



SCHOOL SPORT VICTORIA

HOCKEY - SECONDARY

These rules apply to State, Region and Division competitions. Any variations to these rules at Region and Division levels will be found on the relevant page on the SSV website.

Match Format: For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.

Format: Split Round Robin, Final

State Match Format: The scheduled duration of matches shall be 2 x 20 minute halves. 5 minutes half time.

Penalty corners will be played out when 'Time' is called.

A 'yellow card' does not automatically lead to a player being disqualified from the remainder of the tournament.

A 'red card' is automatic disqualification for the match and day. The 'Order Off Rule' will then apply. (See 'General Conditions of Competition' and the Order Off Rule).

State Match Schedule: There will be a Pre-Championship Briefing for all teams prior to the first round of matches

See the Hockey Draw, on the SSV website, for the Match Schedules.

State Round Robin Winner: Points will be allocated for Round Robin matches as follows: 3 points for a win, 1 point for a draw and 0 for a loss.

If, at the end of the round-robin, two teams are tied on round robin points then the winner of their face-to-face match will be declared the winner. If their face-to-face match was a draw, then goal difference. If still equal, most goals for then least goals against.

If more than two teams are tied on round robin points then goal difference followed by most goals for then least goals against.

State Final Winner: In the event of a tied match in the final, an extra 5 minutes each way will be played. If the game is still a draw both sides change ends and continue to play with the first team to score being declared the winner ('Golden Goal'). There will be a 2 minute break between the end of the game and the start of the extra time. Teams will change ends before the start of the extra time. Teams will swap straight over after 5 minutes without a break.

If still tied after the extra time, a penalty shootout will be taken by five nominated players in a nominated order from each of the tied teams. The team to attack first will be decided by the toss of a coin. Goalkeepers will defend the penalty shootout. If still tied, a series of 'sudden death' penalty shootouts will be taken alternately by the same nominated players until a decision is reached after an even number attempts. The team defending first for the first penalty shootout shall attack first for the 'sudden death' shootouts.

Conditions: See the School Sport Victoria 'General Conditions of Competition'.

The level of competition chosen by a student at Division level remains binding through to Region and State level.

Team Size: A maximum of sixteen (16) players may be used in one day.

Eleven (11) players on the field and up to five (5) interchange players to be named for each game.

Only sixteen (16) SSV medallions plus one (1) for the team coach will be awarded to placegetters.

Extra medallions will NOT be available.

Rules: Hockey is conducted under the rules of the Federation of International Hockey Board unless otherwise stated.

The Tomahawk stroke is not permitted to be used at any level.

Dress: Players must wear same colour shorts/skirts (without pockets), matching numbered shirts and same colour socks.

The goalkeeper must wear a contrasting shirt.

No jewellery is to be worn.

The wearing of shin guards and mouth guards is strongly recommended.

A face mask is strongly recommended to be worn by a field player when defending a penalty

corner or penalty stroke and when they are inside the circle they are defending. Goalkeepers must wear as part of their protective equipment a helmet and mask plus kickers during the game.

Should a goalkeeper be incapacitated, suspended or substituted pursuant to the current Rules of Hockey, the nominated player who assumes the privileges of a goalkeeper must wear a protective helmet and mask. The said nominated player shall be permitted to put on, without delay, the said protective helmet and mask.

Players not correctly dressed will not be permitted to compete.

Lateness Penalty: If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, then the convener will try to accommodate the team as best he/she can.

If a team is more than 10 minutes late without notice or communication **or** in the convener's opinion their lateness makes the draw impracticable, then they will be penalised one goal for each completed 10 minutes of lateness.

Equipment to Bring: Each competing team to supply:

- one new match ball;
- Match balls will be supplied for State Finals, teams will need to bring their own practice balls;
- all their own equipment including shin pads, face mask. Sticks with jagged ends or splits are not permitted;
- goal keeper's protective helmet and a fixed mask [not a catcher's mask]. Any buckles must be taped;
- an alternative set of shirts and socks, if available;
- a first aid kit.

STADIUM RULES:-

Footwear: Experience has shown that most players prefer the multi-grip style of shoe although gym boots, sneakers and tennis shoes may be used.

Leather, metal or screw-in plastic sprigs are not permitted. Moulded style footwear must have at least 15 sprigs per boot.

Clothing: No buckles or similar items.

Goalkeepers' protective equipment must be taped to ensure that the turf is protected at all times.

Equipment: Teams to supply their own sticks which must be regulation size and material. Split or jagged ends are not permitted.

Circle marks: The standard practice of goalkeepers marking specific points in the circle, which is often seen on natural grass grounds, is not permitted.

Prohibited: [a] Smoking

[b] Chewing gum

[c] Glass bottles/glasses etc.

Coaching: Coaches are to remain on the concrete fringe in their own half of the field. If any coaching is required on the other side of the stadium, the coach will have to go outside and around.

