

Junior Hockey Rules

Intermediate:

The standard Rules of 11 aside Hockey apply.

Primary:

The following variations to the standard rules apply.

		6 aside	8 aside
1	Size of field	¼ of standard turf	½ of standard turf
2	Goal Size	3-4 metres wide.	Use goals available.
3	Shooting Zone	The shooting zone will be an area, 10 metres deep running across the full width of the pitch. Goals may only be scored by an attacker from within the 10 metre line, but not directly from a free hit, sideline hit, or auto pass.	Use shooting circles marked. Goals may only be scored by an attacker from within the shooting circle.
4	Penalty Corners	There shall be no penalty corners. In circumstances where a penalty corner would have been awarded under the standard rules of hockey, the attacking team will be awarded an indirect free hit to be taken at the edge of the shooting zone.	Penalty corners permitted. 4 defenders in the goal behind the backline. Other 4 back within the circle at opposite end of the field. Players can move as soon as ball is struck. All attackers outside circle until ball is struck. A goal cannot be scored until the ball has travelled outside the circle.
5	Long Corners	There shall be no long corners. The team who would normally receive the long corner will be awarded a free hit to be taken just outside the shooting zone, in line with where the ball went out.	To be taken on 5 metre mark of the sideline, on the side the ball went over the base line.
6	Penalty Strokes	Shall not apply	Shall not apply
7	Goalies	Not required	Not required
8	Ball out of play over backline by attacking team	Hit or push to defenders from 10 metre line, in line with position it went over the backline.	Hit or push to defenders up to 15m from backline, in line with position it went over the backline.
9	Ball out of play sideline	Sideline hit must be taken at the place on the sideline where the ball went out, except a sideline hit to the attacking team inside the shooting zone. This must be taken from the sideline just outside the shooting zone.	Sideline hit must be taken at the place on the sideline where the ball went out.
10	Free hits	Free hits must be taken where infringement occurred. At a free hit, centre pass or sideline hit-in, the player may use a self pass (auto-pass). The ball must be stationary; the taker then moves the ball a short distance before continuing with it in their possession. No defending player to be within 5 metres of player taking a free hit or push. 8aside only – Free hits awarded to the attackers within 5 metres of the outside of the circle must be taken at least 5 metres from the circle edge, and cannot be hit directly into the circle. Long corners may not be hit directly into the circle either. All players must be 5 metres from these free hits.	
11	Substitutions	The game will not stop for substitutions. Incoming player must wait at the halfway line until outgoing player is off the field of play. No substitutions during penalty corners.	

Local Hockey Rules

1	Length of Games	6 aside 8 aside 11 aside	2 x 13 minutes. 1 minute half time 2 x 13 minutes. 1 minute half time 2 x 25 minutes. 5 minute half time (max)
2	Minimum numbers	6 aside 8 aside 11 aside	Minimum 4 players. Default after 7 minutes Minimum 5 players. Default after 7 minutes Minimum 7 players. Default after 10 minutes 11 aside only - the umpire will not start the game without a goalie from each team on the field. In the event that a goalie can not be fully kitted up the minimum requirement is a helmet, different coloured shirt and a stick.
3		A player from the same school may play in a team higher but not lower than the one in which he/she is registered, i.e. a B grade player may play in an A grade team if required but an A grade player may not play down.	
4		If there is insufficient time to seek prior approval for the use of unregistered or borrowed players, approval must be sought from the competition coordinator and the opposition coach before hit off. If approval is not given the team must either play short or default.	

NORTH HARBOUR HOCKEY JUNIOR COMPETITION

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