

School Sport SA Hockey

Sapsasa State Carnival

2023 Rules and Match Conditions

Updated for June 23

Teams

Teams shall consist of 12 players (9 players on field and 3 interchange). Should a team be reduced to less than 9 players through injury or illness, their opponents are required to negotiate to reduce the size of their team to match, or, give their opponents some players to even up team sizes.

Rule Foundation

All matches to be played under the rules of Hockey SA/Hockey Australia unless stated otherwise below.

Modified Hockey Rules

In the interest of safety.

- No Tomahawks allowed. Only a SAFE and LOW reverse slide hit is allowed.
- No high sticks and high balls. Any ball hit above the knee will result in a free hit.
- No Penalty Flicks. Have a short corner.
- Breaking at the Penalty Corners. Replay the corner. Keep all players in the goal.

Match Duration

Match length will be dependent on the number of teams involved and the competition structure. As guide matches will consist of 2 halves of between 15 and 20 minutes with 5 minutes break and 5 to 10 minutes between matches.

Pitch Size

All pitches will be 3/4 the size of a regular playing field. 68.7m x 55m, 25yd Lines marked at 22.9m, Centre line at 34.35m – All other markings as per regular hockey field.

Equipment

2 hockey balls will be provided per team.

Protective Equipment

Field players are required to wear mouth guards and shin pads and goalkeepers to wear the full range of protective equipment available in addition to that defined in the Rules of Hockey.

Players defending penalty corners are required to wear appropriate facemasks and it is recommended they wear gloves and groin protection.



Warm Up

Hockey sticks & balls to be restricted to use on playing fields only. **Supervised** pre-game warm-up can occur only in the designated area (northern end of cricket oval) no earlier than 30 mins prior to game time. At all other times players may not use sticks & balls.

Interchange of Players

In an endeavour to use as many players, a team comprises of 9 players on field and three reserves. These reserves may be interchanged at any appropriate time.

Behaviour

Managers and coaches are responsible for the behaviour of their players on and off the field from the first player's arrival to the departure of the last player. **Each district/team will be required to have a sideline official present during the carnival who can be identifiable.**

Order-Off Rule

Players whom the umpire/s consider to be guilty of foul play or bad language are to be sent off for a period of 10 minutes. As indicated by a Purple Card. The player may be replaced. If the player is sent off again (Second Purple Card), they will remain off for the remainder of the game.

Therefore - NO green or yellow cards.

Points and Premiership Tables

Three for a win, two for a draw and one for a loss

The carnival is a round robin series. Joint winners can be declared if necessary. Percentage will not be used to determine ultimate winners.

Score Cards

First named team to provide score card. Winning team or in the case of a drawn game the first named team to return the card to the Carnival Convenor.

Injury

In the event of serious injury, the umpire will stop the game and only authorised persons are to enter the playing area.

Umpires

Henley High School, as well as a number of other volunteers from districts will cover some games. Teams are expected to source a suitable umpire for games that do not have an umpire.

Promotion/Relegation Process (Division 1 and 2)

After each year's competitions School Sport SA will promote and relegate districts based on their finishing position. In most cases the intent is for 2 districts to be promoted and 2 teams to be relegated.

