

# School Sport SA Hockey

## Statewide schools

### Rules of the competition

Updated June 24

The game is played under Hockey Australia Rules (e.g. card penalties) unless stated in the following.

#### Duration of matches (Subject to change dependent upon the comp conditions)

- 10 - 12 - 2 x 30 minutes - 5 minutes half time
- Year 7 - 9 - 2 x 25 minutes - 5 minutes half time

For Round Robin matches, format and times are to be mutually agreed upon before commencement of games.

#### Team composition

- 16 players, one of which must be a goal-keeper – interchange permitted as per Hockey Australia rules and conditions.
- 10-12 and 7-9 mixed - A minimum of five (5) of each gender of the eleven players on the field at all time

If a team doesn't have five of each gender on the pitch at any time the game should be stopped to correct the situation. A personal penalty of 2 minutes should be awarded against the captain of the team involved. Decisions taken prior to correcting the situation cannot be changed. Play and time is restarted with a free hit to the opposing team unless another penalty had been awarded against the offending team immediately before time was stopped in which case that penalty is taken.

#### Safety equipment

- It is compulsory for all field players to wear shin guards/pads and mouth guards. Goalkeepers must wear the full protective equipment.
- School Sport SA strongly encourages players defending penalty corners to use appropriate facemasks, gloves and groin protection. These personal items will NOT be provided by SSSA.
- All jewellery must be removed or covered prior to the commencement of play
- Players must not wear hard peaked caps or bobby pins on the field

#### Results and placings

##### Two team competition – including all finals

If the result at full time is a draw then a 1 on 1 shootout shall apply.

##### Three team competition

- No draws - each game has a result, so go immediately to a 1 on 1 shootout to get a result.
- The following premiership points will be awarded: win = 2 points, loss = 0 points



## Final placing's at the completion of round robin matches

- To determine the final positions, refer to the [Rules of the Statewide Schools Competition](#).

## Behaviour

It is imperative that student behaviour will not in any way bring these championships into disrepute.

Schools must be responsible for the conduct of their students and supporters.

Organising officials will act strongly to maintain the standard of these championships.

## Shootout

In a shootout competition, five players from each team take a one-on-one shootout alternately against a defender from the other team as set out in this regulation. The shootout competition comprises all series of shootouts required to determine a result.

- Each team shall nominate the five players in order to take the shootouts and submit names to the official in charge of the match. Red carded players cannot take part in the shootout.
- Captains will toss for choice to take or defend first in the shootout
- Each player has eight (8) seconds from the time the umpire blows the whistle, to score a goal.
- Playing of the 1 on 1 shootout:
  - a. The goalkeeper / defending player starts on or behind the goal-line between the goal posts.
  - b. The ball is placed on the nearest 23m line opposite the centre of the goal.
  - c. An attacker stands outside the 23m area near the ball.
  - d. The umpire blows the whistle to start time.
  - e. A timing official (who is standing between the dotted circle and the side-line and is facing away from the action) starts the clock (stopwatch).
  - f. The attacker and the goalkeeper / defending player may then move in any direction.
  - g. The shootout is completed when:
    1. 8 seconds has elapsed since the starting signal. The end of the 8 seconds is signalled by the timing official with a loud blast on their whistle.
    2. A goal is scored.
    3. The attacker commits an offence.
    4. The goalkeeper / defending player commits an unintentional offence inside or outside the circle in which case the shootout is re-taken by the same player against the same goalkeeper/defending player.
    5. The goalkeeper / defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken.
    6. The ball goes out of play over the back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.
  - h. If an equal number of goals are scored after each team has taken five shootouts:
    1. A second series of five shootouts is taken with the same players.
    2. The sequence in which the attackers take the shootouts need not be the same as in the first series.
    3. The team whose player took the first shootout in a series defends the first shootout of the next series.
    4. The additional shootouts are 'sudden death' and do not require all 5 shots from both teams to be taken. When one team has scored one more goal than the opposing team, after both teams have taken an even number of shots, that team is the winning team.
    5. If an equal number of goals are scored after a second series of five shootouts, additional series of shootouts are taken with the same players:
    6. the sequence in which the attackers take the shootouts need not be the same in any subsequent series;
    7. the team which starts each shootout series alternates for each series.

