



# Westside Wolves Minkey at College Park

## RULES OF WOLVERINES (Yr4) NINES LEVEL



### 1. LEVEL

- a. **Age group:** School Year Four
- b. **Time:** 9:00 - 9:45 am.

### 2. FIELD OF PLAY

- a. The ground format is generally that of a 'three-quarter' normal size hockey field (64.5 x 45 metres).
- b. Lines are 'in' play (i.e. to be 'out' ball has to go fully over a side or back line)
- c. Goals shall be two MINKEY boards wide ie: (two 2.4 – 3.3m long boards butted together) and 300mm high (the same size at each end) and positioned centrally on the back lines.
- d. Each field shall be divided in two, either side of the centre line - creating an attacking and defending half for each team.
- e. A goal is scored when the ball hits the back board, when played from within the goal circle by an attacker.

### 3. TEAMS

- a. A game shall be between two teams of not more than 12 players each, with no more than 9 players on the field at any one time.
- b. A player who has been suspended by an umpire may be replaced by another member of the team.
- c. One or two umpires shall control the game and apply the rules.
- d. Each team may have a coach on the field, to provide directions to players on that team.

### 4. EQUIPMENT

- a. **Ball** - shall be an approved 'hockey' ball. The teams should provide their own ball for the game.
- b. **Sticks** - shall be junior hockey format with maximum 50 mm (i.e. 2 inches) width flat face and be about hip height in length. Only the flat face shall be used.
- c. **Safety** - Mouth guards and shin pads shall be worn by all players. Only in exceptional circumstances shall a player be permitted on the field without them.
- d. **Uniforms** - All members of a team shall be consistently attired
- e. Special equipment (e.g. helmets, goal keeping pads and body suits, etc.) are not permitted

### 5. DURATION

- a. A game shall be for two periods of twenty minutes, with a five minute break at half time.
- b. Generally games shall start and finish, and break and restart at half time, on the signal of the central ground control, or as soon as possible thereafter.

### 6. STARTING AND RESTARTING

- a. At the start of the game, by a toss (stick or coin) one team shall choose an end. The other team shall start with the ball.
- b. After half time the teams shall change ends.
- c. A game shall be started or restarted by a centre pass. This shall be from the centre of the field in any direction.
- d. At a centre pass each team shall be in its own defensive half of the field.
- e. Play shall be restarted with a centre pass after a goal, by a player from the team which did not score.
- f. Play shall be restarted after half time by a player of the team which did not start the game.

## 7. BALL OUTSIDE THE FIELD

- a. **Side line** - Play shall be restarted by a pass from the side line close to where the ball went out of play, by a player from the team which did not touch it last.
- b. **Back line by defending team** - When the ball is last touched by the defending team in its half before the ball goes over the back line, the attacking team shall have a long corner pass from the corner of the goal line and side line.
- c. **Back line by attacking team** - When the ball is last touched by the attacking team before it goes over the back line, the defenders shall have a free pass from the top of the goal circle in line with where it went out of play.

## 8. SCORING A GOAL

- a. A goal is scored when the ball is played in the goal circle by an attacker before striking the goal.
- b. The ball may touch the stick or body of a defender before striking the goal.
- c. A goal cannot be scored directly from a free pass (i.e. another player from the attacking team must touch the ball before it strikes the goal).
- d. If a defender has possession of the ball and accidentally plays it onto the goal, it shall be a long corner (refer 7b above) for the attacking team.

## 9. CONDUCT OF PLAY

- a. **Hitting** - The ball may only be pushed, slap-hit or hit but at no time should the head of the stick be raised above the waist at the front, back or side. There will be no 'tomahawks' allowed.
- b. **Raised ball** - The ball shall not be raised or lifted. If the ball accidentally 'pops - up' this shall not be above knee high or cause any evasive action by players.
- c. **Position when playing the ball** - A player may only play the ball or be in the immediate vicinity of the ball when standing up. (i.e. not on the ground, on knees etc.). If a player accidentally falls in the immediate vicinity of the ball, play shall be halted and the team with the ball, or the advantage, given a free pass. If this is in the goal circle it shall be taken on the goal line opposite the position.
- d. **Use of the stick** - The following is not permitted.:
  - Intentionally playing the ball with the back of the stick.
  - Obstructing the stick or body of an opponent playing the ball.
- e. **Use of the feet, hands or body** - The following is not permitted:
  - Intentionally stopping the movement of the ball
  - Kicking, picking up or propelling the ball deliberately.
  - Obstructing an opposition player from playing the ball.
  - Holding or 'shepherding' a player.
  - Pushing a player out of the way. (i.e. the player must go around another).
- f. If the ball strikes an umpire, coach etc. play shall continue.
- g. If the ball strikes the hand of a player whilst on the stick, it shall be interpreted as 'stick'.

## 10. PENALTIES

- a. **Advantage** – A penalty shall only be awarded when a player or team has been clearly disadvantaged by an offence.
- b. **Outside goal circles** – The penalty awarded shall be a free pass to the opposing team where the offence occurred.
- c. **Against defenders in goal circle** – A penalty corner against the defending team shall be awarded.
- d. **Against attackers in goal circle** – A penalty against the attacking team shall be taken as a free pass by the defenders at the top of the goal circle in line with where the offence occurred. Advantage can be played if the defending team has possession of the ball.

## **11. ADVANTAGE**

- a. It is not necessary for every offence to be penalised when no benefit is gained by the offender; unnecessary interruptions to the flow of the match cause undue delay and irritation
- b. When the Rules have been broken, an umpire must apply advantage if this is the most severe penalty
- c. Possession of the ball does not automatically mean there is an advantage; for advantage to apply, the player/team with the ball must be able to develop their play
- d. Having decided to play advantage, a second opportunity must not be given by reverting to the original penalty
- e. It is important to anticipate the flow of the match, to look beyond the action of the moment and to be aware of potential developments in the match.

## **12. PROCEDURES FOR TAKING PENALTIES**

- a. When a free, side or centre pass is taken, no opposition player shall be within 3 metres of the ball.
- b. The ball shall be stationary.
- c. In taking a penalty, once the player has moved the ball, they shall not play it again until after it has been touched by another player.

## **12. PENALTY CORNER**

- a. An attacker shall pass the ball from the back-line, within 3 metres of the edge of the goal area.
- b. No other player shall be within 3 metres of the ball.
- c. All remaining attackers shall be outside the goal area, until the pass is taken.
- d. Up to five defenders shall be behind the back-line, until the pass is taken.
- e. Other defenders shall be behind the centre line, until the pass is taken.
- f. A goal may not be scored until the ball has been taken out of the goal area.

## **13. PERSONAL BEHAVIOUR**

In addition to the award of an appropriate penalty for an offence, the umpire shall caution a player, coach or parent for the following:

- An audible obscenity
- Deliberately rough or dangerous play
- Belittling remarks, abuse or misconduct towards other players or others.

If more than one repeat of the caution is required, the player from the offending team shall be suspended for a minimum of 5 minutes.

If a player is suspended for a second time, they shall take no further part in the game.

## **14. ACCIDENTS / INJURIES**

- a. If a player is injured, play shall be stopped until they have been adequately treated or have left the field. All injuries should be reported to the Minkey Coordinators at the pavilion.
- b. Play shall be restarted by a free push to the team with the ball or the advantage, in the position of the ball, at the time of the stoppage.
- c. A restart in the goal area shall be taken on the defensive third line, opposite to the position.

