

NORTHAMPTONSHIRE SCHOOL GAMES RULES 2018 / 2019

YEAR 3 & 4: Hockey – Competition rules & guidelines

Competition Qualification	
School Games County Finals:	Summer
Number of squads per SSP:	2

Competition Format	
Quicksticks Hockey	
<p>Development - Sports that are designated as 'Development' are aimed at engaging new participants into that sport. This could be different children to those who are chosen by the school to be part of the competitive teams or it could be a child who has not tried the development sport before but might take up the sport if given the opportunity to access it. They will not be members of community sports clubs in that sport (but might be a club member in a different sport(s). Eligibility criteria is set to engage new participants into the sport. If required the criteria will be set on a 'sport by sport' basis.</p>	

Squad Information	
Minimum Squad Size:	4 (2 boys and 2 Girls playing at any one time)
Maximum Squad Size:	6

Year Groups
Year 3 / Year 4

Gender
Maximum 3 boys and 3 girls per squad

Equipment (Schools need to provide/take to competition)
<ul style="list-style-type: none"> ✓ Clipboard & Pen ✓ Hockey Sticks (appropriate to the age of the players) ✓ Players must wear shin pads and mouth guards are recommended

Competition Rules
<p>Players:</p> <ol style="list-style-type: none"> 1) There are no Goalkeepers; all players must be on the pitch 2) Rolling substitutions are allowed <p>Playing area:</p> <ol style="list-style-type: none"> 1) The field of play is rectangular and is that of a standard netball court (30.5m long x 15.25m wide). Areas referred to as attacking 'circles' or 'shooting areas' (netball court shooting circles; radius 4.9m) are marked onto the pitch. <p>The Game:</p> <ol style="list-style-type: none"> 1) All teams must have 2 boys and 2 girls on the pitch at all times 2) Each game will be delivered in two halves, with an interval break (some school competitions may only consist of one half depending on the number of teams entered and time restrictions). 3) Quicksticks starts with one team being given a centre pass (taken from the centre of the pitch) which can be passed in any direction, once the umpires have blown a whistle. 4) When a centre pass is taken at the start or re-start of the game, each team must be positioned in their own half of the pitch and the opposing players must be 3m from the ball until the ball is played.

- 5) A free-pass is given when an offence occurs. For all free-passes, the ball must be taken from where the offence took place. Until the free-pass is taken, all players from the opposing team must be 3 metres away from the ball.
- 6) A free-pass is awarded when:
 - a) The ball passes completely over a side line.
 - b) The ball passes completely over the back line.
 - c) Where a player kicks, propels, picks up, throws, or carries the ball.
 - d) Intentionally uses any part of their body to play the ball.
 - e) Attempts to play at any high ball (over knee height) with the stick.
 - f) Uses the rounded (back) side of the stick.
 - g) Whilst striking the ball, causes any actual/possible danger to themselves or to other players
 - h) 'Obstructs' by running between the ball and an opponent who is close enough to hit it, thereby unfairly preventing the opponent from playing the ball.
 - i) Holds, charges, kicks, pushes, intentionally trips or strikes any player or umpire.
 - j) Interferes with another player's stick or clothing.
 - k) Plays the ball dangerously or in a way which leads to dangerous play.

Scoring

- 1) A goal is scored when the ball has been struck or deflected off a player's stick (either an attacker's or a defender's) from within the shooting area (circle), and it crosses completely over the goal-line between the goal-posts and under the cross-bar.
- 2) A penalty goal will be awarded if a defending player deliberately stops a ball from crossing the goal-line with their feet or body.

League / Tournament Competitions: Win = 5 points

Draw = 3 points

Loss = 1 point

Loss but score 50% of the total score = 1 'Bonus' point

First Aid & Emergency Procedures

Schools are responsible for the provision and administration of their own First Aid.

The Competition Organiser will brief all School Staff prior to the start of the competition, and will provide information about emergency procedures.

Withdrawing from a Competition

In the event your school has to withdraw from the Competition, you need to inform your School Sport Manager at your earliest convenience, ideally with a minimum of 48 hour's notice.

Head Teachers will be notified of schools withdrawing from the competition.

Cancellation of a Competition

In the unlikely event the competition has to be cancelled the Competition Organiser will contact schools at the earliest opportunity. If you are not contacted assume the competition is taking place.

Appendix

No items added