Liverpool Zone By-Laws for Hockey

Rules for all hockey games played within the Zone shall be as for those set down by the State Governing Body.

- Conveners have the option to modify rules prior to the season if circumstances be required and if all competing schools agree.
- It is recommended that coaches have a session prior to the commencement of the season, in order to familiarise themselves with the game and its rules.

1 DRESS:

1.1 Sport shoes are to be worn.
1.2 Each team member must be in the same jersey or shirt.

2 SUPERVISION:

2.1 All teachers are responsible for the behaviour and sportsmanship of their students.
2.2 No child/team will play/practise whilst unsupervised. Teams not playing should become spectators.

3 EQUIPMENT:

3.1 Each school must bring to ALL games:
   - A fully equipped first aid kit, which includes ice.
   - Equipment for each child – hockey stick.
   - Minimum of one hockey ball for each team.
   - Complete goalie kit for each senior team playing.
3.2 Convenor will bring witches hats to mark the fields for junior games.
3.3 All players will wear mouthguard and shin pads (or not play).
3.4 Goalies in senior games will be suitably dressed with protective uniform.

4 VENUES:

4.1 Convenor will liaise with Moorebank Liverpool Hockey Club (or appropriate playing field) prior to the commencement of winter sport to determine allocation and availability of fields.
4.2 Senior games are to be played a full hockey field using existing markings.
4.3 Junior games are to use a ‘half field’ – marked by the use of witches hats. Goal areas are to be determined by teachers at the beginning of the season.
5 SAFETY:

5.1 All shoes are to be checked prior to the game ensuring no studs or spikes.
5.2 Shin pads are compulsory and preferably worn with long socks.
5.3 Mouthguards are compulsory for all players.
5.4 Full goalie gear required for senior games – kickers, leg pads, gloves, protective shorts, neck guard, chest plate, shoulder/arm guards and helmet.
5.5 The use of the 'tomahawk' hit and/or the 'drag' flick is not permitted.
5.6 Jewellery should not be worn at any time on the field.
5.7 Soft brimmed hats only to be worn.

6 TEAMS:

6.1 Seniors – Years 5 and 6 (11 a side plus reserves)
   Juniors – Years 3 and 4 (7 a side plus reserves)
6.2 A child cannot play in two junior teams on the one day, i.e. A child cannot play the first half in the Junior Bs and then play the second half in the Junior As in the same afternoon.
6.3 There is no limit to the number of replacements that a team can make during any Liverpool Zone PSSA Hockey Game.
6.4 Players must remain in either the A team or the B team for the duration of the season in both junior and senior divisions – no interchange.

7 DURATION OF MATCHES:

7.1 Juniors – 20 minutes per half with 10 minute half time.
   Seniors – 25 minutes per half with 10 minute half time.

8 UMPIRING CONDITIONS:

8.1 Teachers will act as umpires, time and score keepers.
8.2 Umpires may coach both teams as to the rules. This must be done in a positive manner.

9 RULES:

The rules of play and field markings shall be those of the International Hockey Board.

9.1 The ball must be hit with the flat slide of the stick at all times.
9.2 If the ball hits a players foot, it is a free hit to the other team.
9.3 A stick is tossed and the team that wins the toss decides which goal it will attack in the first half of the match. The other team takes the hit-off to start the match. The team winning the toss takes the hit-off to start the second half of the match. The teams change ends at half-time.
9.4 The procedure for a hit-off involves:
All players are in their half of the field.
- The ball is stationary on the centre mark.
- The referee gives a signal.
- The ball is in play when it is hit either in a forward or backward direction.

9.5 A hit-off is used when:
- Starting a match.
- After a goal has been scored.
- At the start of the second half of the match.
- At the start of each period of extra time, where applicable.

9.6 A bully is a method of restarting the match after a temporary stoppage which becomes necessary, while the ball is in play, for any reason not mentioned elsewhere in the laws of the game. The referee places the ball between two players. They then touch sticks three times. After the third touch, the ball is then in play and either player is able to hit the ball.

9.7 A sideline hit is a method of restarting play. A sideline hit is awarded:
- When the whole ball passes over the side line.
- From the point where it crossed the side line.
- To the opponents of the player who touched the ball last.

9.8 At the moment of delivering a sideline hit, the player:
- Faces the field of play.
- Has part of each foot either on the side line or on the ground outside the side line.
- The ball is in play immediately as it enters the field of play.

9.9 The ball is out of play when:
- It has wholly crossed the goal line or side line whether on the ground or in the air.
- Play has been stopped by the referee.

9.10 A goal is scored when the whole ball passes over the goal line between the goalposts, provided that the team scoring the goal has not committed an infringement prior to the goal.

9.11 In senior games, a goal can only be scored from inside the 'D'(goal circle).

9.12 In junior games, a goal can only be scored from within a distance approximately the same width as the goals.

9.13 Unlimited interchanges are permitted during the game at any time except that no player shall be changed after the awarding, and before the completion of a penalty corner.

9.14 The ‘Tomakawk’ and raised sticks shall not be allowed in either junior or senior Liverpool Zone PSSA play.

9.15 No penalty strokes shall be awarded. A penalty corner will be awarded in its place.

9.16 A modified indoor hockey penalty corner shall apply for the junior game.

a) an attacker shall push the ball out from one of the penalty corner marks.

b) All other attackers shall be outside the penalty area.

c) Four defenders shall stand outside the goal on the opposite side of the goal to where the ball is being pushed out.
d) The remaining three defenders shall stand at the halfway mark until the push out is completed.
e) The ball must pass outside the defined area before a shot is taken. A shot is defined as a push.

9.17 The team scoring the greater number of goals during the match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

9.18 Points will be awarded as follows:
- Win = (4) four points
- Draw = (2) two points
- Loss = (1) one point
- Forfeit Loss = (0) zero points

9.19 In the event of a drawn semi final, the team finishing higher on the points score will be declared the winner.

9.20 In the event of a drawn final game, both teams will be declared ‘premiers’.

9.21 All results are to be faxed to the convenor by the following Monday after the round has been completed (on Friday if possible). It is the responsibility of both teams to send the results.