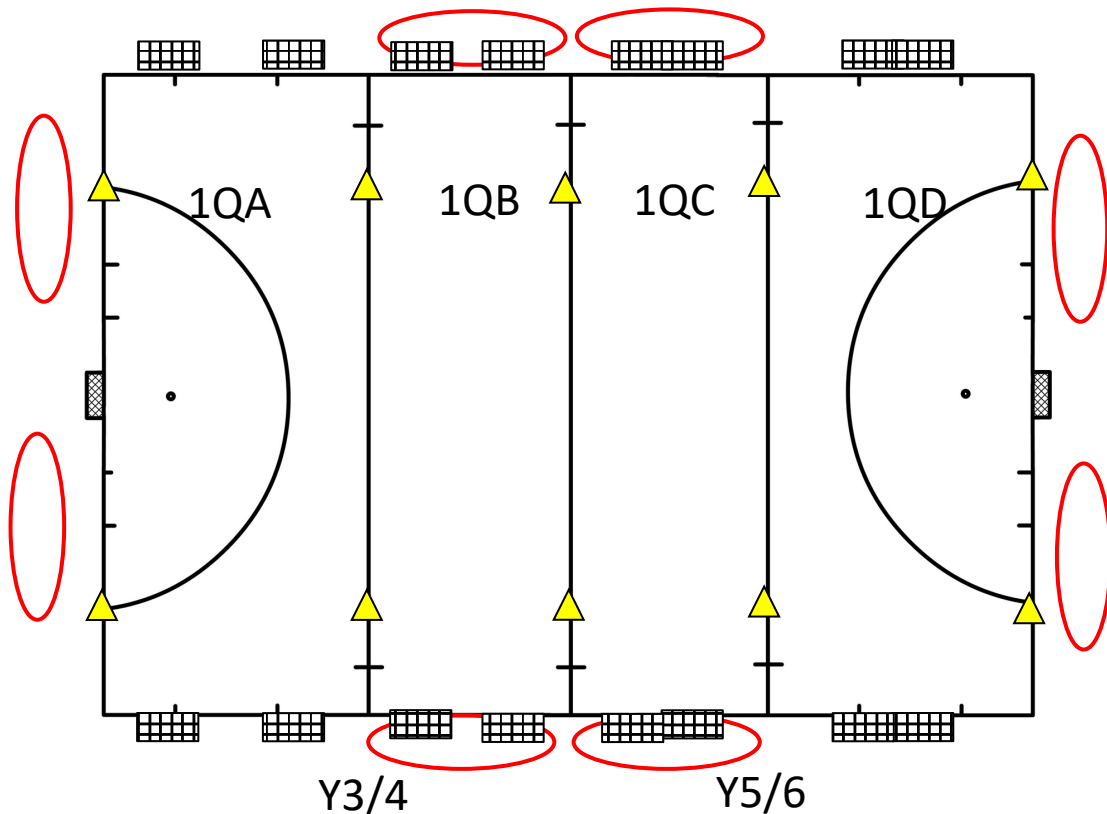




6 Aside – Mini Hockey – Quarter Field

The Field

- The game is played on quarter of a field
- There is a 10-meter area as a scoring zone indicated by the yellow cones
- Y3/4 there are two mini goals on each end, off centre and off the side line
- Y5/6 there is one wooden mini goal at each end
- The full field goals will need to be pushed back against the fence for safety



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 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.

The Umpire as a Game Facilitator

- Each team provides an umpire with a whistle, for their own game who may also be the Coach
- If an infringement occurs, blow the whistle, point the direction the free hit should be taken
- Encourage players and teams to spread out (avoid bees around honey pot)
- Encourage involvement of all players. Discourage any player that positions as a goal keeper
- Keep the games flowing as much as possible

Starting the Game and Free Hits

- **To start the game:** and restart after a goal, a centre pass is taken (by the opposite team that scored) with all players within their half where the ball can be played in any direction.
- **At a free hit, sideline hit, or 10m restart:** Play should restart from close to where the infringement happened, and the defenders must retreat 5 meters.
- **Self-Pass:** The player taking a free hit, sideline hit, or 10m restart, has the option of passing to another player, or making an auto or self-pass (like a tap and go).
- An attacker cannot score directly off a free hit

Playing the Ball / Hitting

- **Flat side of stick:** may be used to play the ball, or the leading edge on the reverse/backhand
- **Push or slap Hits:** are allowed anywhere on the field, including a shot at goal
- **A controlled hit:** may be used only when there is 5m of clear space around the hitter

The 10m Scoring Zone

- **A goal can only be scored:** from within the attacking 10m scoring zone
- **No Penalty Corners:** If a breach occurs by a defender within the 10m scoring zone, a free hit is awarded at the 10-meter line, in line with where the breach occurred
- **Over the Backline:** If the ball is played over the back line, the opposite team are awarded a free hit at the 10-meter line, in line with where the ball went out

Infringements / Fouls – 6 Key Rules

1. **Dangerous Stick Use:** The stick is not to be raised above the shoulder. This is dangerous play.
2. **Tackling:** Tacklers may only play the ball, not the stick.
3. **Raised Ball:** The ball is to remain below ankle height. For the year 5 and 6 competitive and development grades the ball is to remain below the top of the shinpad, but only if done so safely.
4. **Feet / Body:** The ball cannot be stopped with the feet or body. When there is no advantage gained umpires should allow the game to continue.
5. **Obstruction:** A player is not allowed to deliberately steps across and/or place their body between an opposing player and the ball (when it is within playing distance)

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4 - Body Contact - Physical contact with another player is not allowed.



5 - Feet / Body - The ball cannot be stopped with the feet or body. When there is no advantage gained umpires should allow the game to continue.

6 - Obstruction: A player is not allowed to deliberately steps across and/or place their body between an opposing player and the ball (when it is within playing distance)

