

# School Sport SA rules of the knockout competition

## Hockey

### Updated September 2015

The game is played under the Australian Hockey Rules (e.g. card penalties) unless stated in the following.

#### 1. Duration of matches

- 1.1. Open - 2 x 30 minutes - 5 minutes half time
- 1.2. Year 8 and 9 - 2 x 25 minutes - 5 minutes half time

For Round Robin matches, format and times are to be mutually agreed upon before commencement of games.

#### 2. Team composition

- 2.1. 16 players - changeable at any break in the game.
- 2.2. Open mixed - A minimum of five (5) of each gender of the eleven players on the field at all time. If a team doesn't have five of each gender on the pitch at any time the game should be stopped to correct the situation. A personal penalty of 3 minutes should be awarded against the captain of the team involved. Decisions taken prior to correcting the situation cannot be changed. Play and time is restarted with a free hit to the opposing team unless another penalty had been awarded against the offending team immediately before time was stopped in which case that penalty is taken.

#### 3. Safety equipment

- 3.1. It is compulsory for all field players to wear shin guards/pads and highly recommended that they wear mouth guards. Goalkeepers must wear the full protective equipment.
- 3.2. SSSSA encourages players defending penalty corners to use appropriate facemasks, gloves and groin protection.

#### 4. Jewellery

- 4.1. All jewellery must be removed prior to the commencement of play.

#### 5. Ties

##### Two team competition

- 5.1. If the result is a draw then a 1 on 1 penalty shootout shall apply.

##### Three or more teams in competition

- 5.2. No draws each game has a result, so go immediately to a 1 on 1 penalty shootout to get a result.
- 5.3. The following premiership points will be awarded: win = 2 points, loss = 0 points

##### Final placing's at the completion of round robin matches

- 5.4. To determine the final positions, teams shall be placed in descending order according to the number of premiership points gained.
- 5.5. In the event of two teams being equal the result of the match played between those two teams will determine the winner.
- 5.6. In the event of more than two teams gaining the same number of premiership points, the respective placing's shall be determined by goal difference (goals for minus goals against in matches played between these teams).

Note: this structure has been established to eliminate the value of thrashing another team to establish "greater percentage" and encourage increased playing time for all team members.

- 5.7. In the event of there still being a tie for any placing at the end of the round robin which cannot be resolved by applying all of the above, the team scoring the most goals in the competition



shall be placed higher.

- 5.8. If three teams are tied on all of the points above, a round robin, 1 on 1 play-off as per 1 on 1 Penalty shot-out rules will be conducted.
  - a. The round robin, 1 on 1 play-off's shall be played in the same order as the round robin matches.
  - b. Rankings will be established through the same order of merit as in the points above.
  - c. If all three teams are still tied, the process shall be repeated.

It is imperative that student behaviour will not in any way bring these championships into disrepute. Schools must be responsible for the conduct of their students and supporters.

Organising officials will act strongly to maintain the standard of these championships.

#### **6. 1 On 1 penalty shoot-out**

In a shoot-out competition, five players from each team take a one-on-one shoot-out alternately against a defender from the other team as set out in this regulation. The shoot-out competition comprises all series of shoot-outs required to determine a result.

- 6.1. Each team shall nominate the five players in order to take the shoot-outs and submit to the convener. Red carded players cannot take part in the shootout.
- 6.2. Captains will toss for choice to take or defend first in the shoot-out
- 6.3. Each player has eight (8) seconds from the time the umpire blows the whistle, to score a goal.
- 6.4. Playing of the 1 on 1 penalty shoot-out:
  - a. The goalkeeper / defending player starts on or behind the goal-line between the goal posts.
  - b. The ball is placed on the nearest 23m line opposite the centre of the goal.
  - c. An attacker stands outside the 23m area near the ball.
  - d. The umpire signals to the technical table that the time may start.
  - e. An official at the technical table starts the clock which automatically issues an audible signal.
  - f. The attacker and the goalkeeper / defending player may then move in any direction.
  - g. The shoot-out is completed when:
    1. 8 seconds has elapsed since the starting signal.
    2. A goal is scored.
    3. The attacker commits an offence.
    4. The goalkeeper / defending player commits an unintentional offence inside or outside the circle in which case the shoot-out is re-taken by the same player against the same goalkeeper/defending player.
    5. The goalkeeper / defending player commits an intentional offence inside or outside the circle, in which case a penalty stroke is awarded and taken.
    6. The ball goes out of play over the back-line or side-line; this includes the goalkeeper/defending player intentionally playing the ball over the back-line.
  - h. If an equal number of goals are scored after each team has taken five shoot-outs:
    1. A second series of five shoot-outs is taken with the same players, subject to the conditions specified in this appendix.
    2. The sequence in which the attackers take the shoot-outs need not be the same as in the first series.
    3. The team whose player took the first shoot-out in a series defends the first shoot-out of the next series.
    4. when one team has scored or been awarded one more goal than the opposing team after each team has taken the same number of shoot-outs, not necessarily being all five shoot-outs, that team is the winner.