

Kiwistick Development Rules and Guidelines

Mini Quarter Field

2022

Introduction

These rules apply to all quarter fields games ranging from year 3 and 4 beginners to more experienced year 5 and 6's.

The same rules apply to all games. However, it is encouraged that the application of the rules especially those relating to the awarding of free hits is to be reflective of the ability level of the players involved. I.E. The more experienced and capable that the teams involved are the more strictly rules relating to 'feet' etc are applied.

1. 6 players per team on the turf at any one time. Rolling substitutions are allowed. Rotation of positions is essential. Children should get the opportunity to play in a variety of positions
2. Players may run back to defend their goal. There are no goalkeepers, and no player is to be appointed to stand in their goal.
3. There is no offside.
4. 13 minutes each way, 2 minutes for half-time, 2 minutes between games. Games must start and finish on the hooter. Teams must clear the field quickly at the end of their games.
5. Play across a $\frac{1}{4}$ of a full sized hockey turf.
6. Footwear, mouth guards and shin pads **must** be worn by all players
7. Standard hockey balls are to be used
8. The ball may be pushed or slap hit anywhere on the field, including a shot at goal.
 - a. A controlled hit may be used only when there is 5m of clear space around the hitter.
9. The stick is not to be raised above the shoulder. This is dangerous play.
10. The ball is not allowed to rise above ankle height.
 - a. For the year 5 and 6 competitive and development grades the ball is able to be raised to no higher than the top of the shinpad, but only if done so under control.
11. A goal can be scored from anywhere within the 10m scoring zone.
12. If the ball goes over the sideline, or pops over the wooden boards/pipe, the other team is awarded a free hit at a point close to where the ball went out.
13. A free hit is given when:
 - a. A player deliberately steps across and places their body between an opposing player and the ball (when it is within playing distance).
 - 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 with the feet or kicked by a player and they gain an advantage. Encourage children to get their feet out of the way. When there is no advantage gained umpires should allow the game to continue.

14. There are no Penalty Corners (P/c's) or long corners.

15. If the ball goes over the back line the other team is awarded a free hit at the 10 meter line in line with where the ball went out. An attacked cannot score directly off a free hit.

16. **Auto pass:** The player taking a free hit or centre pass has the option of passing to another player, or making an auto or self-pass, effectively a tap-and-go action.

17. **General**

- Each team is to provide an umpire, with a whistle, for their own game who may also be the Coach. Umpires are to stay on the same field that they are umpiring on ie they are not to position themselves on an adjoining turf.
- When you stop the game explain why you have stopped it.
- If the score gets to 5-0 the coach of the winning team may use their discretion and move strong players to the back.
- Keep the games flowing as much as possible.
- Team management and substitutions:
 - When playing on a quarter field located at the end of the full-sized field (Q1A, Q1D, Q2A or Q2D) team management and substitutions are positioned on the respective games side-lines.
 - When playing on a quarter field located within the middle of the full sized-field (Q1B, Q1C, Q2B or Q2C) team management and substitutions are positioned on the respective games base lines (behind the goal line), but closer to the corner away from the goal. You can be at either end of the field.
- Substitutions: The player coming off should be off the field prior to the new player entering the field of play. As per the above guidelines, the age and experience of the players determines how strictly this should be applied (eg ;newer/younger players may need to enter the field in order to communicate with the player they are replacing)