

FIRST XI HOCKEY

GENERAL

All Hockey is conducted under the Rules of Hockey Victoria, unless otherwise stated. Any amendment to a rule/regulation implemented by the governing body will only be applied to AGSV regulations once it has been ratified in accordance with AGSV procedures. Players and coaches are fully expected to conduct themselves within spirit of the game and in accordance with the [AGSV Standard of Behaviour](#).

First XI matches

- (a) Matches will be played on synthetic surface on Saturday morning, starting no earlier than 9:30 a.m.
 - (b) **Friday matches:** Where no other alternative is available, scheduling of start times for Friday matches must be considerate of academic time before participating schools submit a request for the Heads to approve.
 - (c) Games will consist of four 17-minute quarters. There will be no time-outs for goals or corners. Play may stop due to an emergency, although time will continue to run. Interval break times will be three (3) minutes at the end of each quarter and five (5) minutes at half time.
 - (d) A 15-minute period will be allocated for on-pitch warm up
 - (e) The tomahawk shot **is permitted** in AGSV Firsts Hockey.
 - (f) AGSV Firsts matches will play the majority of Hockey Victoria rules. Any variations to these are outlined in these Regulations.
 - (g) Penalty corner: it is mandatory that **any** defending player wear a protective mask, including the runner. Players are permitted to keep wearing their mask until the ball reaches the 23 meter line. Players **not** involved in a penalty corner are to stand over the half line. We strongly encourage players not to share masks. Wearing an abdomen protected (box) is strongly recommended.
 - (h) It is mandatory for all players to wear shin pads. Wearing of mouth guards is strongly recommended.
 - (i) Games will be controlled by two independent umpires who will also keep time and keep score. Hockey Victoria will allocate umpires to all matches at the rate of **\$75.00** per umpire for each match. At end of season, schools will receive an invoice for payment. Umpires **are not** to be paid on match day. [Umpires are required to comply with AGSV Child Safe compliance requirements](#).
In the event of the non-appearance of an umpire, the coaches should confer, and if no mutual agreement is reached the game shall be postponed. The game will then be played at the earliest opportunity at a venue and time agreed to by the respective Schools.

For discipline of players, umpires will use the following card system:
 - Green Card:** - Player temporarily suspended for 2 minutes
 - Yellow Card:** - Player temporarily suspended for a minimum of 5 minutes (umpire's discretion)
 - Red Card:** - Player permanently suspended for remainder of the game
- For the first audible obscenity a player shall be sent off for 5 minutes, and for the second and subsequent offences, for a minimum of 10 minutes (umpires' discretion).
- (j) A team may have up to four (4) interchange players. No player who plays in the First XI may play in the Second XI or a Year Level match in the same round. Should a school wish to use a player in more than one game other than Firsts, a request should be made to the opposing schools Sports Coordinator prior to the match.
 - (k) Where there are no obvious dugouts, coaches shall remain on one half of the sideline, or on opposite sides of the ground.
 - (l) No player is permitted to take the field without a number on their shirt.

(m) Premiership

Points are awarded as follows: Win = 3 points; Draw = 1 point; Loss = 0 points.

Semi Finals & Play-off matches (Round 8): Ladder positions after Round 7 will determine the draw for both Semi finals and the Play-off's. Semi finals will be scheduled as follows: 1 v 4, 2 v 3.

A Play-off match will be held for 5th & 6th placed teams. The team placed 7th on the ladder will have been determined after Round 7 - this team has a Bye in Round 8.

Positions on the final ladder will be determined based on results from Round 8 (3rd -7th). These teams are not required to play on the Grand Final (Round 9). For the purpose of deciding draws for Semi Finals / Play-off's, ladder positions will be separated by i) premiership points. Where teams are equal on premiership points after Round 7 at the end of home and away rounds, the following criteria will be used to further separate ladder positions: (ii) by who won the home and away match (head to head). Where teams placed first, second or third on the ladder cannot be separated by i) or ii), calculation iii) will be used to determine who has superior goal difference (GD) from matches involving these teams. If this fails to separate, the team who is immediately below on the ladder will be included in the calculation. If that fails, the calculation will include the next team down the rung (and so on) until a separation is achieved.

Where teams placed second, third (or below) cannot be separated by i) or ii), the third calculation iii) will include matches played against the team who is immediately above on the ladder. If that fails to separate, the calculation will include the next team above (and so on). Where there are no more teams above, the calculation will include the team immediately below on the ladder (and so on) until a separation is achieved.

The venue and start time of the Semi-finals/play-off's will be set by the school that finished higher on the ladder. Generally, this should follow the start time allocated to matches by this school for the Home & Away rounds, unless an alternative time and day is mutually agreed upon by the participating schools. As per Item c), the home school must arrange and pay for three Football Victoria accredited officials (one referee and two linesmen) to be appointed to these matches.

In the event of a draw (including washout) in a semi final/play-off, no extra time will be played, nor will the game be replayed. To separate teams who have a draw in a semi-final, the team that finished highest on the ladder after Round 7 (according to the above criteria) maintains that place to either progress to the Grand Final or finalise their position on the season ladder.

NOTE: Schools hosting Semi-finals or Play-off matches are to assume usual Home match responsibilities (i.e. provision of First-aid; match balls & relevant equipment; payment of referees; after match catering etc.). Umpires will be arranged by AGSV via Hockey Victoria.

Grand Final (Round 9): The following week, the two teams who won a Semi Final will contest the Grand Final to decide the Premiership. The venue and start time will be set by the team finishing top/ higher on the ladder after round 7 (who will be the host school). Generally, the grand final should follow the start time allocated to matches by this school during the Home & Away rounds, unless an alternative time and day is mutually agreed upon by the participating schools. Umpires will be arranged by AGSV via Hockey Victoria.

In the event of a draw or tie (including washout) in a final, no extra time will be played, nor will the game be replayed. The team finishing with the most premiership points at the end of the Home and Away season (Round 7) will be declared the winner. Where both teams are equal on premiership points, the premiership/position on the ladder will be shared.

NOTE: The School hosting the Grand Final is to assume usual Home match responsibilities (ie. provision of First-aid; match balls & equipment; payment of umpires; after match presentation and arrangements etc.).

Match reports for 1st XI HOCKEY to be submitted at the completion of each match:

By 1sts HOCKEY UMPIRES

<https://form.jotform.com/203417866821055>

COACHES REPORT on UMPIRES

<https://form.jotform.com/210727663515860>

SUBMITTING FIRSTS HOCKEY RESULTS

It is the responsibility of the coach of the **HOME team** to telephone / SMS **First XVIII to Dyson Baker** (AGSV Competitions Lead) on **0400 556 801** by **6.00 pm Friday, or by 2.00 pm Saturday.**

Open B-C & all Year level competition (matches below Firsts)

- (a) In conjunction with any rule interpretations, changes and clarifications that may have recently been introduced, Year level matches are to be mindful of the following:
- i. **a Goalkeeper must be appointed by each competing team.** Goal keepers must wear full protective equipment comprising protection for the head, throat, chest, arms, hands, legs (upper & lower), abdomen (box) and feet (kickers). This player must not take part in the match outside the 23 metres area they are defending, except when taking a penalty stroke.
Roving goal keepers are not permitted in AGSV Hockey.
 - ii. a player may stop, receive or play the ball in a controlled manner in any part of the field when the ball is at any height, including above the shoulder unless this is dangerous, or leads to dangerous play.
 - iii. free hit within the 23m area: the ball cannot be played into the circle until it has travelled at least five metres or been touched by a defending player (all players other than the hitter must be at least 5m from the ball). If an opponent is within 5 metres of the ball, they must not play, or attempt to play the ball or interfere with the taking of the free hit (the free hit will therefore not be delayed).
 - iv. If a ball is unintentionally played over the back-line by a defender or deflected by a goalkeeper, play is re-started with the ball on the 23 metre line, in line with where it crossed the back-line.
 - v. free hit within 5m of the circle to be taken where infringements occur.
 - vi. Penalty corner: it is mandatory that **any** defending player wear a protective mask, including the runner. Players are permitted to keep wearing their mask until the ball reaches the 23 meter line. Players **not** involved in a penalty corner are to stand over the half line. We strongly encourage players not to share masks. Wearing a box is strongly recommended..
Breaking at a Penalty Corner rule will be applied (umpire with discretion) i.e. if a player breaks at a corner they are sent to the half line.
 - vii. Playing an aerial ball - more leeway will be given to allow players to play the ball safely even if another player is within 5m.
- (b) It is mandatory for all players to wear shin pads. Wearing of mouth guards and abdomen protectors (box) are strongly recommended.
- (c) **Match timings:**
All Open B, C and all Year level matches will consist of two x 25minute halves with a 5-minute interval at half- time.
- (d) Games will be umpired and timed by two umpires who are arranged by the Home school (minimum dress requirement – polo shirt, track suit pants and if required, own rain jacket).
- (e) Players must wear numbered shirts.
- (f) The tomahawk shot **is NOT permitted for use** in any AGSV year level Hockey competition.

JUNIOR HOCKEY COMPETITIONS

Guidelines for Umpires

All Hockey is conducted under the Rules of Hockey Victoria unless otherwise stated. Any amendment to a rule/regulation implemented by the governing body will only be applied to AGSV regulations once it has been ratified in accordance with AGSV procedures.

The **Tomahawk** shot **is NOT permitted for use** in any AGSV Hockey competition other than Firsts.

Process for a penalty corner – refer page 3 (a) 5).

It is mandatory for all players to wear shin pads. Wearing of mouth guards and abdomen protector (box) is strongly recommended.

A Goalkeeper must be appointed by each competing team. Goal keepers must wear full protective equipment comprising protection for the head, throat, chest, arms, hands, legs (upper & lower), abdomen (box) and feet (kickers). This player must not take part in the match outside the 23 metres area they are defending, except when taking a penalty stroke. **Roving goal keepers are not permitted in AGSV Hockey.**

In conjunction with any rule interpretations, changes and clarifications during times, Year level matches are to be mindful of the following:

- 1) a player may stop, receive or play the ball in a controlled manner in any part of the field when the ball is at any height, including above the shoulder unless this is dangerous, or leads to dangerous play.
- 2) free hit within the 23m area: the ball cannot be played into the circle until it has travelled at least five metres or been touched by a defending player (all players other than the hitter must be at least 5m from the ball). If an opponent is within 5 metres of the ball, they must not play, or attempt to play the ball or interfere with the taking of the free hit (the free hit will therefore not be delayed).
- 3) If a ball is unintentionally played over the back-line by a defender or deflected by a goalkeeper, play is re-started with the ball on the 23 metre line, in line with where it crossed the back-line.
- 4) free hit within 5m of the circle to be taken where infringements occur.
- 5) Breaking at a Penalty Corner rule will be applied (umpire with discretion) i.e. If a player breaks at a corner they are sent to the half line.

AGSV and the Hockey coaches ask for Umpires who are officiate under-age matches (particularly Years 7, 8 and 9) to not just blow the whistle and award a free hit, but take the time to explain to the player/s **why** the free hit has been given. This will educate players, which is important.

As some coaches are non-hockey players and underage players do not possess the ability or experience of First XI players, we need to assist them to better understand the game and promote goodwill between umpires, players, coaches and schools.

Below are common examples of situations **that should be explained**:

1. **Everyone** must be 5 metres from a free taken within 5 metres of the circle.
2. That a lifted ball is dangerous when hit:
 - a) Into two or more players
 - b) Within 5 metres of approaching players
3. A scoop shot at goals can be used, provided no defender is endangered
4. A poorly executed tackle in the 25 metre area results in a penalty corner, not just a free
5. If hitting a player's stick in a tackle affects an opponent's ability in play, a foul will be awarded
6. Obstruction can still occur if you place your body between the player and the ball and s/he is in a position to tackle
7. Tackling from behind is usually a free hit (ball must travel one metre before being played)
8. Correct procedure at a penalty corner
9. How players from both teams are to be positioned for a penalty corner.