

1) Team Composition

- a. Team composition rules are flexible, but the overriding concerns for all competitions are;
 - Player safety
 - Player enjoyment
- b. Purpose is to divide the Junior Competition into age/year's categories but this is all subject to change depending on nominations.

2) Team uniforms:

- a. Each team will be required to nominate a shirt colour.
- b. If there is a clash of shirt colours, the first named team is required to wear a contrasting colour.

3) Match conditions:

- a. Matches will be played on a half field with full goals.
- b. Playing time is two halves of twenty-five (25) minutes with a 5 min half time interval.
 - If teams are not ready to start on time, clock will be started, subject to the discretion of the umpire.
 - Time will not be stopped at any point during the game. If the game is delayed for any reason, you play less time.
- c. If the match conditions become "unplayable" during the match in the opinion of the umpire, in agreement with both teams, the game may be abandoned.
 - If the game is abandoned after the game has commenced, the score at the time of abandonment shall stand.
- d. Teams will be made up of seven (7) field players, there are no goalkeepers.
- e. In the event that a team takes a lead of more than 5 goals, the team trailing will be permitted to play with one additional player, up to a total of ten (10) players.

4) Scoring a Goal:

- a. Score from within the marked circles.
- b. Scoring only below blackboard height, unless deflected.

5) Start after a Goal:

- a. The game will restart with the conceding teams' possession with taking the ball from the "imaginary" center line.

6) Raised Balls

- a. Players must not intentionally raise the ball from a hit except for a shot at goal. A raised hit must be judged explicitly on whether or not it is raised intentionally. It is not an offence to raise the ball unintentionally from a hit, including a free hit, anywhere on the field unless it is dangerous.
- b. Overheads are not permitted.
- c. Shots on goal must be below backboard height, unless deflected.

7) Tackles/diving

- a. Slide tackles will not be permitted under any circumstances.
- b. Diving for the ball will be permitted, unless it is dangerous.

8) Hitting, Slapping & Flicking

- a. There is no hitting allowed in any of the games.
 - Some leniency will be given to younger and less experienced player with regards to "slapping" the ball (the decision rests with the umpire).
- b. Players are not permitted to perform low hard "flick" shots similar to a drag flick within 5m.

9) Long corners

- a. Long corners be taken on the "25m" perpendicular to the point where the ball left the field over the baseline.

10) Short Corners

- a. Short corner will not be played, unless in agreement with both teams. Free hits should be taken on the "25m".

11) Penalty Strokes

- a. Penalty strokes will not be played. If a penalty stroke is awarded, the umpire will signal the penalty stroke, and then immediately signal a goal.

12) Warning Cards

- a. This is a social based competition, umpire will not use warning cards, unless absolutely warranted.
- b. A yellow card will result in suspension from the game for the remainder of that half.

c. A red card will result in a permanent suspension, and the offender must leave the turf immediately.

- Any player that receives a red card will be suspended for the remainder of the competition.

13) Player conduct

a. The Summer Competition is a social and family competition; all players are expected to play in a manner befitting the intent of the competition.

- Unsportsmanlike behaviour and poor sportsmanship will not be tolerated.

b. Any cases of misbehaviour will be referred to the Competition Organisation for investigation and findings.

- Persons under investigation for misconduct will not be allowed to participate until the investigation is completed.

Comment: Further normal hockey rules apply, more information:

<http://www.fih.ch/media/12236728/fih-rules-of-hockey-2017.pdf>

14) Results, ladders & finals

a. The results of all matches will NOT be recorded due it is a social competition.

15) Forfeits

a. If a team intends to forfeit their fixture, no less than two (2) days notice is required in writing to the opposition team and the organisers.

- All team managers details are available on the fixture sheets.

b. Failure to give two (2) days notice will result in the match fee for that game being levied against the forfeiting team.

c. If less than 24 hours' notice is given, a further fee of \$40 will be charged.

16) Cancellation due extreme weather conditions

a. Games may be cancelled, in the interests of player and official safety.

- Any cancellation decision will be made at 3.30pm, following the advice of the Bureau of Meteorology.

- All team managers will be informed by phone call and email. Notification will be made on the SRHC website and social media (facebook).

17) Situation not covered by these Rules

a. Any situation not provided for explicitly in these rules shall be referred to Southern River Hockey Club and determined in conjunction with the rules established by Hockey WA, or in conjunction with the rules contained within the Hockey Australia Championships Operation Manual.