

Maryborough & District Hockey Association Inc



# Summer Time 9's

## Rules of Play 2019

### TEAM NOMINATION FEE:

Team Name, contact person, team personnel and uniform colours are to be lodged on the appropriate form, with the Development Officer, accompanied by \$20.00 at least 2 weeks prior to the commencement of the Competition.

### GAME FEE:

A Fee of \$50.00 per Team for Seniors must be paid prior to the commencement of each game. An envelope will be provided for this purpose with the team card.

### TEAM FORMAT:

A maximum of 9 players from each team will take part in a match. Each team comprises of a mixture of male and female players, 13 years and over with no less than 3 male and 3 female players on the field at all times. Each team is permitted to interchange at any time at the halfway line, from a maximum of 15 players.

### GAME DURATION:

There will be 2 x 25minute halves with 5 minute half time break. Central timing will be used, with games to commence on the hour, i.e. 6.00pm, 7.00pm 8.00pm.

### POINTS:

- Win = 3points
- Draw = 1 point
- Loss = 0 points

Failure to umpire will incur a 3 point penalty

### GOALKEEPERS

Teams may play with a Goalkeeper. However, if they choose to forgo a goalkeeper, they must play with 9 field players (ie no kicking fullback with goalkeeping privileges)

### GOAL SCORING:

The scoring of goals **must** alternate between genders. Either gender may score first. (ie Male, Female, Male and so on or vice versa)

### NO HITTING:

The ball must be pushed at all times. Hitting or slapping of the ball is NOT permitted. This is to reduce danger. A small movement of the stick prior to contact with the ball may be permitted. (As a guide, swinging action in excess of 300mm or 30 cms will be penalised with a free hit to the opposition.)

### RAISED BALL:

The ball is not be raised above knee height at any time. No overhead passes. Normal dangerous play rules apply. **Penalty to the opposition where the danger or raised ball first occurred.**

### TRAVEL WITH THE BALL:

Players in possession of the ball are not permitted to travel more than **22 metres** (one quarter of the field) without making a pass to another team member. **Penalty to the opposition at point where distance was exceeded.**

### PENALTY CORNER:

**Structure:** Four (4) attackers v four (4) defenders including the goalkeeper (if used). All other players (both attackers and defenders) start from the half-way line. Until the ball is played, no one is permitted to cross the centre line.

**Taking the Penalty Corner:** The ball is placed on the back-line inside the circle at the 10 metre mark from the goal-post on whichever side of the goal the attacking team prefers . The other three attackers must start outside the 23 metre line. The defenders must start behind the goal line and not be within 5 metres of the ball when the push out hit is taken. A goal cannot be scored until the ball has first travelled outside the attacking 23 metre line.

All other penalty corner rules (as per normal hockey rules) apply.

### PENALTY SHOOTOUT

Instead of a Penalty Stroke, a Penalty Shootout will be played.

**Taking the Penalty Shootout:** The goalkeeper/defender starts on or behind the goal-line between the goal posts, the ball is placed on the 23m line opposite the centre of the goal. The attacker stands outside the 23m area near the ball. All other players must stay behind the 23 metre line.

The umpire blows the whistle to signal the start of the Shoot-Out; the attacker and the goalkeeper/defender may then move in any direction.

The shootout ends when a goal is scored, the ball goes out of play, the attacker breaches a rule or the defender repels the ball from the circle into the field of play.

Once the ball clears the circle, and is still in play, all other players may leave the 23 metre line, and play on as normal.

### GENERAL RULES OF PLAY

All other Rules of Hockey apply in accordance with FIH and MDHA.

