion and load them up.



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## GENERAL INFORMATION

### REGISTRATIONS

- Teams and Players must be registered on line via Hockio by Friday 16<sup>th</sup> April 2021 and 30<sup>th</sup> April 2021 respectively.
- Only Registered players may play.
- All players must complete club to club transfer forms if moving clubs.

### GAME DAY INFORMATION

- All team results must be submitted via Hockio at the conclusion of each game by each team's manager/coach. If the both managers/coaches scores match the results will go live to CMHA website/Hockio and if the scores do not match or the results are not completed by both managers/coaches the game will be flagged as "under dispute".
- For any disputes, please utilise the "disputes" option in Hockio.
- Players, coaches and parents should be familiar with the "Code of Behaviour".
- The CMHA rules stand for all hockey played within the association.

### SUBSTITUTIONS

- Full Field: All player substitutions should be done at halfway at the dugout side of the field.
- Half Turf: All player substitutions should be done at the half way.
- Quarter Turf/Hockey 5's: All player substitutions should be done behind the regular goals.

### SPECTATORS

- All spectators must remain outside the turf area. Spectators should be supportive and positive towards all players, umpires and coaches. Abuse of umpires or players will not be tolerated.

### PLAYING GEAR

- Correct club uniform is to be worn for all games. Players cannot play unless wearing protective gear (mouth guard and shin pads). No hard peaked cap to be worn during games.
- All teams must have bibs available to wear if uniform clashes occur.
- Injured players are to be removed and treated immediately. All Blood is to be covered
- All teams must have a responsible adult present at every game and must provide their own first aid kit and ice pack
- It is compulsory for ALL children to wear shoes, mouth guard, shin pads and uniform. Coaches and managers must ensure that ALL children have clean shoes.

### GOALIES

- Goalies must have a minimum of a helmet with face mask, chest protection, leg guards and kickers.
- U11: All padded goalies can apply for dispensation to play in another team in the same grade as a field player. (This will cover all clubs that have only one team. They can play for another club)
- Junior & Youth Hockey 5s: Padded goalies are highly recommended – Goalies will have dispensation to play across more than one Hockey 5's team within their registered club.

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## PART TURF ALLOCATIONS

For grades which use less than a full turf, the portion of the turf allocated to each game is shown in the drawing below:

e.g. H1, Q1

Quarter 1

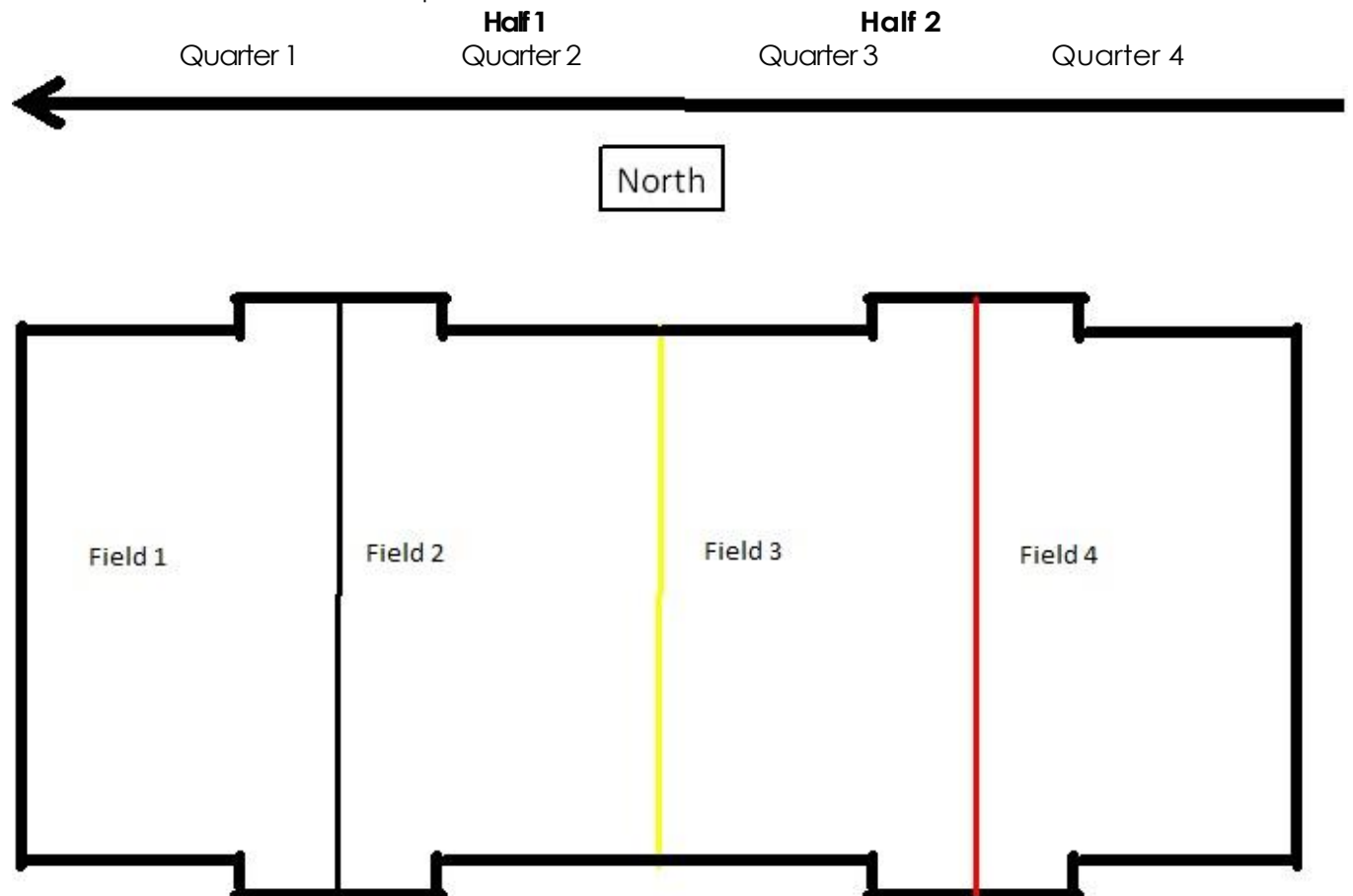
Quarter 2

Quarter 3

Quarter 4

The portions are “numbered” in order, H1 to H2 and Q1 to Q4, starting from the end of the turf which is either:

Nearest the pavilion or adjacent buildings, or if there are no buildings near an end, nearest the main entrance to the Turf Complex



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### TURF RULES

- **Spectators are to keep off the turfs at all times – outside the fence.**
- Enter and exit turf by gates only. Do not climb the fence
- Change into clean footwear before stepping onto the turf
- Do not leave gear on the side lines
- Dug-outs are for players and team officials only
- No warm-ups on turf while games are in progress
- No hitting balls against the hoarding fence or around buildings
- Teams shall leave the artificial surface through gateways, promptly, at the conclusion of their match or practice
- It is the responsibility of the team coaches and managers to ensure that all care is taken to stem the flow of blood from any injury onto the turf or other players, injured players are to be removed and treated immediately - All Blood is to be covered
- **Approved playing gear only to be worn.**
- Clean rubber soled shoes and rubber studs to be used - Sticks to have no sharp protrusions
- Goal keeping pads to be clean, goal keeping buckles to be taped at all times
- No sharp objects to be carried or worn on the turf
- Balls hit over the fence during match play are not to be retrieved by players - An Outside runner should retrieve the ball
- **No chewing gum** or food inside the hoarding fence
- Please use rubbish bins supplied
- No play or practice outside allocated times
- No dogs inside Counties Manukau Hockey Stadium
- **No Alcohol** is to be brought onto Counties Manukau Hockey Stadium
- No spitting on the turf
- Do not move goals incorrectly
- Do not interfere with turf watering system

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## CODE OF BEHAVIOUR - FOR COACHES, MANAGERS, PARENTS AND SUPPORTERS

- Insist that children play within the rules
- Respect and acknowledge children's efforts, regardless of whether they have won or lost
- Encourage children in their efforts and skill development in hockey
- Be a positive role model. Never shout at or ridicule players or officials
- Support and applaud the efforts of children in both teams
- Respect the decisions of officials and coaches
- Show appreciation to people who volunteer their time to the game of hockey
- Ensure children understand their responsibility to the team. For example, to attend training regularly and to inform coaches in advance if they cannot attend training or a game
- Make an effort to understand the rules of hockey
- Ensure the correct use of safety equipment, particularly mouth guard and shin pads
- Treat children as children and not little adults
- Remember that children play Junior Hockey primarily for their benefit rather than yours



## CODE OF BEHAVIOUR - FOR PLAYER'S

- Play to the best of your ability
- Recognise the efforts of your team mates and opponents
- Remember to thank your coach, umpires, the opposition and supporters
- Learn the rules of hockey and play by the rules
- Respect and accept the decisions of umpires and coaches

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### CMHA STADIUM



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## JUNIOR CALENDAR 2020

Day	Date	Month	Comments
Wednesday	24 <sup>th</sup>	February	Club registrations due – 4pm
Friday	16 <sup>th</sup>	April	Team registrations due – 4pm
Friday	30 <sup>th</sup>	April	Player registrations due – 4pm
Monday/Tuesday	3 <sup>rd</sup> /4 <sup>th</sup>	May	Junior Umpires Course – time tbc
Friday	07 <sup>th</sup>	May	Competition starts - Junior & Youth Hockey 5's
Saturday	08 <sup>th</sup>	May	Competition starts - Mini Sticks and Kiwi Sticks
Friday	04 <sup>th</sup>	June	No Play Queens Birthday Weekend – Junior & Youth Hockey 5's
Saturday	05 <sup>th</sup>	June	No Play Queens Birthday Weekend – Mini Sticks and Kwik Sticks
Friday	16 <sup>th</sup>	July	No Play Term 2 School Holidays – Junior & Youth Hockey 5's
Saturday	17 <sup>th</sup>	July	No Play Term 2 School Holidays– Mini Sticks and Kiwi Sticks
Friday	13 <sup>th</sup>	August	Competition finals - Junior & Youth Hockey 5's
Saturday	14 <sup>th</sup>	August	Competition finals - Mini Sticks and Kiwi Sticks

# COUNTIES MANUKAU HOCKEY ASSN

## JUNIOR BOOKLET 2021

### CMHA Junior Fees/Turf Charges

2021 CMHA JUNIOR FEES	Total	Total	21st April	21st May	21st June	21st July
	per team	per team	10%	20%	25%	45%
	(gst excl)	(gst incl)	(Invoice due date amounts are gst exclusive)			
U9's	\$718.58	\$826.37	\$71.86	\$143.72	\$179.65	\$323.36
U11's	\$957.58	\$1,101.22	\$95.76	\$191.52	\$239.40	\$430.91
Yr7/8	\$1,398.82	\$1,608.64	\$139.88	\$279.76	\$349.71	\$629.47
Yr 9/10	\$1,285.40	\$1,478.21	\$128.54	\$257.10	\$321.37	\$578.47

### HNZ Affiliation Fee

HNZ have confirmed their commitment to support a reduced affiliation fee for 2021 charged at 67% of the original fee – please see below.

HNZ Affiliation Fee (Per Player)	Original (100%)	2021 only (65%)	
Primary	\$11.20	\$7.28	\$8.37
Mini	\$3.73	\$2.42	\$2.78

### Turf Hire Rates

#### As at 1<sup>st</sup> April 2021

Practice Fees - Turf Hire - Affiliated Clubs		<i>gst excl</i>	<i>gst incl</i>
Before 6pm (Weekdays)	Full Field / Hour	\$56.60	\$65.00
After 6pm (Weekdays)	Full Field / Hour	\$104.40	\$120.00
Weekends	Full Field / Hour	\$113.10	\$130.00
Weekend (Per game/team)	Full Field /1.5hrs	\$82.61	\$95.00

Please ensure:

- pitches are vacated in a timely manner
- all equipment (tyres/boards/goals) is cleared (including personal items and drink bottles)
- no alcohol is to be brought into or consumed on the premises \*\*\*
- access to the pitches is *through* the gates only (no climbing of fences) \*\*\*

**\*\*\* Any breaches of the above will result in cancellation of trainings.**



# COUNTIES MANUKAU HOCKEY ASSN

## JUNIOR BOOKLET 2021

Junior Club Trainings		Tuesday	Wednesday	Thursday
<b>Rosa Birch Turf 1</b>	5-6pm			PISC Jnr
<b>Rosa Birch Turf 2</b>	4-6pm			OPHC Jnr
	5-6pm	PUHC Jnr		OPHC Jnr
	6-7pm	PUHC Yth		OPHC Yth
	7-8pm	Kohekohe Yth	Alfriston Yth	
<b>ACG Strathallan</b>	5-6pm			Waiau Pa Jnr
	6-7pm			Waiau Pa Yth
<b>Rosehill College</b>	5.45-6.45pm	Alfriston Jnr		
<b>Waiuku College</b>	4-5pm		KoheKohe Jnr	