

GENERAL

All games and umpires will be arranged and hosted by:

- 1) PEGS Keilor Park Sporting Complex – Melway 15 A5
- 2) Keysborough Sporting fields (Mentone) – Melway 88 G10

The basic rules of Field Hockey will apply, with the following inclusions:

1. A team will consist of 6 players, one of whom who must be a goal keeper who must wear an approved helmet. The goal keeper may wear additional protective equipment as laid down in the 'Rules of Hockey'.
2. A game consists of two 20 minute halves, with a five minute interval at half time.
3. Players must wear runners or approved hockey shoes. Goalkeepers must tape all buckles or studs on kickers or on side of pads (if required). Shin pads should be worn by all players. Wearing mouthguards is strongly recommended.
4. There will be one umpire per game, supplied by the host school who is providing the venue for the game. All decisions should be explained by this umpire. Players and coaches are fully expected to conduct themselves within spirit of the game and in accordance with the **AGSV Code of Behaviour**.

NOTE: If these Guidelines do not cover a certain situation, decisions will be left to the umpire's discretion to adjudicate and s/he will do so according to the International Field Hockey rules.

5. For the first audible obscenity a player shall be sent off for 5 minutes, and for the second and subsequent offences, for 15 minutes per offence.
6. Players and coaches are fully expected to conduct themselves within spirit of the game and in accordance with the [AGSV Standard of Behaviour](#)

SPECIFIC

7. **JUNIOR matches ONLY:**

One coach from each team in the **Junior competition (Years 7/8)** is permitted to locate themselves on the playing field, *except in the goal area at either end*. This person **must** wear a high visibility vest and nominate themselves to the umpire before the start of the game.

Purpose: to allow individual tutoring to a player(s) in real time and assist with positional play, passing opportunities and marking.

8. The game starts when both teams are in their defending side of the pitch. The first named team in the fixture will start with the ball. A player from that team must pass the ball back into their defensive half. No opposition player may be within 3 metres of the ball until it has been played back. No player from either side may cross the centre line until the ball has been touched by a second player, i.e. the player who the ball was passed back to.
9. Players may only push the ball along the ground with their stick in contact with the ball, any ball intentionally lifted in the field of play will be penalised, subject to the "advantage rule". Players may also

Summer Hockey Playing Guidelines

use the 'slap hit' during the game. The 'slap hit' is when two hands are placed at the top of the stick and the stick is in contact with the ground during the motion of hitting the ball along the ground. Any variation from this or questionable technique will result in a free hit to the opposition. Any lifted ball which is dangerous or which leads to dangerous play will be penalised subject to the "advantage rule". An unintentional lift in general play that disadvantages an opponent, will be penalised. Any shot at goal, including shots from penalty corners or penalty strokes, may be lifted to any height, subject to the "dangerous play" rule. For a push to be executed correctly, the stick must remain in contact with the ball for a significant part of the stroke. Lifting the ball above waist height to be discouraged and penalised under dangerous play provisions.

10. The stick **may not** be raised above the shoulder.

11. The **tomahawk shot** is **not permitted** in AGSV Summer Hockey.

12. There is **no offside** rule in AGSV Summer Hockey.

13. Goal Area

The goal area will be the full width of the pitch a distance of 10 metres from the goal line. This front edge of the goal area will be indicated by a witch's hat on either side of the pitch or a marked white line. No goal is scored unless the ball, inside the goal area, has been played or deflected by the stick of an attacker.

14. Penalty Corners

There are **no penalty strokes** in Summer Hockey.

For a deliberate breach inside the goal area a **penalty corner** will be awarded. This involves a modified "indoor" hockey penalty corner, whereby an attacker has to push the ball out from one of the penalty corner marks (marked by a witches hat or white line). All other attackers must be outside the goal area. The ball must be taken outside the circle before a shot at goal can be taken. A shot at goal that rises above the back board of the goal without being deflected by a defender will be disallowed. The goalkeeper will stand inside the goal behind the goal line and at least four (4) other defenders will stand behind the goal line, outside the goal on the opposite side of the goal to where the ball is being pushed out. These players **cannot enter** the field of play until the push is taken from the penalty corner mark. The remaining defender will stand on the centre line.

15. Bumpers / Ball out of play

Sideline bumpers will be used to separate a full pitch into three (3) pitches (introduced 2022-23) making for continuous play. When the ball leaps over a sideline bumper and out of play, a member of the opposite team to the player who last touched the ball will push it back into play from the sideline position where the ball exited the pitch. When a player is taking a free push or a sideline push in, no opposition player may be within 3 metres from the ball. If the free push is less than 3 metres from the goal area, no player of either team, apart from the striker, may stand within 3 metres of the ball. Note: If the ball goes over the sideline within the goal area, it will be returned to play from the sideline immediately outside the goal area.

When the ball goes out of play over the goal line, either having been last touched by an attacker, or having been unintentionally sent over the goal line by a defender, it is returned into play by a defender pushing it immediately outside their goal area and in line with where the ball crossed the goal line. The ball must be stationary when the push is played. If the ball is in motion when the push is taken, then it will be retaken. Repeated breaches of this rule may result in the push being reversed. If the ball is lifted dangerously or

Summer Hockey Playing Guidelines

intentionally, a free hit may be awarded to the attacking team outside the goal area, subject to the “advantage rule”.

When the ball is intentionally sent over the goal line by a defender, a penalty corner will be awarded.

There are **no long corners** in Summer Hockey.

16. The obstruction rule will be applied with discretion, to discourage “playing for obstruction” and free hits.
17. A ‘stick check’ or ‘body offence’ will result in a free hit to the team infringed upon (a ‘stick check’ is when a stick hits another stick. A ‘body offence’ is when the body is used to manoeuvre an opponent out of the way).
*Refer to the ‘Rules of Hockey’ for further clarification.
18. a) Interchange may be made:
 - At any time when the ball is in play
 - When a goal is scored
 - When a free hit is awarded
 - When the ball passes out of play
 - Time out is calledb) Interchange may not be made:
 - When a penalty corner has been awarded
19. Specially made sticks for Summer Hockey do not exist. Players to use approved Hockey sticks. The important consideration should be that the participant uses a stick that matches their physical development.
20. **Teams arriving late or having fewer than four players (1 being a goal keeper) at start time:**
Teams arriving late are **not** to be penalised goals for their lateness. Games are to be played in the remaining time allotted.
21. [Umpires are required to be aware of and comply with AGSV Child Safe standards.](#)
22. All schools should be familiar with and where appropriate, follow the contents of the **Adverse Weather Policy**.