

Competition Rules

6-a-side Hockey

In this competition the emphasis is on enjoyment, social atmosphere and skill development/maintenance. While competitiveness is not discouraged, it should be remembered that novice players need some encouragement and the "win at all costs" philosophy is not appropriate. All rules are open to the interpretation of the Umpire and their decision is final.

1. Responsibility of Players

All players are responsible for reading and understanding the rules contained herein.

Players and their associated spectators are not permitted to drink, or be under the influence of, alcohol (or other banned substances), during the games or at the venue.

If there are any rules that are not clear please discuss these with the Umpire prior to the commencement of the game or at half time. Because of time constraints the Umpires will not discuss rules or rulings during the game.

Should any player be found to consistently damage equipment, venue apparatuses or other associated materials, despite warnings, they shall be suspended from the competition and be required to pay for damages incurred.

2. Responsibility of Officials

Umpire

The Umpire is directly responsible for the game and ensuring the described rules are adhered to. They are responsible for the safety of the players and the timing and conduct of the games. They have a duty to be respectful and considerate to teams, act in an unbiased manner and ensure the game remains social and enjoyable for everyone involved.

Convener

The Convener is responsible for the management of all the games, teams, venue, equipment and administration. They will be present at all games to ensure First Aid treatment is administered, information is provided and that all players and officials are conducting themselves in an appropriate manner. Also the Convener may observe the game and help the Umpire to make the correct decision regarding the infringements or player behavior during game play.

3. Conduct of Players

It is the responsibility of all the players to conduct themselves in a way that is respectful and considerate to team members, opposing teams, the officials and any other person concerned. Any behaviour, act or language that is considered inappropriate by the officials will not be tolerated. Poor conduct either on or off the field will be determined by the officials and action will be taken based upon the offence. This can include cautions or the removal of a player, or team from the competition, should they be deemed dangerous or offensive to players or officials.

4. Location

The location for 6-a-Side Hockey may change each season depending on availability and conditions of the fields. Please check each season individually for locations.

5. Game Commencement

(a) Teams should arrive ten (10) minutes prior to the commencement of their match to allow for smooth transition of games. All players are also required to bring a form of PHOTO ID for the Convener to check when signing the team registration form for every game.

(b) Any teams that have not registered illegible players and are not ready to commence play with a minimum of five (5) appropriate players (see Rule 6) five (5) minutes after the Umpire has signaled the game can start will incur a 0-5 loss.

(c) A game may go ahead after ten (10) minutes; however the 0-5 loss will stand regardless of the actual score.

There is one hour allocated to play your 55 minute game. In all circumstances the game must finish at the scheduled time.

6. Number of Players & Substitutions

There is no limit to the numbers of players that a team can register. However, team members can only play in the finals (quarter final, semi-final and grand final) if they have played two (2) or more games during the normal rounds. This must be indicated on the team registration form.

(a) A team is allowed a maximum of six (6) registered/eligible players on the field. Five (5) registered/eligible players is the minimum number of players that a team can have without a forfeit resulting.

(b) In mixed 6-a-side no more than three (3) men from one team can be on the field at the same time.

(c) Teams are allowed unlimited substitutions and can sub at any time during the game except during a short corner. The substitute player must enter the field from the same location as the substituted player exits.

(d) Teams may commence games with five (5) players provided rule 6(b) is satisfied.

(e) In the event that rule 6(a), (b) or (d) are broken, at any time the Umpire notices an extra player on the field a red card will be applied to any chosen player. The team will continue to play with a player down for the rest of the game. It is the responsibility of individual players and team captains to ensure that they maintain the appropriate number of players on the field in accordance with Rule 6. It is NOT the responsibility of the Umpire to monitor this.

(f) During finals matches (quarter final, semi-final and grand final), each player on field must have played a minimum of two (2) games to be eligible. If it is found that a player is on field that is ineligible for finals this will result in an immediate 5-0 forfeit by that particular team. It is the responsibility of individual players and team captains to ensure that all their players are eligible for finals matches. While the Umpire and Convener will try to prevent such situations via the team registration form, the responsibility does rest with the individual players and team captains.

(g) Continually breaching these rules will result in the offending team receiving an official warning. Persistent infringement may involve further disciplinary actions applicable to each case.

7. Required Uniform and Jewellery

It is a MUST that ALL player wear shin guards (covered by long socks) and mouth guards at all times, however if players do not wish to wear a mouth guard, they do so at their own risk.

UQ SPORT advises that players in a team should all wear the same colour shirt. If there is a clash between teams, coloured bibs will be provided by the Umpire/Convener. If they are distributed, it is the responsibility of the team captain to ensure that they are all returned to the Umpire after the game.

It is compulsory for all players to wear appropriate enclosed sports shoes. Plastic moulded tags are allowed but no screw in plastic or metal tags are allowed. No player can take the field with bare feet or while wearing jewelry of any kind. All watches, necklaces, dangling earrings, bracelets, rings which are not bands MUST be removed prior to the game, medical bands are allowed to be worn. The Umpire will ask any player breaking this rule to remove the piece of jewellery.

Only prescription sunglasses will be allowed. Other types of sunglasses could shatter and cause a serious injury to a players eyes.

Players must wear covered footwear and are not permitted to wear any type of screw-in studs, work boots or hiking boots. The Umpire, prior to the commencement of the game, shall inspect players footwear to ensure that they are appropriate. If they are deemed not to be appropriate, the player will not be able to take the field without the appropriate footwear.

8. Game Length

Games consist of two (2) twenty five (25) minute halves separated by a five (5) minute half time break. No clock stoppages will be made except under exceptional circumstances. Such circumstances will be at the sole discretion of the Umpire. No time outs are allowed. Intentionally delaying the restart of play will result in a caution (yellow card).

If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is up to the discretion of the Umpire. If a drink break is required, all players must stay on the field while the quickly have a drink; the Umpire will not delay the restart for players not returning to the field.

9. Start & Restart of Play

To either start play, or restart play (after a goal) a centre pass is used. Note that a shot at goal cannot be taken directly at the centre pass.

The ball must be placed on the half-way line and is in play when it is passed either forward or backwards and moves. The passing player may not touch the ball again until it has been touched by a different player.

10. The Playing and Goal Areas

You can only push the ball – NO hitting, slap hitting, jinking or flicking the ball

The ball cannot be raised above ankle height – no flicking, scooping or jinking of the ball in general play or when shooting for a goal, the ball cannot leave the ground, the only time the ball can be lifted is on a penalty stroke.

A push shall be taken on the sideline to restart play, after the ball crosses the sideline.

When the ball passes over the back line unintentionally it is the defenders free pass as there are no long corners. You can pass the ball from inside the circle OR up to and level with the top of the circle, in line with where the ball left the field over the back line – the ball needs to be controlled or stopped before passing it. When the ball is pushed over the back line intentionally by a defender this is a penalty corner.

A player must wear a helmet when defending a penalty corner – when you are defending a penalty corner each team must have a goalie with a helmet and all other five players must be beside the goal box opposite the side the attacking team is passing the ball out from – Each team MUST have their own helmet.

Free Hits – when having a free hit the opposition team must be 5 metres away from the pass. The team players of the person taking the free hit can be closer, unless you are within 5 metres of the goal circle where all players must be 5 metres away. When within 5 metres of the goal circle you must not pass the ball directly into the circle, if you self-play you must run the full 5 metres before passing the ball, otherwise the whistle will be blown against you.

The ball must pass outside the circle on an attacking penalty corner, before being brought into the circle for a push at goal.

11. Goals

Goals must be scored within the circle.

12. Finals

All players must register and play two (2) games during the normal rounds to be eligible to play in the finals (quarter final, semi-final and grand final). If a team uses a player who is not eligible to play in the final rounds an automatic forfeit and disqualification will be recorded to the offending team. See Section 6 (f).

If a draw results during any of the finals, a coin is tossed to decide who takes the centre pass and then an extra five (5) minutes is played in which the golden goal rule applies. This means that the first team to score in this time shall be declared the winner.

If the teams are still even at the end of extra time, a penalty shoot-out shall take place to determine the winner of the match (In the mixed competition, at least 2 of the initial penalties must be taken by either sex). If there is no winner after the penalties, each team shall take a single penalty until one-team scores and the other misses – determining the winner of the game (the scoring team). The scoring team will be deemed the winner. No single player can take more than one penalty, unless every team member has taken a penalty themselves.

13. Team Draws

It is the responsibility of the team captain and individual team members to read the draw and ensure players register and arrive at the correct field in time for the first centre pass. All correspondence will be forwarded via e-mail to the team contacts and will be available through the website.

Please ensure that you check the fixtures right up until game day as changes can be made to the fixtures from time to time.

14. Scorecards and Points

Umpires will keep a record of all goals scored during a game on the official scorecard. The final result recorded by the Umpire is final. However, captains from each team are encouraged to verify the final result and sign the scorecard to acknowledge that the game was accurately recorded.

Competition points will be allocated as follows -

- **Win – 3 points**
- **Draw – 2 points each team**
- **Loss – 1 point**

Please note that the competition administrator reserves the right to ask a team to leave the competition, without refund, should they forfeit more than two (2) games and do not provide a valid reason. In this instance, what is deemed "valid" shall be at the sole discretion of the Competitions Coordinator.

Should teams finish with equal competition points at the end of the regular season then For/Against will be used to separate the teams ie. (Team A goals scored – Team A goals scored against) – (team B goals scored – Team B goals scored against).

If there is still a tie the team with greater goals scored finishes above the other team. If it is still a tie the result of the game between those two teams during the season will determine the final position of the teams on the table.

15. Unforeseeable Acts

The following formula is to be used to determine the result for a game that cannot be completed for whatever reason (eg. Serious injury requiring ambulance attention, fields unsafe, power outages, etc).

- A game called off anytime in the first half will be declared a draw, regardless of the score. All attempts will be made to reschedule the match.
- A game called off anytime in the second half will be determined based on the score line when the game was called off.

16. Disciplinary Sanctions

This competition is social. Any rough play, abusive language, bickering, trash talking or challenge to the Referees authority etc. will not be tolerated. This may also be punished by a yellow or red card. This punishment will be decided by the Referee.

Rough play includes, but is not limited to, any form of aggressive slide tackle, tackling a player from behind, shoulder charging and any other act or omission that, in the Referees opinion, places the safety of players at risk.

In most instances the following procedure will apply for the above infringements. Note however that the Referee is perfectly entitled to send off any player at any stage for any reason for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game:

Yellow and red cards may only be shown to players or substitutes. The Referees are authorised to take disciplinary action from the moment players enter the pitch until the moment they leave it after the final whistle. A player who receives a yellow card may also be asked to take a timeout. If the player who is cautioned is asked to take a timeout, they may be substituted immediately while their timeout is served. The length of the timeout is to be determined by the Referee, and the player must only return to the court when permitted to do so by the Referee.

17. Injury and Insurance

A player may call for a stoppage due to an injury or illness, although the decision to stop play shall be at the sole discretion of the Umpire. If a player is injured, it is their or their team mate's responsibility to immediately inform the Umpire. The Umpire may stop the game at any time.

For a minor injury, the Umpire should send the injured player or a bystander to the Soccer Convenor for first aid treatment and to collect an Incident Report Form (this must be completed by the injured or another responsible person before they return to the field of play or leave the venue for further treatment). A bond (e.g. student card) may be required if an ice pack is borrowed.

If a player has a minor injury or blood on their clothing or their person, they have a maximum of two (2) minutes to be treated and/or remove all signs of blood on field, or they will have to be substituted with another player. After two (2) minutes have elapsed, the Umpire should immediately restart the game. Time for injury will not be added on to the final half during grading or round games. The Umpire can stop a game for any period of time to deal with an emergency.

For a medical emergency, the Umpire is to remain with the injured player and send somebody else to inform the Soccer Convener of the emergency. Time for medical emergencies will not be added on to the final half during grading or round games.

Time for medical emergencies will not be added on to the final half during grading or round games. See section 19 for information regarding the protocol for games that cannot continue due to injury.

During time for injury, all players must remain on the field unless involved in a substitution. In the event that a player is bleeding, they must leave the field immediately (for health and safety reasons) and not return until the wound has been cleaned and all blood and blood stained items have been removed and covered. If necessary, the ball and court surface shall be cleaned before play resumes.

During finals matches the above injury rules apply with injury time added to the final half. This includes any time taken for an emergency. However the injury time able to be accumulated is to be a maximum of ten (10) minutes.

Many injuries that occur during officially sanctioned and managed UQ SPORT activities are covered by our insurance policy. For further information regarding insurance please email insurance@uqsport.com.au or call 3365 6612. Alternatively you can contact the Competitions Coordinator at socialsport@uqsport.com.au or call (07) 3365 6612.

18. Grievance and Disciplinary Procedures

Should any person or team be conducting themselves in a manner that is felt to be inappropriate, discriminatory, disrespectful or dangerous, then action will be taken by UQ SPORT officials and management.

If you feel that a player, team or official has conducted themselves in such a manner, you may lodge a formal grievance report to socialsport@uqsport.com.au

Disciplinary Procedures are in place to ensure that action is taken against any player, team or official who has acted in an inappropriate manner. Any action(s) taken will be at the sole discretion of UQ SPORT Officials and Management.