

NORTH AREA BY LAWS AND COMPETITION RULES

Adopted March 2024

*Formal adoption

North Area's main purpose is to administer junior hockey competitions. It will do this on behalf of its member clubs, which are based primarily in the northern and northwestern areas of Sydney, and such other clubs as its members may agree. It will administer those competitions and manage itself in accordance with these by-laws and competition rules, as amended from time to time.

North Area will also administer the competition known as the U14 and U16 Metro competitions. These competitions comprise club teams from a range of Sydney-based associations. The rules of those competitions are included as appendices to these By Laws. Reference to the Committee in the rules of the Metro competitions will be read as a reference to the North Area Committee. In administering the Metro competitions, the North Area committee may seek to delegate particular matters to a sub-committee comprising nominees from participating clubs.

1. DEFINITIONS

1.1 The following definitions are used in these By-Laws:

- (a) **Club** - A Club is a club which promotes junior hockey, has junior teams and is acceptable to the Committee.
- (b) **Committee** – the Committee shall consist of two representatives from each Club.
- (c) **Executive** – the Executive shall consist of the Chairperson, Secretary and Treasurer of the Committee.
- (d) **Meeting** – a Meeting is a meeting of the Committee.
- (e) **Member** – a Member is a representative from a Club who is on the Committee.

2. MEETINGS

- 2.1 The Committee shall meet on the third Monday of the months of February through to November.
- 2.2 The Chairperson or the Secretary at his/her discretion may call a special Meeting by giving at least one week's notice to all Members. If all Members agree, a Meeting may also be held on shorter notice or by phone.
- 2.3 Every Member shall be entitled to vote at each Meeting. A quorum will consist of four Members but must include at least one of the Secretary, Treasurer or Chairperson.
- 2.4 The Annual General Meeting (AGM) is to be held on the 3rd Monday in November. The notice of the AGM is to be sent out in the first week of November. Each club is entitled

to one vote at the AGM. The representatives from each Club who will attend and vote at the AGM are to be nominated in writing to the Secretary prior to the commencement of the AGM.

- 2.5 Office bearers are to be elected at the AGM each year from amongst the Members. They will include a Chairperson, Treasurer, Secretary, Records Officer and Results Officer. Vacancies can be filled by an election held at any Meeting.
- 2.6 Clubs are invited to nominate people for election as office bearers prior to any Meeting at which an election is to take place, but nominations will also be accepted at the Meeting.
- 2.7 Registration fees for the competition shall be determined by the Committee at the AGM each year.
- 2.8 The Committee's financial administration of competitions will include from time to time the invoicing of participating clubs and other relevant stakeholders for various services, and the payment of funds to address associated expenses.

3. THE COMPETITION

- 3.1 The Committee shall run a junior hockey competition for boys and girls up to the Under 18 age group. Each player in a grade shall be under the age specified for that grade on the first day of January at the beginning of the relevant year.
- 3.2
 - a) The Committee will discuss a calendar for the competition and call for nominations from participating clubs prior to the Committee's meeting in February..
 - b) The draw should be finalised at the March Meeting, subject to 3.2 (c) and the finalisation of nominations.
 - c) If the Committee determines to grade teams in any age group into pools, the final draw should be determined as soon as practical after the Committee has determined those pools.
 - d) The A Pool shall be the top pool in any age group.
- 3.3 The Committee may determine framing principles to assist the determination of the draw. Starting times for games will be decided by the Committee and be set out in the draw.
- 3.4 Clubs may be requested to submit a photo series showing their club uniforms and colours to the Records Officer. Any proposed change to an approved uniform must be submitted to the Committee for approval before the uniform can be worn in the competition. A Club newly admitted to the Competition is required to submit its uniform for approval. If there is a clash at any match, the "Away" team is to wear

an alternate and distinguishing strip.

4. REGISTRATION AND CONTACT LISTS

- 4.1 Clubs must upload all players for each team to the North Area Revolutionise Platform as per the Player Upload Instructions and Important Information Document distributed to all clubs. All players must be registered with the relevant Association.
- 4.2 Additional players may be added to the North Area Revolutionise Platform at any time during the competition rounds.
- 4.3 Team lists for each team wishing to play in the competition are also to be sent to the Records Officer (or nominee) by the Monday following the third round of the competition and tabled at the next scheduled NA meeting. The lists will include players name and any further details as required by NA.
 - a) Clubs required to report to NA under 8.3 and 8.4 should incorporate this data with the team lists filed under 4.3.
 - b) Amendments to team lists should be advised to the Records Officer.
 - c) The Records Officer will bring to the attention of the Committee team lists, or additions to the team list, where there is a question of compliance with the By laws.
 - d) Clubs required to report to NA under 12.7 should identify any changes to team lists submitted under 4.3. This will include players granted clearances consistent with 12.7.
- 4.4 Registration fees will be levied by the Treasurer following the resolution of competitions consistent with 3.1. Teams must supply fees by the due date as advised by the Treasurer. Teams will not be eligible for competition points while fees are overdue.
- 4.5 The Committee presumes that biographical details, including date of birth, advised of Club registers and associations are correct. The Committee reserves the right to ask a Club to affirm these details.
- 4.6 Each Club is to advise contact details (mobile phone number, email address) for its junior hockey convenor and/or Committee representative. This will be circulated to all Members.
- 4.7 Players must comply with all relevant requirements of [such bodies as NA may stipulate in order to](#) play in the North Area competition if they previously played junior hockey in a different competition.
- 4.8 A Club should not accept a player from another Club, within season, without first discussing the transfer with the relinquishing Club.

5. PLAYER SAFETY

- 5.1 All players must wear a mouthguard and shin guards whenever they are on the field and must comply with any other rules for player safety issued by such bodies as NA may determine from time to time. Protective items must be worn properly so they are effective.
- 5.2 Goalkeepers (or their substitutes) at all levels of the game must be fully kitted. No game will proceed unless each team fields a fully kitted goalkeeper. If a team does not have a fully kitted goalkeeper the game may be forfeited by that team and the forfeiting team may incur turf fees, if applicable.
- 5.3 Each team manager should have a basic first aid kit or access to a basic first aid kit at each match.
- 5.4 A player who has an injury which is bleeding or who has an open wound and/or blood stained clothing, cannot take the field until the injury has been covered and blood stained clothing is removed.

6. RULES FOR GAMES

- 6.1 The Committee shall run the competition to its own satisfaction and as it sees fit. The basic rules and interpretations for the competition shall be as per the FIH "Rules of Hockey" which are current at the time unless the Committee has decided on a different rule or interpretation. Any differences are set out in an Appendix to the By Laws.
- 6.2 Games may be shortened but not extended by the umpires to ensure they finish five minutes before the scheduled start time of the next game as set out in the draw. The Committee may issue guidelines to support this objective.
- 6.3 In Under 10 games:
 - a) all teams shall play four 14 minutes quarters with a maximum 5 minute interval at half time. The breaks between quarter 1 and 2, and quarter 3 and 4 will be a maximum of two minutes.;
 - b) coaches of Under 10 teams in the B Pool or below may be on the field during games during the competition, and may coach from the turf edge in semi-finals, finals and grand finals; and
 - c) coaches of Under 10 A pool teams may not be on the field after the fourth game of the season but may coach from the turf edge in all remaining games.
- 6.4 Coaches of Under 10 teams who are on the field:
 - (a) must not enter the goal circle or obstruct any aspect of general play;

(b) must coach in a way that will not intimidate the opposition; and

(c) must comply with directions of an umpire, including a direction to modify behavior or to leave the field if these By-Laws are breached.

6.5 In Under 12, Under 14, Under 16 and Under 18 games, all teams will play four 14 minute quarters with a maximum 5 minute interval at half time. The breaks between quarter 1 and 2, and quarter 3 and 4 will be a maximum of two minutes.

6.6 Game times for any pool in any age group can be shortened if the Committee determines this is in the interests of the North Area competition as a whole, such as when it enables North Area to increase the number of games able to be played on the available fields. Such changes will be applied uniformly across all teams in any pool.

6.7 Mercy rule – U14, U16 and U18 games. The leading team will drop-off field players in the event that they establish a score differential of 8 or more goals. The following conditions apply for score differentials:

- 0 to 7 goals the leading team will field a maximum of 11 players
- 8 to 9 goals the leading team will field a maximum of 9 players
- 10 plus goals the leading team will field a maximum of 8 players

In line with 11.8 (b), teams must field a minimum of 7 players. In line with 5.2, a Goalkeeper must be fielded at all times.

In the event that the leading team has players in receipt of green, yellow or red cards reducing the number of players on the field below 7, the leading team may bring on substitute players to reach the minimum requirement of 7 players on the field. This will be at the discretion of the Umpires. *NOTE: This provision concerning the impact of the receipt of green, yellow or red cards allows for a situation where Umpires send multiple players off for infringements that would otherwise have resulted in a forfeit if the mercy rule was not in place.*

6.8 Mercy rule – U10 and U12 games. The leading team will drop-off field players in the event that they establish a score differential of 8 or more goals. The following conditions apply for score differentials:

- 0 to 7 goals the leading team will field a maximum of 8 players
- 8 to 9 goals the leading team will field a maximum of 7 players
- 10 plus goals the leading team will field a maximum of 6 players

In line with 11.8 (b), teams must field a minimum of 6 players. In line with 5.2, a Goalkeeper must be fielded at all times.

In the event that the leading team has players sent-off reducing the number of players on the field below 6, the leading team may bring on a substitute player to reach the minimum requirement of 6 players on the field. This will be at the discretion of the Umpires. *NOTE: This provision concerning the impact of the receipt of green, yellow or red cards allows for a situation where Umpires send multiple players off for infringements that would otherwise have resulted in a forfeit if the mercy rule was not in place.*

7. OVERAGED PLAYERS

- 7.1 A Club may seek approval from the Committee for an overaged player to play in any team. A written request for approval must be circulated to the Records Officer for presentation to a Meeting or circulation to Members electronically . The notice must include the player's name, age and experience in hockey. The Committee deploys a two-stage assessment. The first stage is based on the details provided by the relevant Club and may result in provisional approval by the Committee. Players who receive provisional approval will then be assessed in match play through an assessment coordinated by the Records Officer and supported by the Committee.
- 7.2 The Committee reserves the right to grant or refuse approval for any player to play as an overaged player,
- (a) provided that in all age groups approval will not be given for any player who is more than 12 months overage, or if it would result in a team having more than two overaged players. If a team has fifteen or more correctly-aged players it will be permitted to have no more than one overaged player.
- 7.3 Overaged players who have received provisional approval are required to wear identifying arm bands after initial provisional approval by the Committee in order to be easily identified, and are to be identified to the manager or coach of the opposing team for those matches. Once the Committee has concluded its assessment (at 7.4), an identifying arm band does not need to be worn.
- 7.4 Every provisional approval will be reassessed at the next following Committee meeting (or following the receipt of the match play assessment of the player) based on the report on the overaged player's ability relative to other players. The Committee may also withdraw approval at any time if it believes it is not in the interests of the competition as a whole for the overaged player to continue to play in that age group.
- 7.5 The Records Officer will maintain a record of overage player applications and approvals including any changes that are made by the Committee..
- 7.6 If the Committee becomes aware that a player has played in any game as an overaged a player without the Committee's prior approval, the Committee may determine that the overaged player's team be deemed to have forfeited the game, and that the points and goals for the game be recorded as if the overaged player's team had forfeited.

8. REQUIREMENTS FOR PLAYERS IN PARTICULAR POOLS

- 8.1 Subject to the provisions of 8.2, 8.3 and 8.4 a Club which has two or more teams in any one age group can allow up to three players from a team to play in another team of that age group in weekly club competition to a maximum of four players. This applies whether the teams are in the same or separate pools.

8.2 Subject to 8.3:

- (a) current field hockey representative players in that age group must play in the highest pool in the age group in which the Club fields a team, and
- (b) current field hockey representative goalkeepers in that age group must play in the highest pool in the age group in which the Club fields a team if they are playing as a goalkeeper.

8.3 A Club may seek the Committee's prior approval to allow a representative player to play in a team that is not its top team for that age group if:

- (a) it has more than 10 representative field players in that age group;
- (b) it has more than 2 representative goalkeepers in that age group; or
- (c) players who are not representative players are agreed by the Committee to be better players than the representative players.

8.4 All Clubs fielding two or more teams in the age groups, U14 and above, must specify eleven (11) players as the strongest players in their top team. In the U10 and U12 age groups clubs must specify six (6) players as the strongest players in their top team. This list of players must be provided to the Records Officer by the end of the third week of the competition. Nominated goalkeepers must be included in the top eleven (11) players, although an exemption can be sought from the Committee. Changes to these player lists during the season must be notified to the Records Officer.

None of the eleven (11) strongest players stipulated for the age groups U14 and above or the six (6) players stipulated for the U10 and U12 age groups are permitted to play in a lower ranked team in the same age group, except that:

- (a) A nominated goalkeeper in the top team may play in a lower team only as a field player; or
- (b) A field player in the top team may play in a lower team only as the goalkeeper.

8.5 Clubs fielding teams in the A pool competition are not permitted to field the eleven (11) players specified in 8.4 (or the top six (6) players for the U10 and U12 age groups) in the C pool competition of any age group. An exemption can be sought to this provision from the Committee on a case by case basis.

9. GROUND CONDITIONS

9.1 It is not expected that rain alone will prevent games from being played on artificial turf or other all-weather surfaces.

- 9.2 If games might be cancelled on the day because of the condition of the ground, the home team representative should contact their opponent to decide whether to play or postpone the game.
- 9.3 If 50% or more of the matches in a Pool in a particular round are called off in accordance with By-Law 9.2, all matches in that Pool in that round are to be deemed to have been cancelled and no points will be awarded to any team in the Pool for that round, including any team with a bye.
- 9.4 If less than 50% of the matches in a Pool in a particular round are called off in accordance with rule By-Law 9.2, those matches are to be rescheduled at a time and venue agreeable to both Clubs concerned. Any rescheduled match which cannot be played at least one week before the first semi-final will be recorded as a scoreless draw.
- 9.5 A match may be declared incomplete (subject to 9.6) during its course if the ground marshall, or appointed umpires agree it is not able to be completed for any weather-related reason, including because of damage to the field, lightning, weather, or failure of lights. Clubs should advise the Results Officer of an incomplete match. An incomplete match that cannot be rescheduled and played at least one week before the first semi-final will be recorded as a scoreless draw.
- 9.6 A match will not be regarded as incomplete solely because the umpires end it ahead of the scheduled time. If a game has proceeded through completed three quarters (ie., the third quarter has concluded) and it is stopped by the ground marshall or appointed umpires the score at that time will be recorded as the final score.

10. PLAYER CONDUCT

- 10.1 If a yellow or red card is issued during a game, the game cards for that game are to record the identity of the relevant player and a short explanation of the reasons for the card being issued.
- 10.2 The Results Officer is to record any red cards or yellow cards that are issued to any player playing in the competition.
- 10.3 If a player receives a red card or a third yellow cards during the point-scoring rounds in any one season, the Results Officer is to advise each member of the Executive before the next round. The Executive is to advise the Club which the player represents:
- (a) about the incident;
 - (b) that the player is ineligible to play in the next round; and
 - (c) that the player, his or her parents (or adult representative) and at least one Member from the player's Club should attend a meeting of the Executive sitting as a judiciary.
- 10.4 A player receiving a red card or a third yellow card in a season will be ineligible to play

in a semi-final, final or grand final if that is the next game after the game in which that card was issued.

10.5 If a member of the Executive is from the player's Club, that member/s should stand down for the meeting and a replacement representative/s from a neutral Club will be appointed by the neutral members of the Committee.

10.6 A decision of the Executive sitting as a judiciary shall be final and no further action shall be entered into on the matter.

11. MATCH RESULTS

11.1 Match cards shall be in a form approved by the Committee. Match cards for each game shall be completed, signed by the officiating umpires and retained by each Club.

11.2 Clubs must update the North Area Revolutionise Sports Platform noting the players that took part in the match, the match result, goal scorers, penalty cards of their matches by 10.00am Tuesday after that round of matches is completed. If the match is not played it shall be notified as 'Forfeit', 'Deferred' or 'Abandoned' or 'Incomplete'.

11.3 Clubs must also PDF scan (NOT jpg or tif formats) and upload the match card to the North Area Revolutionise Sports Platform by 10.00am Tuesday after that match is completed. If you are unable to load the match card PDF you must email it to the relevant registrar.

11.4. Points shall be awarded on the results of matches as follows:

- Win 4 points
- Draw 2 points
- Loss 1 points
- Bye 2 points
- Forfeit 0 points

11.5 The Results Officer or a Club(s) may bring to the Committee's attention matches where there is a discrepancy in the match details.

11.6 A match won on a forfeit shall be regarded as a win by 3 goals to nil. An Abandoned match shall be recorded as if both teams had forfeited.

11.7 If the goal difference at the end of any game exceeds 10, the winning team's score will be reduced to the score that is only 10 higher than their opponent's score.

11.8 All games are expected to start at the scheduled start time as set out in the draw.

(a) If a game cannot start at the scheduled start time, players and officials should seek to enable a game with approximately equal halves to be played in the available time.

(b) In U14, U16 and U18 matches if a team cannot field at least seven players

(including a fully kitted goalkeeper) within fourteen minutes of the scheduled start time the game will be recorded as a "Forfeit" by that team unless the other team agrees otherwise. In U10 and U12 matches if a team cannot field at least six players (including a fully kitted goalkeeper) within fourteen minutes of the scheduled start time the game will be recorded as a "Forfeit" by that team unless the other team agrees otherwise. All extenuating circumstances must be taken into account when considering whether a game should be forfeited, and in keeping with the spirit of junior sport shortened or rescheduled games should be arranged whenever practicable.

- (c) If neither team can field at least seven players (including a fully kitted goalkeeper) within twenty minutes of the scheduled start time the game will be recorded as "Abandoned" unless the representatives of both teams agree on a short or rescheduled game.

11.9 A team can appeal to the Committee if it believes a game either should or should not have been forfeited or abandoned under Rule 11.8.

- (a) Appeals must be lodged in writing (including email) with the Secretary within 7 days of the game in question. The Secretary is to notify the other Club as soon as he or she receives such an appeal, and the appeal is to be discussed at the next scheduled meeting of the Committee which is at least 7 days after the appeal is communicated to the other Club. The matter may also be discussed through the electronic distribution of relevant materials by the Executive, with Member Clubs required to notify their response to a resolution.
- (b) In considering an appeal the Committee shall consider the reasons either team may provide and such other matters as it sees fit. The Committee may determine that the result stand, that the game be rescheduled, or such other outcome as it may consider appropriate.

11.10 A team which is likely to forfeit a match should notify the opposing team whenever possible at least 24 hours prior to the scheduled start time.

11.11 A team seeking or causing a forfeit may be allocated all costs (turf fees etc.) for the game by the Committee unless sufficient notice was given to enable the ground booking charge to be recovered by the Committee. Fees for abandoned matches are shared equally.

11.12 If Clubs jointly agree to reschedule games for any reason, other than ground conditions (see clause 9), they and the Committee, through the Draw Officer, must jointly arrange a suitable time and place for the game. Rescheduled games that are not completed by the last round of the season will be recorded as "Abandoned".

11.13 A Club may agree to reschedule a match to prevent an opposing Club from having to forfeit a match. If the match cannot be rescheduled prior to one week before the semi-final, the match will be considered a 'Forfeit' by the Club that originally requested that the match be rescheduled .

11.14 If a team is withdrawn from the competition during the season it loses all its points, and

all opponents are awarded points as if the actual games had been forfeited. The Committee may also determine to reconfigure the relevant competition.

12. CLUB CHAMPIONSHIP, SEMI-FINALS, FINALS AND GRAND FINALS

12.1

- (a) A Club Championship winner will be determined each season based on the final points score following the completion of all rounds for the season, but not including semi-finals, finals or grand finals. A weighting shall be applied with the A pool scores being multiplied by 3, the B pool scores being multiplied by 2 and the C Pool series being multiplied by 1. Each Club's weighted score for each pool will be aggregated and the Club with the most number of points will be declared the winner of the Club Championship.
- (b) Teams playing in the Under 14 and Under 16 Sydney Metro Competition will have their points in that competition treated as an A pool score and added to their respective club's scores.
- (c) The club whose point score has improved the most, as a percentage, over that club's score from the prior season will be declared the Most Improved Club.

12.2 The Committee will decide the draw for each pool, including whether or not there will be semi-finals, finals and grand finals.

12.3 The positions of the teams in each pool for the finals will be decided on points. If two or more teams have equal points, their relative position will be decided on goal differences. If their goal differences are the same, their relative position will be determined by the number of goals they scored in the season. If this is also the same, their relative positions will be decided by the goal difference in games between the teams during the season. If this is still the same they may either toss a coin or arrange their own deciding match prior to the first semi-final.

12.4 If semi-finals, finals and grand finals are to be played:

- (a) Semi-final No 1 shall be played between the teams coming first and second in their pool.
- (b) Semi-final No 2 shall be played between the teams coming third and fourth in their pool.
- (c) The final shall be between the loser of semi-final No1 and the winner of semi-final No 2.
- (d) The grand final shall be between the winner of semi-final No1 and the winner of the final.

- 12.5 The Committee will determine grounds for all semi-finals, finals and grand finals at least two weeks before the first semi-final. All semi-finals, finals and grand finals will whenever possible be played on artificial turf.
- 12.6 The Committee is to organize official badged umpires for semi-finals, finals and grand finals whenever possible. All umpires must be neutral. A team in a semi-final, final or grand final cannot be umpired by a player registered that year with their own club unless that appointment is agreed by their opponents and by the Executive.
- 12.7 Players must have played five out of the last six matches or 50% of the total competition matches prior to the semi-finals, finals or grand finals to be eligible to play in the semi-finals, finals or grand finals for any team. The Committee may allow exceptions to this rule if players have missed recent games due to illness or injury, or if substitute players are needed because of illness or injury, provided this is deemed to be in the interests of the competition as a whole. In making clearance requests clubs should provide the Committee, through the Records Officer, with details of the player's record, and the number of players available to the relevant team. Clubs are required to verify, utilizing the records on the North Area Revolutionise Platform, that players have played five out of the last six matches or 50% of the total games played to qualify for semi-finals, finals and grand finals. The Committee must approve any player playing in two different teams in the same age group in semi-finals, finals or grand finals. Clubs will supply lists of eligible players for participating teams to the Records Officer prior to the playing of semi-finals.
- 12.8 Clubs who field ineligible players in semi- finals, finals or a grand final may be deemed by the committee to have forfeited the match.
- 12.9 Playing times for semi-finals, finals and grand finals shall be four 14 minutes quarters with a maximum 5 minute interval at half time. The breaks between quarter 1 and 2, and quarter 3 and 4 will be a maximum of two minutes. If scores are equal, an extra 5 minutes each way will be played.
- 12.10 If scores are still equal after conclusion of extra time,
- (a) in semi-finals and finals, the team with the highest points and goal differences goes to the final or grand final; and
 - (b) in grand finals the teams become joint premiers.

13. TROPHIES

- 13.1 The Committee will supply sixteen trophies to the winning teams and to the runners-up in each pool in each age group. The trophies will be suitably engraved. A Club must notify the Secretary at least three weeks in advance if it requires more than sixteen such trophies.
- 13.2 The Committee will supply two umpire encouragement awards for each Club. .
- 13.3 The Committee will supply perpetual trophies for the teams winning each pool. The

trophies will be engraved with the Club's name. These trophies are to be supplied to the hosting venue for the Grand Final for the relevant competition in the following season.

14. AMENDMENTS TO THESE BY-LAWS

14.1 An amendment to the By-Laws must be in writing and tabled at a Meeting as a notice of motion. It shall be discussed and where appropriate voted on at the following Meeting.

16.2. Amendments to these By-Laws must be passed by at least 75% of the Members present.

Appendix One: NORTH AREA JUNIOR HOCKEY COMMITTEE CHANGES TO THE FIH RULES OF THE GAME OF HOCKEY

Matches convened by North Area Junior Hockey and part of the North Area competition are played consistent with the FIH rules of hockey. There are a small number of exceptions listed below where the North Area Junior Hockey Committee has identified that exemptions or alterations are required consistent with the needs of the competition and the interests of junior hockey. These exceptions are as follows.

A1 General Exemptions

- A1.1 Both teams to have a fully kitted goalkeeper at all times - thus teams cannot replace goalkeepers with field players (exemption from parts of rule 2).
- A1.2 Tomahawk shots at goals only permitted in U14, U16 and U18 matches – reverse sweeping allowed in all age grades (exemption from parts of rule 9.6).
- A1.3 No high sticks permitted in short-sided games and in U10 and U12 competitions (exemption from parts of rule 9.7).
- A1.4 The duration of matches will be as set out in North Area rather than 4 x 15 minute quarters (exemption from 5.1).

A2 Framework for the administration of U10 and U12 games

- A2.1 In broad terms U10 and U12 competition games will be in accordance with the FIH rules (inclusive of NA exemptions) noting the specific provisions below.
- A2.2 Teams are 8 a side including a fully kitted goalkeeper.
- A2.3 Games are played using modified half-field format but with standard hockey goals.
- A2.4 Short corners are 4 attackers on 3 defenders and the 3 defenders include the goalkeeper – all other players to retire to the opposing circle.
- A2.5 A free hit that is normally a '16' in full field play would be taken at a proximate virtual point near the defensive circle.
- A2.6 Where boards are used to separate the field(s), a ball hitting the board is considered to be 'out'.
- A2.7 The halfway line will be a virtual line.

A3 Framework for the administration of U6 and U8 games

- A3.1 U6 and U8 games are administered by the Committee. Scores are not maintained and games do not form part of a points-based competition. There are no finals in U6 and U8 competitions.
- A3.2 In U6 games, teams are 6 a side. Teams do not field a goalkeeper.
- A3.3 In U8 games, teams are 7 a side. Teams do not field a goalkeeper.
- A3.4 Games are played using modified quarter-field format or as arranged by the venue operator.
- A3.5 Games are played in two fifteen minute halves, with a five minute interval.
- A3.6 Goals marked by cones or markers to be at least 3 metres wide unless actual junior hockey goals (with netting) are provided
- A3.7 Pushing or slap pass only (stick must stay in contact with the ground the entire time, even after completing the pass)

A3.8 No intentionally raised balls are permitted in U6 and U8 hockey.

A3.9 In U8 games, if the ball hits an attacking or defensive players foot within 5 meters of the goal the whistle is blown and the following occurs.

A3.9.1 Attacking player foot - the defensive team get the free pass 5 meters out from their goal in line with where the foot occurred.

A3.9.2 Defensive player's foot - the attacking team get the free pass 15 meters out from the oppositions goal.

A3.10 In U8 games if a member of the defensive team hits the ball over the back line on purpose the attacking team is awarded a free hit from 15 meters out from the oppositions goal in line with where the ball went out. All other balls that go over the back line remain the defence teams free hit 5 meters from the back line, in-line with where the ball went out.

A3.11 In U8 games, if at any time there are 2 more players from a team in a tackle the whistle will be blown and a free pass given to the opposition.