



**HOCKEY
WAIRARAPA**

Wairarapa Hockey Association Inc.

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SENIOR INDOOR HOCKEY RULES

1. Team Structure

Men/Women Division 1

Maximum of 5 players on the court at any one time.

Players may be all premier graded.

Men/Women Division 2

Maximum of 5 players on the court any one time.

Maximum of 2 premier players on the court at any one time.

Men/Women Division 3

Maximum of 5 players on the court any one time.

Maximum of 1 premier player on the court at any one time.

Mixed Division 1

Maximum of 5 players on the court any one time.

Maximum of 3 male players on the court any one time during the first half

Maximum of 2 male players on the court any one time during the second half

Maximum of 4 premier players on the court at any one time.

Mixed Division 2

Maximum of 5 players on the court any one time.

Maximum of 3 male players on the court any one time during the first half

Maximum of 2 male players on the court any one time during the second half

Maximum of 1 premier player on the court at any one time.

Mixed Social Division

Maximum of 5 players on the court any one time.

Maximum of 3 male players on the court any one time during the first half

Maximum of 2 male players on the court any one time during the second half

Maximum of 1 premier player on the court at any one time

Please remember this is a social grade

Mixed Family Division

Maximum of 5 players on the court at any one time

Maximum of 2 Adult players on the court at any one time

(1st X1 college players are classed as adults)

This grade is to encourage families to play together and can make up

team numbers by including non-family members
Please remember this is a **social** grade

2. Indoor Finals – the format is dependant on the number of teams in the competition.

The two teams with the highest number of points at the completion of competition play will contest the final in each grade.

Should two or more teams at the completion of competition play, be equal on points, ranking shall be determined by the following:

- A. Higher goal difference 'Goals for, less goals against.'
- B. Higher goals for.
- C. Result of the previous match between those two teams will determine the winner.

In the event of a final being drawn at the completion of play, a period of sudden death shall be played - the first team to score a goal **or** secure two penalty corners shall be declared the winner. If the competition has been run on a league basis then the team with the higher number of points at the end of all games is the winner.

3. General

Teams are to wear their registered colours.

Entry Form / Team Registration to be completed as official entry of team
Entry Fee of \$140.00 (which includes a \$10.00 fee for umpires) must accompany entry form

ALL players must be registered before the first competition game is played
There is no limit on the number allowed to be registered.

Premier players are players that not only play for the Dalefield Men and Women's side in the Wellington league, but also those players that play in the Wellington Premier College Competition.

A player may be registered for one team only in the Mens & Womens Grades but may play in a mixed team as well

Any team playing an unregistered player will forfeit any points & goals scored from that game. The opposing team will receive the points for a win and the greater of their goals scored **or** 4 bonus goals

Win – 3 points, **Draw** – 1 point.

Teams defaulted to will receive win points and 4 bonus goals.

Games shall be 13 minutes each way with one minute changeover

We will attempt to appoint Umpires to all games. You will be notified if you are required to arrange an umpire for your game.

Ground floor of stadium is smokefree.

All players and supporters are to adhere to alcohol laws as relating to the club licence.

4. Indoor Hockey - Rules.

Goal Keepers:

All kicking backs **must** wear shin pads and a different coloured shirt, it has to be clear to all players and the umpire which player has been selected to that position. A helmet is not compulsory. If they do chose to wear a helmet then they are not allowed to play the ball outside the circle. If they do then a penalty corner will be awarded to the opposition. This is to ensure that there are no collisions between out – field players and those wearing helmets. If a penalty stroke is awarded the player (who at that time is reconised by the umpire as being the kicking back) must put on a helmet for the taking of the stroke. If the team are playing without a kicking back then a designated player may put on a helmet and go in the goal.

Field Goals:

In general play (any shot not from a penalty corner), a shot at goal can be lifted however, the dangerous play rule will apply. This rule will be enforced anywhere on the field.

Goals from Penalty Corners:

- a- **All** penalty corners in **all** grades **must be no higher than** the backboard.
- b- Ball may be stopped **either** inside or outside the circle.
- c- Stick Stops Only.

Playing the Ball

You must be on your feet when playing the ball. No part of your body (apart from your feet) may be touching the floor, except the goalkeeper.

The ball is often raised slightly during the course of open play, this will be allowed to go however, any lifted ball that is deemed by the umpire to be dangerous or to have created an unfair advantage for the player with the ball, will be pulled up. The ball may not be lifted from a free hit or cannot be lifted over an opponents stick.

NO Hitting of the ball, it must be pushed.

The format of each grade will be decided when the number of entries is known.
Entries received after grades are full may not be accepted.