



OTAGO HOCKEY SUMMER 6-A-SIDE HOCKEY COMPETITION 2025

RULES AND CONDITIONS

1. FEES:

- 1.1. The 6 week competition fee is \$300 per team.
- 1.2. Each team will be invoiced for the competition which is to be paid by the due date on the invoice.
- 1.3. Payments not received by the due date will be referred to a debt collection agency and teams will be liable for any additional associated costs. Otago Hockey can also make players unfinancial for other competitions played until all fees are paid.

2. COMPETITION DATES & VENUE:

- 2.1. The 6 week competition commences Thursday 20 February 2025 and runs until Thursday 27 March.
- 2.2. Week 1 & 2 games will all be played on the King's High School turf due to the resurfacing of the McMillan Centre turfs.
- 2.3. Week 3 games will be played on the King's High School turf and the McMillan Hockey Centre Lion Foundation turf.
- 2.4. Week 4, 5 & 6 will all be played on the McMillan Hockey Centre turfs.

3. GAME TIMES:

- 3.1. Game times will depend on the number of teams entered in the competition.
- 3.2. For games on the King's High School turf, the earliest start time will be 4.30pm and the latest any game will be scheduled to start will be 9.00pm.
- 3.3. For games on the McMillan Hockey Centre turfs, the earliest start time will be 4.00pm and the latest any game will be scheduled to start will be 9.00pm.
- 3.4. Games will consist of two 20-minute halves with a 5-minute halftime.

4. PLAYERS:

- 4.1. You can have as many players as you wish in your team roster, but only 6 players can be on the turf at any one time during a game.

5. COMPETITION STRUCTURE:

- 5.1. This will be confirmed once entries have been received. Places will strictly be on a first in basis with the restricted turf availability during Weeks 1 & 2 due to the resurfacing of the McMillan Hockey Centre turfs.
- 5.2. Points System: 3 for a win, 1 for a draw and 0 for a loss.
- 5.3. Ladder System: Games won, followed by goals for, followed by goal difference (goals for minus goals against) will be used to determine placings where teams are on equal points.
- 5.4. Defaults: Teams must give Otago Hockey at least 24 hours' notice if a default is required. Defaulting teams will be deemed to have lost the game 3-0 and the points will be awarded to the opposition. The defaulting team are still required to pay their game fee.
- 5.5. Finals will be played to conclude the competition for all Open Grades.
- 5.6. The winning teams of each Grade will receive a \$50 McMillan Hockey Turf Café voucher.

6. DRAWS & RESULTS:

- 6.1. Draws will be displayed on the Entrance foyer noticeboard at the McMillan Hockey Centre and under PlayHQ Fixtures on oha.org.nz
- 6.2. Results and the competition ladder will also be displayed under PlayHQ Fixtures on oha.org.nz

7. PLAYING GEAR:

- 7.1. Each team member **MUST** wear the same colour top.
- 7.2. Each team member **MUST** wear a mouthguard. Shin Guards are recommended.

8. PLAYER CONDUCT:

- 8.1. All players are to play the game within the rules and in a fair manner. The umpire has the right to issue cards as per FIH ruling and send individual/s to the side for a cool down period if deemed necessary (*for example: a green card means for a 2-minute period your team would play with 1 less on turf player*). If the same player/s comes back on and keeps infringing in a manner that doesn't fit the intent of the game, they will be red carded, and the team played with reduced numbers until the finish of the game.

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9. RULES:

- 9.1. The major consideration for umpires is attention to SAFETY. Summer hockey is a social sports competition and there will always be a diverse mix of age, gender, ability and experience. Umpiring decisions should always reflect this.
- 9.2. The obstruction rule should be enforced as per the Rules of Hockey. Consideration must be given to those unfamiliar with the rules.
- 9.3. The ruling regarding the use of feet should be interpreted as written in the Rules of Hockey. The use of **ADVANTAGE** should be applied whenever possible.
- 9.4. There shall be no deliberate lifting of the hockey ball with the exception of 3D skills below knee height being permitted. Overheads are not permitted. Raised shots at goal must be below backboard height unless the opposition is fielding a fully equipped goalie in which case the shot may be raised higher than backboard height. However, safety is paramount; no shot above backboard height will be permitted if it is deemed to be dangerous to **ANY** field player. Deflections that cross the goal-line above the height of the backboard are permitted only if the umpire is satisfied that it is not dangerous. Danger is ruled at umpire's discretion.
- 9.5. The ball **MUST** travel along the ground by all players. Upright hits are only permitted if, in the action of the hit (backswing or follow-through), the stick doesn't go above waist height or is done in a dangerous manner within close proximity to other players. Danger is ruled at umpire's discretion. Tomahawks are not permitted.
- 9.6. The ball may be rebounded off the field divider.
- 9.7. Goals can only be scored as determined in the Rules of Hockey. The ball must be touched by an attacker inside the circle.
- 9.8. Penalty corners will be played regardless of inclusion of goalkeeper. The danger rule will apply to any shot at goal.
- 9.9. There will be **NO** penalty strokes.
- 9.10. All infringements normally penalised by the awarding of a penalty stroke **may** also include a temporary suspension of the offender.
- 9.11. Whenever the ball is played over the back line either by a member of the attacking team or **unintentionally** by a member of the defending team then the game shall restart with a pass from the top of the circle by the opposing team.
- 9.12. If the ball is played over the back line **intentionally** by the defending team, then a penalty corner will be awarded.
- 9.13. The ball can only be played with the flat side of the hockey stick as determined in the Rules of Hockey.
- 9.14. The game will begin with a pass from the centre of the field.
- 9.15. The start of the game and the finish of the game will be controlled by the Umpire. The game will be stopped for injury, but the time **WILL NOT** be stopped.
- 9.16. Dangerous or overly physical play will not be allowed.
- 9.17. This is a social sport and should be played as such. There will hopefully be no requirement to remove players from the field, but that course of action will always remain the option available to an umpire. Abuse of officials **WILL NOT** be tolerated.
- 9.18. There will be one umpire appointed to each game.
- 9.19. Safety equipment such as mouth guards are compulsory and shin pads are highly recommended.
- 9.20. Teams shall be made up of six players per side. Rolling substitutions are permitted.
- 9.21. Goalies are only permitted when they wear full goal keeping equipment as described in the Rules of Hockey. There are no kicking fullbacks.
- 9.22. Teams will be required to wear the **same colour** uniforms and must wear closed toe footwear to play.
- 9.23. The game is won by the team who has scored the most goals at the conclusion of the game. In the event of both teams having scored the same number of goals, the result of the game shall be a 'draw'.
- 9.24. During semi-finals and finals, in the event of the scores being tied after regular time, golden goal extra time shall be played to determine the winner.

For game default notifications, please contact:

competitions@oha.org.nz or (03) 474 9201

A minimum of 24 hours before scheduled game and the game fee still applies.