



CANTERBURY JUNIOR HOCKEY
KIWI STICKS U11s (6 a-side) 2017

- Age Level:** Year 5 & 6 or Under 11.
- Team Size:** 6 players (on the field at any one time) including a fully-equipped goalkeeper, for divisions 1-5. In divisions 6 and below a goalkeeper is optional. Rolling substitutions are permitted.
- Note:** Teams are able to use a field player from another team within the grade as a Goal Keeper.
- Field Size:** Games are played on artificial surface which are approximately 1/2 (45m x 55m) of full-sized turf.
- Game length:** Games are 2 x 20minute halves with a 2-minute half-time and 3 minute changeover between games.
- Rules:** All current rules of Hockey are played and enforced, except:
- In a Penalty Corner, there will be only four (4) defending players, one of which will be the fully kitted goalkeeper if applicable. The other four (2) defending players must be behind the half way line and must remain there until one of the attacking players (other than the player taking the ejection/push out), or a defender has touched the ball, or ball reaches half way. Where the ball goes over the backline from a defender a free hit will be awarded to the attacking side at half way, in line with where the ball went out.
- Umpires:** All teams must provide an umpire aged 19 or under for each game. Under no circumstances may the manager/coach participate in the umpiring of a team's game. Umpires are expected to enforce all rules of hockey, including special rules applying to this grade.
- Coaching:** Emphasis on developing techniques within a game context (pressure & competition); passing & receiving skills including on the reverse side of the body; elimination skills including dribbling to set up a pass or goal shot; defensive skills including the ability to delay and engage; develop tactical awareness including creating space (width & height) on attack and reducing space on defence (protecting the critical area); develop an understanding of positional roles & responsibilities; and the requirements and execution of set plays.
- Entries:** There is no limit to the number of teams in this grade. Teams will be sorted into ability/graded divisions. Where a Club or School has two or more teams, it is strongly recommended that these are graded by the Club or school to provide appropriate skill-level games for all abilities.