



# SCHOOL SPORT VICTORIA

## HOCKEY 7s - PRIMARY

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.

**State Format:** Split Round Robin, Final

**State Match Format:** The scheduled duration of matches shall be 2 x 15 minute halves. 5 minutes half time.

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

A green card should only be a verbal warning, a yellow card should be a minimum of 2 minutes and a red card should be off for at least the rest of the match.

The Convenor should then make a decision, based on the reason a red card is given, whether that should be for the rest of the day. This allows for an interim penalty to be given for something more serious than a yellow but maybe doesn't warrant not participating again for the rest of the day.

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

See 'General Conditions of Competition'.

**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 points 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:** If the Final is a draw then 5 minutes extra time will be played.

If the game is still a draw, both sides change ends and the first score wins.

If the score is still tied after the allotted second period of 5 minutes extra time, two (2) players from each team will be removed, leaving five (5) players from each team on the field.

Another 5 minutes of extra time will be played. Substitutions are permitted during this period.

The first team to score wins the game.

If the score is still tied after a further 5 minutes, both teams will be reduced to three (3) players and will continue playing until a score breaks the tie.

**Conditions:** See the School Sport Victoria's '[General Conditions of Competition](#)'. All players, teachers, spectators and officials are bound by the '[SSV Codes of Conduct](#)' and the '[Participant Behaviour Policy](#)'.

A girl cannot play in a girls' team and a boys/mixed team in the same sport.

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

**Facilities:** Games played on a half field hockey pitch.

Standard (3.66m) goals with the midline straddling the 23 metre full field line)

Scoring circles to have a 9 metre radius.

**Team Size:** A maximum of twelve (12) players may be used in one day.

Seven (7) players on the field and up to five (5) interchange players to be named for each game.

A minimum of five (5) players are required to start each game.

Only twelve (12) SSV medallions plus one (1) for the team coach will be awarded to placegetters.

Extra medallions will NOT be available.

- Rules:** Hockey 7s is a modified game of hockey with 7 players on the field at any one time
- It will be played under the rules based on Hockey Australia modified for HV competition Under 12 'Half field Hockey' unless otherwise stated.
- The use of Goalkeepers in Hockey 7s is **not** permitted.
- Please see the [SSV Primary Schools Resource Manual](#) for more useful sport specific information.
- Umpires:** Umpires will be provided at State Finals.
- Use of Stick:**
- The stick may not be raised above the shoulder or raised dangerously in the opinion of the umpire.
  - 'Tomahawk' strokes are not permitted at any time.
- 'Play On' Rule:**
- The 'Play On' Rule will be used.
- Penalties:**
- Advantage will apply where possible.
  - Lifting the ball deliberately above knee height is **not** permitted at any time and will be penalised under dangerous play provision. If a ball is accidentally raised above knee height then it is subject to the danger rule.
  - The self-pass may be used when a free hit is awarded. At the time of a free hit being taken, no other player may be within three (3) metres of the ball.
  - **Obstruction** (definition) Obstruction is using the body as a shield to protect the ball or inhibit players. This can cause danger to other players and to oneself. The obstruction rule is to be applied with discretion to discourage 'playing for obstruction' and free hits.
- Penalty Corner:**
- A modified penalty corner shall apply:
  - An attacker shall push the ball out from one of the penalty corner marks (at least 6 metres from the nearest goal post). All other attackers shall be outside the circle.
  - A goal cannot be scored until the ball has travelled outside the circle.
  - Up to 5 defenders may be behind the back line but located outside the goal. The remaining defenders will stand behind the centre line.
  - For a deliberate breach or an unintentional breach that otherwise would have resulted in a goal a penalty corner will be awarded and a penalty card will be raised against the defender.
- Clarification of rules:**
- **For any unintentional breach occurring**
    - Outside the Circle** – A free hit shall be awarded to the opposition team where the breach occurred. The free hit cannot be played directly into the circle and where the ball is within 3 metres of the circle the ball must be touched by another player before it can enter the circle
    - Inside the Circle (by a defender)** – A penalty corner shall be awarded
    - Inside the Circle (by an attacker)** – A free hit is awarded to the defending team which shall be taken 9 metres from the back line (level with the top of the circle) and in line with where the infringement occurred.
  - **When a ball goes over the back line and no goal is scored**
    - Off the stick of a defender (not deliberate)** – A free hit (long corner) shall be awarded to the attacking team to be taken 12 metres from the back line, in line with where the ball crossed the back line. *To assist in determining where the hit is to be taken, use the top of the circle (9m) as a guide, with the free hit to be taken 3 metres past a line level with the top of the circle.*
    - Off the stick of a defender (deliberate)** – A penalty corner shall be awarded.
    - Off the stick of an attacker** - A free hit is awarded to the defending team which shall be taken 9 metres from the back line (level with the top of the circle) and in line with where the ball crossed the back line.
  - **For any intentional breaches**
    - Outside the circle (in the defensive half of the field)** – A penalty corner be awarded. An appropriate card in other areas of the field
    - Inside the Circle (by a defender)** – A penalty corner be awarded and a penalty card will be raised against the defender.

**Blood Rule:**

At all times, play must be stopped by an official so that any player who is injured or suspected of an injury may be treated. Personal safety is paramount.

In the event of an open wound where bleeding is evident:

- The game clock shall be stopped where applicable.
- The injured player shall be withdrawn from the competition by an official and shall not return until the bleeding has stopped, all traces of blood removed and the wound is completely covered.
- The injured player may be replaced where the rules of the game permit.
- Bloodied uniform items and equipment must be replaced.

Where games are played on a synthetic surface, any blood left on the surface must be removed before the game continues.

**Dress:**

Players must wear same coloured shorts/skirts, matching shirts (should be numbered) and same coloured socks.

No jewelry is to be worn.

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

An approved Hockey-specific face mask is permitted to be worn by a player when defending a penalty corner and when they are inside the circle they are defending. Face masks are optional and must be supplied by schools or personal equipment.

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 is to supply:

- one new match ball;
- Match balls will be provided for all State Finals, teams will need to bring their own practice balls
- all their own equipment including shin pads, face masks and first aid kit;
- an alternative set of shirts and socks, if available;
- a first aid kit - Competing schools are responsible for ensuring that reasonable provision is made for the treatment of injuries. All schools participating in SSV Team Sports final are required to bring their own applicable first aid kit (appropriate to the location as there is potential for sporting activities to be some distance away from emergency services) – For more detailed information: [First Aid for Students & Staff](#) & [First Aid Kit Contents Checklist](#).
- Sports Tape **MUST** be supplied by the student/competing team. Strapping for injury prevention as required **MUST** be performed by the student/competing team. NB. The First Aid Responder attending the state finals are **NOT** permitted to perform strapping.

