



Westside Wolves Minkey at College Park RULES OF PUPS (Yr1) & CUBS (Yr2) LEVEL

Level

- PUPS – Year one play 9:00 – 9:45am
- CUBS – Year two play 10:00 – 10:45am

Play Field

- PUPS and CUBP play on a “quarter field” (45 x 25meters)
- The field is divided into two halves, either side of the centre line.
- When the ball goes (fully) over the sideline or endline, the ball is out. The team that did not touch the ball last can take the free hit.
- Goals are 2.4 – 3.3m long and 300mm high positioned centrally on the end line. A goal is scored when the goal boards are touched by the ball. The ball must be last touched by an attacking from inside the attacking area.
- Each team may have a coach on the field, to provide directions to players on their team. The on-field coach must ensure that they do not impede players, physically influence play or intimidate players in any way.
- One or two umpires shall control the game and apply the rules.

Equipment

- *Ball* - shall be an approved “Minkey Ball.” Minkey ball should be provided by your own team.
- *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 side can touch the ball.
- *Mouth guards and shin guards* – All players must wear these at all time.
- *Uniforms* – All members of the team should be in constant attire (a school shirt or all wearing a similar colour blue for example.) In case of a uniform clash, please come to the main Pavilion to barrow some bibs.
- *Special equipment* – goal keeping pads, helmets, body pads etc. are not permitted.

Duration

- Each game will be two periods of twenty minutes, with a five-minute break at half time.
- An air horn will be blown at the start and end of each period by the Minkey Coordinator.

Starting the Game

- Before the start of the game, the umpire(s) will get a player from each team to come do the “coin toss.” One team will be able to start with the ball and the other team can choose which field end they want to start, the “coin toss” winner can choose their preference.
- The game starts with a centre pass from one of the teams.
- After half time, the teams switch team ends and the team that did not start with the ball the first half, can now start with the ball.

Ball Going Over End- or Sideline

- *The ball goes over the sideline:* the team that did not touch the ball last can take a free hit from where the ball went over the line. Each player must be three meters away from where the ball is taken out.
- *End line by defending team:* when the ball is last touched by the defending team before it goes over the endline, the attacking team can take a free hit from the long corner (10 meters from the endline) in line with where the ball went out.
- *End line by attacking team:* when the ball is last touched by the attacking team before it goes over the endline, the defending team will get a free hit from the 10-meter line in line with where the ball went out.
- When a free, side or centre pass is taken, no opposition player shall be within 3 metres of the ball. The ball shall be stationary.

Scoring a Goal

- A goal is scored when the ball is touched in the Goal Area by an attacker before touching the goal board. Even when the ball is touched by a defender after the attacker touched it, it will still be counted as a goal.
- Players cannot score goals directly from a free hit pass.
- If the ball is not touched by an attacker in the circle, there will be no goal appointed. If the defender accidentally pushes the ball in the goal, this will be a free hit from the long corner line for the attackers.

Conduct of Play

- The ball preferably may only be pushed. No back swings above the knees (max 30cm backswing.)
- 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.
- Players can only play the ball when they are standing up (not on knees or laying on the ground.)
- The stick cannot be lifted above the hips at any time during the game, also not while running. Players can only use the flat side of the stick and cannot use their stick or body to obstruct the opponent playing the ball.
- Use of the feet, hands, or body - The following is not permitted:
 - o Intentionally stopping the movement of the ball
 - o Kicking, picking up or propelling the ball deliberately.
 - o Obstructing an opposition player from playing the ball.
 - o Holding or „shepherding“ a player.
 - o Pushing a player out of the way. (i.e. the player must go around another).
 - o Incidental / accidental contact with feet will be play on.
- If the ball strikes an umpire, coach etc. the play continues.
- If the ball strikes the hand of a player whilst on the stick, it shall be interpreted as “stick”.

Penalties

- Advantage – A penalty shall only be awarded when a player or team has been clearly disadvantaged by an offence.

- Mid field – The penalty awarded shall be a free pass to the opposing team where the offence occurred.
- Against defenders in goal area – a penalty against the defending team shall be a free pass, taken on the 10 metre line of the Goal Area in line with where the offence occurred.
- Against attackers in goal area – A penalty against the attacking team shall be taken as a free pass by the defenders on the 10 metre line of the Goal Area in line with where the offence occurred.

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 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

Accidents / Injuries

- If a player is injured, play shall be stopped until they have been adequately treated or have left the field.
- Play shall be restarted by a free pass to the team with the ball or the advantage, in the position of the ball, at the time of the stoppage.
- A restart in the goal area shall be taken on the 10 metre line of the Goal Area in line with where it occurred.